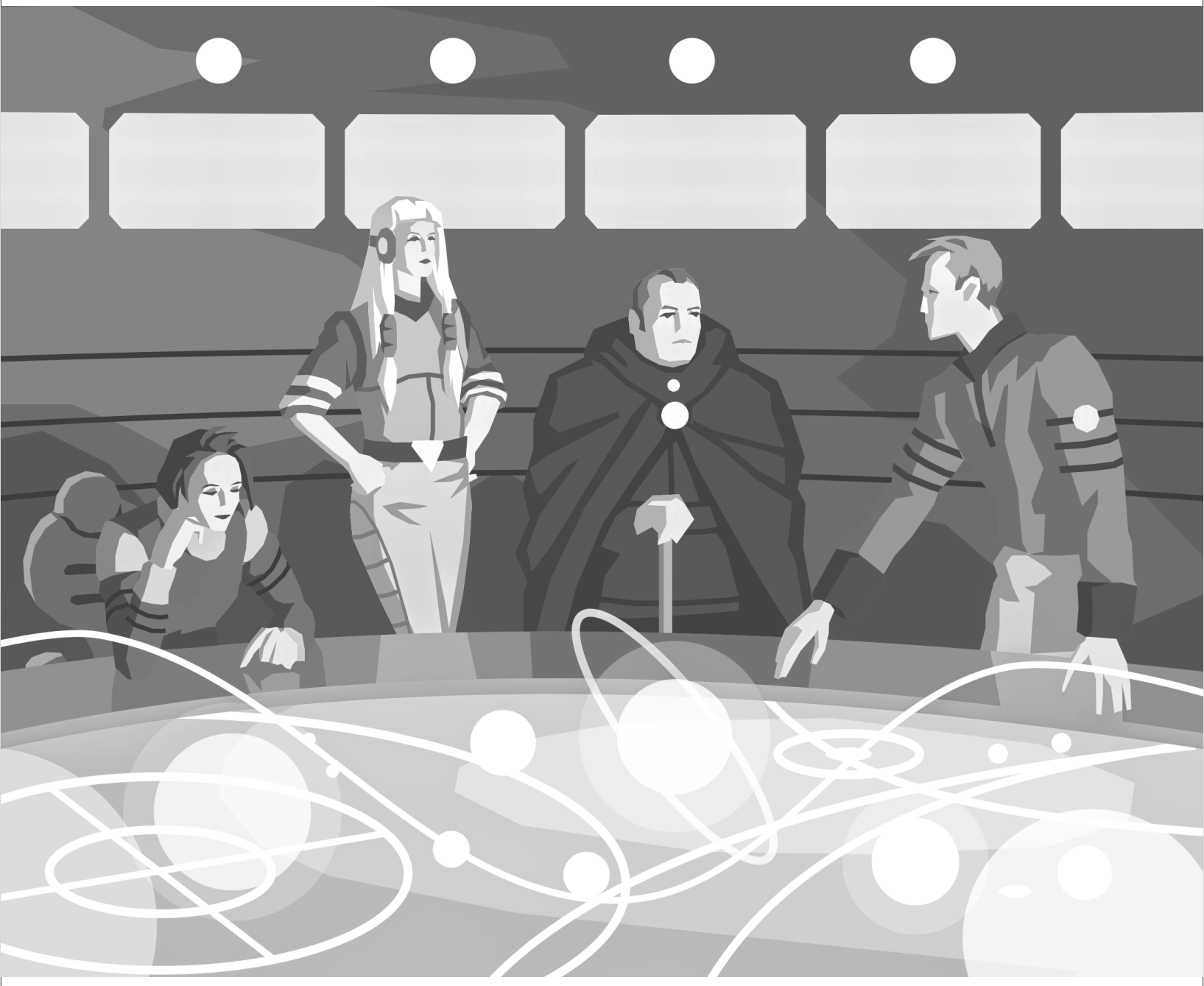
Deep Space D-6 Adventure #1:

The Long Way Home

TAU LEADER GAMES



Science Fiction Role-Playing Game and Adventure

by Tony Go with Illustrations by Ilya Baranovsky

For use with Deep Space D-6 solitaire board game

CC BY SA

Ver. 1.41

We Survived. Barely...

The shockwave from the last destroyed enemy ship felt more like a lulling nudge than the staccato reverberations that once punctuated the ongoing assault. It was a trap. Though we survived, our warp drive was severely damaged and our systems were left in critical condition. Luckily, we still have the best weapon in the galaxy: our crew.



It's a long way home. With the amount of fuel we have left, there is no choice but to pass through pirate occupied space. Parts of the journey may even take us through uncharted regions. As a member of the United Earths, it is our duty to provide aid wherever it is needed- even if, as it appears, we are the ones in need of assistance...

What happens next in the story? It all depends on the choices *you* make.

The Long Way Home is a role playing supplement created for use with the solitaire board game Deep Space D-6. A copy of Deep Space D-6 is required. The Endless Expansion may be added, but is not required. A EE symbol denotes the use of expansion content.

In *The Long Way Home* players will take control of a single ship and travel between points on a starmap. As you play, you will be asked to make a choice. Your choice may lead to success or disaster! After you make a choice, follow the instructions to see what happens next. Remember—you cannot go back! Think carefully before you choose. Combat in *The Long Way Home* is resolved using the standard rules of Deep Space D-6 with a few modifications.

EQUIPMENT NEEDED

- This document
- 1 copy of Deep Space D-6
- A token or mini to represent your ship on the map
- A pencil or erasable pen
- A 12-sided die

SETUP & HOW TO PLAY

Remove the following cards from *Deep Space D-6:*
The 6 Ouroboros cards, Solar Wind, Nebula, Boost Morale, Time Warp, Both Rescue cards, all 6 Don't Panic cards. Shuffle up the remaining cards to create your draw deck. Whenever you come across an event with this marker:

Combat: 2 +15

You will engage in a combat encounter. Combat is resolved by playing Deep Space D-6 using the normal rules with the following changes:

- The first number listed after 'Combat' is the amount of Threat Cards you draw and place to begin combat. The second number in the box is the number of threat cards to be used as the draw deck. Draw these cards randomly from the draw deck you created at the very start.
- If there are no more threat cards to draw, instead take 1 hull damage (shields first). This occurs both when you've filled the scanners and during step 4 of the original game rules.
- During combat you may also assign crew dice to your research and developments section on your Character Sheet (see Character Sheet for details).

Unless otherwise stated in the event, if your ship is destroyed in a combat encounter, you lose the game. At the end of each encounter, your ship is fully repaired. Thus, you begin every combat encounter with full shields and hull. Return all used threat cards into the draw deck and shuffle at the end of each encounter.

The Character Sheet

The character sheet found on page 5 is how you will track your progress through The Long Way Home. Begin by filling your character name, then the name of your ship. Next mark the ship you will be piloting. This does not/will not change in a game of The Long Way Home.

Once your character is created, generate 4 officers for your ship by giving them names and ranking them. Give each officer one of four titles. From highest to lowest rank, the titles are:

Commander
Lieutenant Commander
Lieutenant
Lieutenant Junior Grade

Next assign them Attributes and Skills (see page 6, Generating Your Crew). These skills will determine what options are available during your journey. Skills might be removed and added as you complete events.

Research and Development

During combat you may assign crew to Research and Development upgrades. These upgrades will help you on your journey home. During step 3 of the original game rules, you may assign your crew to a new development instead of a ship station. To do this, the crew must match the next available icon shown on the track. Mark the box with an X to indicate that it has been researched. Boxes with multiple crew icons require multiple dice to be assigned. You can lock a die there using the Away Team rules from the original game.

Once all the requirements for an upgrade are met, you can permanently unlock the upgrade. You can have any number of upgrades being researched at any moment. Some upgrades only limited uses, indicated with a series of numbers beneath the ability text.

When you activate an upgrade, mark off the highest shown number. When an upgrade has no more shown numbers, it can no longer be used. A fully researched upgrade cannot be researched again.

Research can also be done at some locations marked with a ☐ on the Starmap. In these places, you may roll all 6 crew dice and assign them to upgrades for the cost indicated.

The Upgrades

Engine Repair - When Engine Repair is complete, you may move 2 spaces instead of the normal 1. The Jump Drive allows you to leave a combat encounter by assigning 3 Engineering crew as a station action. Using the Jump Drive will cost you 1 fuel. An OPEN SPACE encounter is not triggered when using the Jump Drive to return to an open space.

Promotion - Once unlocked, you may re-roll all available crew before step 3, during any combat encounter. Scanner dice cannot be re-rolled and must be placed in the appropriate location after the re-roll. Promotion can be used multiple times in the same turn as long as there are enough available uses remaining.

Kinetic Recycler - During a combat encounter, if you lose 4 or more hull (does not include shields) in 1 round, you instantly gain 1 scrap.

Long Range Scanners - During the 'Open Space' roll, you can activate the LR scanners to lower the Encounter dice value (to a minimum of 1). Thus, if you rolled a 6, the LR scanners will change it to a 4.

Bio-Manipulator - This upgrade allows you to return a crew die from the infirmary. This is a free action that can also be activated to prevent a crew member from being sent to the infirmary. It is not considered a medical crew action.

Cloaking Device - The Cloaking Device may not be researched until it is discovered in an event. Once it is unlocked, it allows you to re-roll the threat during step 5 in any combat encounter.

Scrap

Scrap is the currency and primary resource of The Long Way Home. You will earn it by completing events and missions, and use it to purchase various resources. Whenever you gain or lose scrap, cross out the old number and write the new value in.

Cargo

Your cargo contains a sequence of characters. During some events, you will be asked to underline or circle different parts of the sequence. These sequences will be used by the game to remember what decisions you've made in your journey.

000-2-134711-182947-7612319-322521-8431364-L-M-Z

Additionally, you will use the space in the cargo to write any items you've acquired. Items in the game are identified with brackets [ITEM1]. Write these items into your cargo. When the item is lost or removed, you will cross out the word. Crossed out words are treated as if they are gone. You can also erase the word. Feel free to use the cargo space to write notes to yourself as well!

Fuel

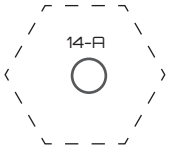
Fuel is the lifeline of your ship. Whenever you lose a unit of fuel, cross one of the solid circles. If you lose a fuel unit but have no more circles to cross out, you lose the game. When you gain fuel, fill in an empty circle. There is no limit to the amount of fuel you can have. If you run out of circles, draw new ones or erase the old ones to make room.

THE STARMAP

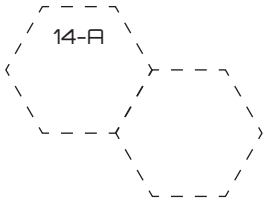
The Starmap tracks your ship's current place in the galaxy. A circle is a beacon which generally represents a planet, distress beacon, or other anomaly which you can visit. Square are stores where you can purchase fuel, research upgrades, and complete events at. Go to page 6 to set up the Starmap.

Begin by placing your ship token on the start space of the map. Each turn you will consume 1 fuel to move your ship to an adjacent space then resolve an event or encounter on the space.

If you enter a space with a beacon (circle) or store (square), open the events book to the page shown on the space. Important: Only spaces with a symbol on it can be resolved. A space with just a number on it cannot be resolved.



If you move to this space, open the event book to 14-A



If you move to a blank space or a space with only a number in it, this is OPEN SPACE.

Resolving Events

Read the text for the event. Most events will give you choices you must make. Make a choice by going to the page and section indicated in the text. Follow along until the text says you may "Return to Orbit'.

Events marked with a EE symbol denote the use of expansion content. These events can only be resolved if you have the Endless Expansion to Deep Space D-6. If you do not have the expansion, ignore these events.

You may return to a beacon you have already visited but you may not take part in any events you have previously resolved.

Resolving OPEN SPACE

The galaxy is a dangerous place inhabited with unknown threats. When you move into Open Space, roll a d6 and consult the chart on page 8. After you have resolved the Open Space encounter, you will Return to Orbit.

Returning to Orbit

Once you have returned to orbit, you begin another turn. All crew become available, your shields are recharged, and your hull is fully repaired. Once again, you will consume 1 fuel and move your ship to a new location.

Going Home

The Long Way Home is complete once you have reached the Home space

You are now ready to begin your adventure!
Good luck, and have fun!

DEEP SPACE D-6 THE LONG WAY HOME

Personal Data

NAME: _____

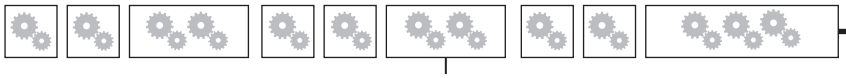
SHIP NAME: _____ ☐ Halcyon ☐ Athena Mk. II ☐ AG-8 ☐ Mononoaware

Officers

Name: Title: Attributes & Skills:	Name: Title: Attributes & Skills:
Name: Title: Attributes & Skills:	Name: Title: Attributes & Skills:

Research & Development

ENGINE REPAIR



Unlock Jump Drive

+1 Travel Distance

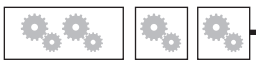
PROMOTION



Re-roll all available crew

1 2 3 4 5 6

KINETIC RECYCLER



If you lose 4+ hull in one round, gain 1 scrap

LR SCANNERS



-2 Encounter Dice Value

1 2 3 4

BIO-MANIPULATOR



Return one unit from the infirmary

1 2 3 4 5

CLOAKING DEVICE



Re-roll the threat die

1 2 3 4 5 6

Scrap

10

Cargo

000-2-134711-182947-76123199-322521-8431364-L-M-Z

Fuel



If you are out of fuel, 21-A.

GENERATING YOUR CREW

For each officer, select one specialty, one attribute from box **A**, and one attribute from box **B**. Write these under Attributes & Skills in the Officers section.

These aspects of your officers may effect the outcome or options of some of the choices you will encounter.

Specialty
Artisan
Assassin
Bio Engineer
Bounty Hunter
Chef
Chemist
Dark Matter Specialist
Diplomat
Doctor
Freelancer
Hacker
Musician
Pilot
Politician
Psychic
Researcher
Roboticist
Scholar
Smuggler
Soldier
Spy
Scientist
Xeno-Biologist

A
Altruistic
Brave
Charming
Clever
Confident
Dreamer
Generous
Improviser
Independent
Judicious
Loyal
Lucky
Observant
Optimistic
Patient
Persistent
Rational
Reliable
Resourceful
Selfless
Stoic
Strong
Upbeat

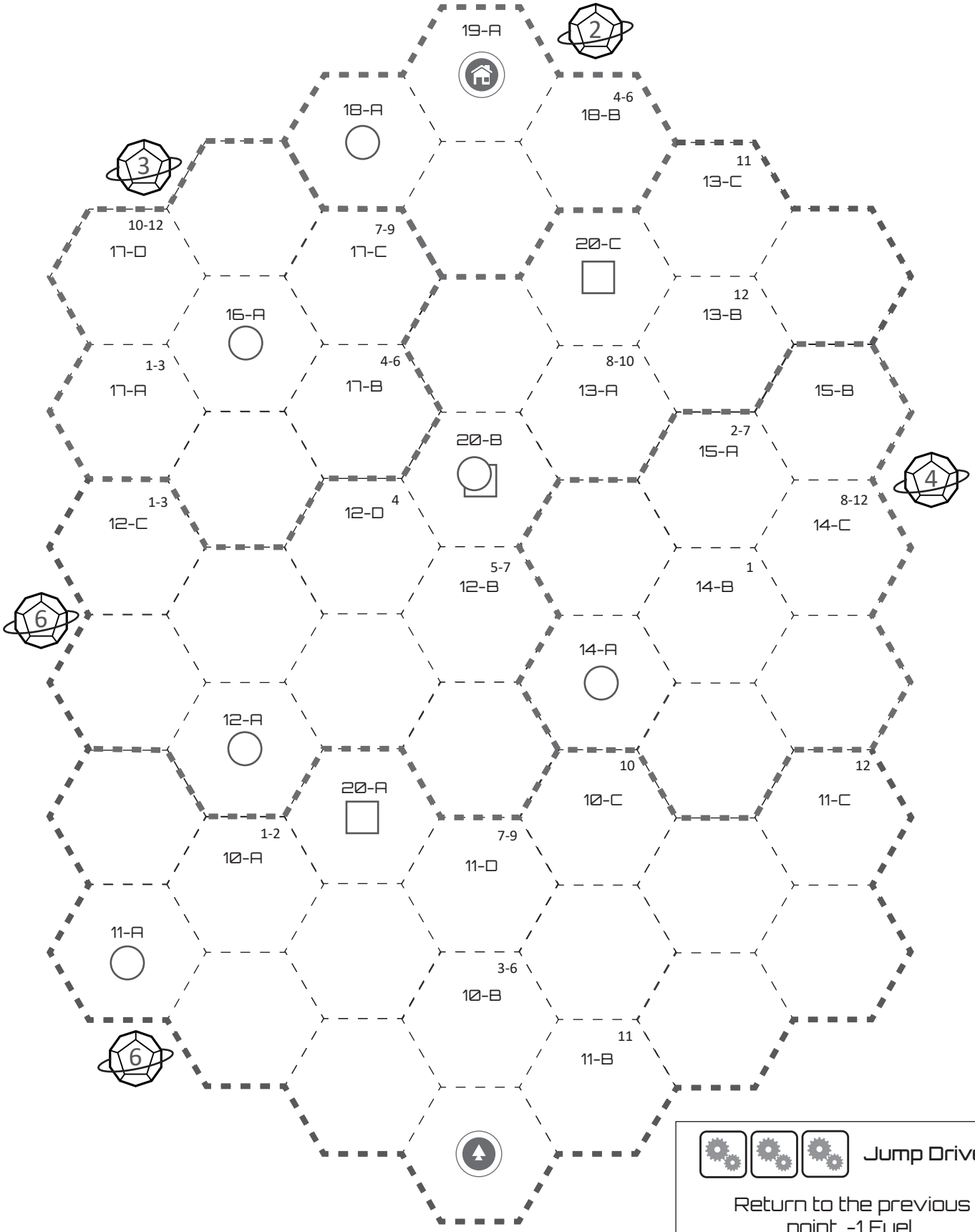
B
Addicted
Apathetic
Conceited
Coward
Gluttonous
Greedy
Impulsive
Inflexible
Insincere
Lazy
Loner
Mistrusting
Narcissistic
Obsessive
Proud
Rebellious
Reckless
Selfish
Short-tempered
Stubborn
Superficial
Weak
Xenophobic

SETTING UP THE STARMAP

The starmap is made up of 5 sectors. Upon entering a sector, you'll need to generate it's locations and signals. When your ship first moves onto a space in a new sector, roll a d12 and draw a circle (representing a beacon/planet) in any space that corresponds to that value. If you roll a value that already has a circle, skip that space (do not perform a replacement roll!) You will only roll the d12 the indicated amount of times as shown in the  icon for each sector.

For example, in the starting sector if you roll 2, 5, 6, 10, 10, and 12; you will draw a circle at the 2 spot, the 3-6 spot, the 10 spot, and the 12 spot.

You'll ignore the 6 and 10 rolls because they already have a circle. From this roll, you will only draw 4 circles despite rolling 6 times.



Jump Drive

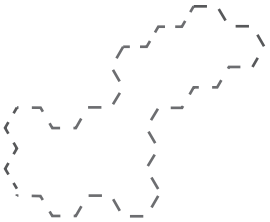
Return to the previous point. -1 Fuel.

Sector Alpha
Starting Zone



⚀	Empty Space	
⚁	Empty Space	
⚂	Empty Space	
⚃	Empty Space	
⚄	Combat: 2 +5	
⚅	Combat: 2 +5	Gain 2 scrap

Sector Beta
Free-Trade World



⚀	Empty Space	
⚁	Empty Space	
⚂	Empty Space	Gain 3 scrap
⚃	Combat: 2 +4	
⚄	Combat: 3 +2	Gain 3 scrap
⚅	Combat: 3 +5	

Sector Delta
Pirate Territory



⚀	Empty Space	
⚁	Empty Space	
⚂	Combat: 2 +6	
⚃	Combat: 4 +5	Gain 3 scrap
⚄	Combat: 2 +6	Gain 4 scrap
⚅	Combat: 4 +5	Gain 5 scrap

Sector Zeta
The Endless Space



⚀	Empty Space	
⚁	EE Combat: 3 +0	
⚂	EE Combat: 2 +5	
⚃	EE Combat: 2 +5	
⚄	EE Combat: 3 +6	
⚅	EE Combat: 4 +7	

Sector Tau
UEF Homeworld



No Encounters in this zone

10-A Oxygen Leak

The inhospitable planet Notus where the oxygen farms are being threatened. One day the farms stopped functioning properly. One by one the generators were shutting down and people have had to relocate into shared hubs. It's getting overcrowded. Can you help? We'll pay!

The farms were built centuries ago and the people have largely forgotten how they function, much less how to fix them. Your chief engineer lays out the following possible plans of action:

If you decide to buy replacement parts
go to **41-A** *(if you already have [SYS-PUMP] go to* **53-B**)

If you decide to solve the power problem
go to **29-A**

If you decide to stay and monitor the problem
go to **30-B**

10-B A Rain to Drown All Rains

The rain is endless and there doesn't seem to be a safe place to land. In a clearing far from any light sources, you guide the ship safely down.

You and your crew make your way through harsh rain and punishing waters until you come across a path:

If you head uphill towards a tall pillar of light
go to **28-D**

Continue onwards to where the distress beacon signal is stronger,
go to **42-A**

If you decide it's too dangerous
Return to **Orbit**

10-C A Planet like a Gem

Even from orbit the planet shines like a star. The radiant light given off from the planet's rings beckons you. According to the StarNav, there is a UEF outpost here. It might be wise to contact someone there. What should we do?

If you decide to seek side jobs
go to **33-B**

If you decide to seek out a UEF contact
go to **44-A**

Visit the local tavern
go to **51-A**

11-A Robots Taking Over

There are multiple distress beacons coming from this planet. Before you can zero in on one, you're attacked! Threats are swarming your ship and don't appear to respond to any communication. These are robotic ships!

Combat: 2 | +5

If you decide to land in a nearby field, go to **45-B**

If you decide to land in the spaceport, go to **52-B**

If you decide to stay in orbit and attempt contact, go to **51-C**

11-B Alien Settlers

Planet designation NMD-11. Many cycles ago humans settled on this abandoned planet. But they were wrong, the planet wasn't abandoned. The Miras used to call the planet home until they left on a species wide pilgrimage. Now they're back and wish to return to the homes and places they left behind. Under guidance of the UEF, the humans made peace with the Miras and the two share most of the planet. However, tensions are rising as the Miras are set to go on another pilgrimage and the humans want to use the vacant resources in their absence. Both species will meet before a council to present their case and decide a fate.

As members of the UEF, we are required by oath to assist in this matter.

To hear the human's side of the conflict, go to **53-A**

To hear the Mira's side of the conflict, go turn to **42-C**

11-C Time & Space

This planet is uncomfortably close to a black hole. Light bends away from the planet making it look like it's in perpetual motion. The distress beacon alternates between strong and faint signals, but a beacon is a beacon and you set down on of the planet's many islands.

As soon as your power down your engines, the distress beacon completely disappears. Even after boosting the signal, no distress beacon of any type can be found. "What should we do captain?"

Venture forth to a nearby island in the direction of the beacon, go to **35-C**

Leave the planet, go to **53-C**

11-D Sea of Thieves

This planet is covered primarily in water. It reminds you of one of the planets you've read about in the history books. You've heard of this one before. It's legendary. Rumor follows that a famous space pirate hid his treasures somewhere on this planet. If we find it, we'll be home in no time.

The planet is filled with hunters and explorers seeking the rumored lost treasure. If we work with others, we might find it faster. Or maybe it's just a rumor?

Search for the treasure on your own, go to **36-A**

Join a group of hunters, go to **61-A**

Set a trap for one of the pirates, go to **31-B**

Return to **Orbit**

12-A Manaport Outpost

Welcome to the Manaport Waystation. No one on Manaport is from Manaport. This station plays host to millions of lifeforms on transient journeys through the stars. Through a symbiosis of interdependence, it exists without a central authority. Its visitors give to the station what it needs, only asking in return a place to rest. This might not be a bad place to spend some time recovering.

Seek out jobs, go to **37-A**

Visit the vendor hall for food and supplies, go to **43-D**

Visit the refueling depot, go to **72-B**

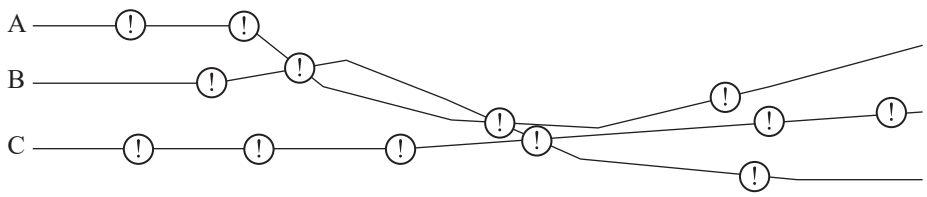
Visit the research center, go to **41-B**

12-B Diaspora

This was once a rich and prosperous planet until constant waring with the pirate factions resulted in the entire destruction of the planet. What is left of the planet looks more like loosely gathered debris.

Large chunks of the planet are inhabited by various pirate factions and rebels.

The nearby United Earths trade location would probably appreciate some policing in the area. Choose a route:



Patrol route A, go to **31-C**

Patrol route B, go to **33-A**

Patrol route C, go to **45-D**

12-C A Planet on the Verge

Strange things keep occurring on this planet. As you get closer you're attacked by a strange new threat you've never seen before.

Patrol route A, go to **44-E**

12-D Hephaestus VII

Neighboring the grand bazaar is man-made machine planet constructed for the sole purpose of manufacturing a high supply of goods. The planet is surrounded by a thick layer of pollution and acid rain.

Pirate raids have forced security measures to become uncomfortably strong. As you approach the landing pad, you detect no less than 12 weapons targeting your ship. Whoever put out the distress beacon sure has a funny way of asking for help.

You hail the manufacturing facility asking for permission to enter. Instead of any warm human greeting you are sent a simple text message. "Come in".

Egress the ship and enter the factory, go to **49-C**

Turn around and leave, go to **52-D**

13-A The Greatest Show

Lights everywhere, but nothing appears to be for sale. Instead it's all betting and gambling. You stare at the endless venues for countless games, many of which you've never heard of. As your ship docks in a sponsored landing zone, you and your crew are approached by a man in a dazzling outfit. He calls himself the "Game Master" and claim to be the owner of this planet.

"We don't get many federation ships around here. Please, come with me. You'll be my honored guests for today"

The men with surrounding him with guns pointed at you don't exactly make you feel honored, but you follow him nonetheless.

The Game Master suggests that the best way to make money is to join in on the fun. He doesn't give many options.

If you choose to enter the gladiator fights, go to **21-B**

If you try your hands at the card tables, go to **27-B**

13-B Just Communication

The outpost stations here are responsible for relaying information from the pirate zone to the UEF fleets. The distress beacon indicates that the communications lines have been shut down by an unknown force. As you arrive at the primary outpost, an alarm sounds. One of the outposts has come under attack.

A single shot has completely wiped out one of the smaller outposts. Emergency scanners have failed to locate the source of the attack. You signal a cease fire as the resident highest ranking official in the zone. Your call is answered by a man calling himself The Shadow.

The Shadow is a fearsome predator that lives for the glory of battle.

If you choose to engage him, go to **57-A**

If attempt to flee, go to **41-D**

13-C New New Voluptas

The old Voluptas was a paradise. This newly remodeled vacation planet is a utopia. Things are a little out of budget here..

Take a break and visit the spa, go to **55-A**

14-A Pirate Outpost

The pirates maintain control of the borders using advance scouting techniques and positioning large fleets at various outpost locations. Each year they most closer and closer to civilian regions. Here the ships are right at the front door and they need to be stopped. Recent reports say the enemy fleet is one giant warship. This will be a dangerous conflict.

Advanced to the attack, go to **67-A**

Retreat, go to **Orbit**

14-B Asteroid Field

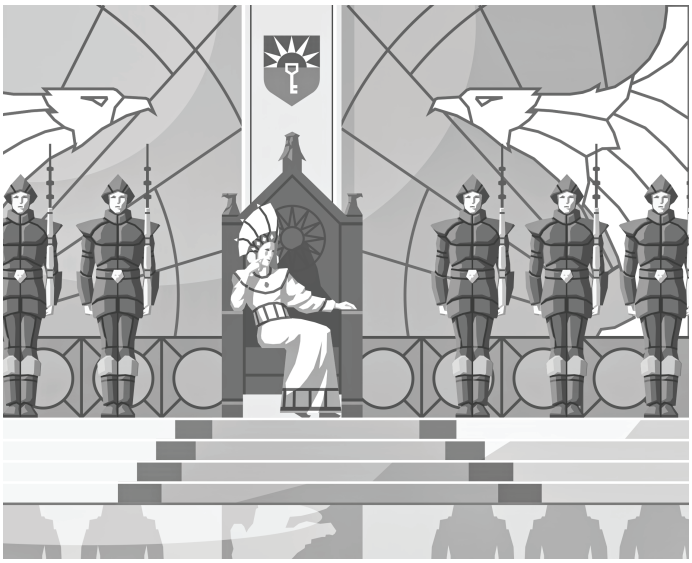
The asteroid field in this sector aids in hiding the pirates. Their ships are designed to withstand impact from the debris. There are dangerous levels of seismic activity and the nearby nebula clouds are throwing off your scanners. Because this is pirate territory, this would be an ideal place for an ambush. Your crew recommends going around or avoiding this area all-together.

Heed the warnings, return to **Orbit**

Proceed through the asteroid field, go to **22-A**

14-C Pirate Queen Headquarters

Everywhere in the pirate zone the buildings are barely functional and pose a structure threat in themselves. But not here. The central pirate headquarters contain ornate glass-work and gold emblems are avian insignia. It almost looks like a pleasant place to live. You are summoned to see the Queen.



If you have sequence L and 711, go to **40-A**

If you have sequence L, go to **26-A**

If you have sequence 711, go to **48-B**

Otherwise, go to **63-B**

15-A A War on Two Fronts

It's an all our war!

Combat: 10 +0

If you survive, gain 8 scrap, return to **Orbit**

If you are destroyed, lose 2 fuel, return to **Orbit**

15-B The Queen's Gambit

As your ship flies in closer to the planet you see the destroyed remains of countless other ships. How many other ships were sent here by the Queen? Is it a mission or a death sentence?

This region of the planet is filled with endless snowfall. The map given to you by the pirate queen indicates that you'll need to travel on foot for the rest of the way.
You embark into the perilous wilderness.

As you pass by the remains of the other ships, you don't seem to find any bodies and the escape pods are mostly intact.

The map leads you to a tall mountain with a hole at the top similar to a volcano. You venture further in led on by the blinking dot of the nav map.



Go to **41-C**

16-A EE Heart of the Swarm

This is where the Endless Ships seem to be originating from. There's no time to report them to the UEF, we must stop them now. You hope you and your crew are ready.

Combat: 2 +15 EE

If you manage to defeat the Endless Threat, go to **40-B**

If you are defeated by the Endless Threat, go to **26-B**

17-A EE Resistance

The Endless have consumed all the neighboring planets but pockets of resistance scrape by. Assist them until they are able to evacuate.

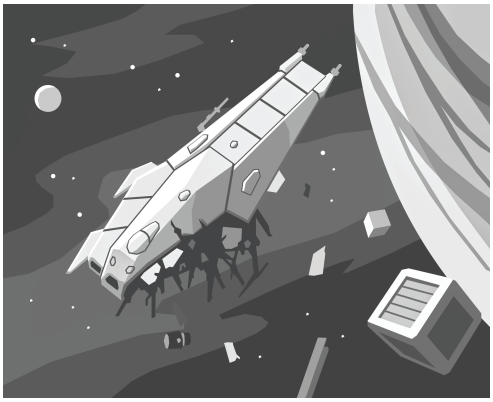
Combat: 1 +10 EE

When the last threat card is drawn, you win the encounter.

Gain 3 scrap, return to **Orbit**

17-B The Planet Eater

The distress beacon here is using a special UEF frequency. As you get closer your suspicions are confirmed as you make out the outline of the UEF Manta. The UEF Manta is heavily damaged and systems appear in critical condition.



You get close enough to teleport aboard and search the ship for any survivors. Bodies are littered throughout the ship but none are alive. In one of the jammed escape pods you find an unconscious UEF officer, Officer Carla Muller.

Muller explains that she and her crew were responding to a distress beacon in the Endless territory when a giant spaceship made from millions of smaller ships swarmed the UEF manta and tore it apart. Parts of the Manta were assimilated into the monstrous ship and it grew in size and speed. Based on recorded data of its movement, the doomsday ship was headed towards the Grand Bazaar. If it manages to get there, the amount of mass it would consume would make it unstoppable. The ship must be stopped.

Chase down the planet eating ship, go to **40-C**

Rely on the defenses of the bazaar and leave the ship, go to **53-D**

17-C Relic of the Past

A massive structure can be seen from light-years away. It looks like a ring made from stone.

It doesn't seem to function anymore.

If you have sequence `521`*, go to* **26-C**

Otherwise return to **Orbit**

17-D ???

No such planet is listed on any official star map. The planet is clearly there and your scanners can verify it. It could be a trap? Something beckons you.

If you decide to land on the planet to explore it, go to **25-A**

Otherwise return to **Orbit**

18-A Aergia Moon Colony

The UEF sanctioned Aergia was a peaceful planet until the uprising of a radical colony group calling themselves The Red Asters. The Red Asters claim that the UEF is improperly taxing the Aergia Colony without proper representation. The distress beacon originates from the Magnolia Foundation, one of the original settling dynasties.

You set down the ship and are immediately greeted by a lone woman. Her name is April Cassus, and she explains that Aergia is on the verge of complete mutiny. The Red Asters are seeking something called the Pandora Box which is hidden in the Magnolia Foundation compound. April admits she does not know the contents of the locked box, only that her forefathers placed it there for safe keeping. The last person who knew the contents was her older brother who never returned from an exploration mission in the Alpha Sector.

April asks for your help defending the compound.

Assist April with defending the compound, go to **58-C**

Demand to open the box, go to **27-C**

If you have [Flower Locket], go to **50-C**

18-B Split

The space between the UEF zone and the pirate territory is an on-going war. You've been assigned to aid the UEF forces on the ground as part of the 7th Fleet.

While orbiting the planet, you run into a pirate scouting team. You fire your lasers and bring the ship to destruction. In the aftermath, the pirate escape pod activates a distress beacon broadcasting to all channels. This is highly unusual as the pirates use their own channel for communication.

You decide to show mercy and rescue the escape pod. Safety scans showed two life forms and no weapons. When the pod doors open you're floored to see two young children emerge from the pod.

It turns out the two children are brother and sister. Their mom is a citizen of the pirate colonies, while their dad is a soldier from the UEF. They both want to go home but in separate ways.

Send the boy to his father in the UEF, then return to **Orbit**

Send the girl to her mother in the pirate colony, then return to **Orbit**

Send both children to the UEF, then return to **Orbit**

Send both children back to the pirate colony, then return to **Orbit**

19-A Home

You finally made it home.

It is true that when you first joined the UEF you were searching for your place in the universe. How fitting then that to find your place you had to become truly lost. The journey of a hero may culminate in celebration, applause, and revere; but a real ending is undramatic. To have seen the things you've seen and to recall the choices you've made is to consider not what difficulties or challenges had beset you. Rather, to understand the urge to serve others at whatever the cost.

The UEF has made you into a symbol. You are a beacon of what the UEF stands for, bred not from battlefields and sorties, but from difficult choices made with the trust earned by your crew.

Safety does not exist in outer space. Avoiding danger is no safer in the long run than meeting it head-on. Life is either a daring adventure, or nothing at all.

THE END

Sequence Endings

Find your sequences below and follow the pages for their resolution. Return to this page to continue more sequences.

Circled □□□ - Go to 38-B
Underlined 99 - Go to 24-A
Underlined 761 - Go to 28-A
Underlined 182 - Go to 39-C
Underlined 364 - Go to 23-B
Underlined 182947 - Go to 32-B
Underlined □□□ - Go to 47-B

If you ended with the following items:

[CARGO13] - Go to 64-C
[ORB1] - Go to 34-C
[EE7] - Go to 68-B

20-A Scrapyard Seller

The scrapyard sellers are modest in their inventory. Choose to perform any number of the following actions.

Purchase [SYS-PUMP] for 5 Scrap

Research 1 roll for every 3 scrap

Purchase 1 fuel for every 4 scrap. Limit 5.

20-B Grand Black Market Bazaar

Choose to perform any number of the following actions. Then return to orbit.

Research 1 roll for every 5 scrap

Purchase 1 fuel for every 6 scrap. No Limit.

then Return to Orbit

20-C Traveling Traders

You're able to find the traveling traders by following their social media! Choose to perform any number of the following actions. Then return to orbit.

Research 1 roll for every 3 scrap

Purchase 1 fuel for every 5 scrap. Limit 5

Complete Luxury Food mission. Lose item [Lux Food], gain 15 scrap.

then Return to Orbit

21-A Adrift

Your ship is out of fuel. As you drift you think of all the things that could have gone differently. Maybe someone will find you? Maybe you can play a game to pass the time?

Boredom and idleness is exactly when we feel time and being the most acutely. Alone together in our lighted ship, sailing against the darkness and all that was yet to come....

THE END

21-B Grand Black Market Bazaar

You are confident in the abilities of your officers. The gladiator fights have the largest payout. Pick one of your officers. Cross out his/her title and replace it with GLADIATOR. If the officer fails any challenge, cross out the entire officer and lose any scrap gained from this event.

Using all 6 crew dice, Pick one of the challenges you intend to accomplish:

Crew symbols are any dice face except
You may lock (or unlock) your dice in between rolls.

Challenge	Scrap Reward
Roll 3 matching **crew** symbols in 3 rolls.	3
Roll 5 matching symbols in less than 6 rolls.	5
Roll 1 of each symbol in less than 10 rolls. Any duplicates must be re-rolled.	25
Roll no in a single roll.	15
Roll 3 matching **crew** symbols in 1 roll.	10
Roll 2 pairs of any symbol in 2 rolls.	5



If you are successful, you may pick a different challenge or return to Orbit.

Return to **Orbit**

22-A

The asteroids appear to push off each other with tremendous force. Roll the threat die.

	The asteroids graze your ship, but cause no significant damage.
	An asteroid hits your cargo bay area. Lose 5 scrap.
	An asteroid hits your fuel tanks. Lose 2 fuel.
	An asteroid hits your fuel tanks. Lose 2 fuel.
	Several asteroids make impact with your ship. Lose 5 scrap and 1 fuel.
	Small asteroids collide with your ship and crumble into valuable ore. Gain 5 scrap.

In all the mayhem, your scanners detect a nearby hidden cache.

Stay in the asteroid field, roll the threat die again, and grab the cache, go to **23-A**

Get out of the asteroid field, go to **Orbit**

23-A

You came all this way, you might as well try to get something out of it. You pull the cache into your holdings and proceed to unlock it. A cloud of smoke fills your immediate surroundings. In that moment your alarms go off. It was a trap!

Combat: 3 +4

You cannot return  from the scanners using any station action.

Gain 2 scrap, return to **Orbit**

23-B

It was always strange to you how those in charge of people often lived better lives than those they were in charge of. If their responsibility is the well-being of their followers, why then do the followers live so poorly? You suggested that the Humans who lived with the Miras redistribute the current wealth. This task was difficult for the humans, but with assistance from the Miras who live communally, they were able to achieve a harmonious arrangement.

Humans and Miras continue to coexist and share in each other's culture and technology. When you return to the planet many decades later you're surprised to find somewhat of a utopia. It makes you wonder how cultural diversity can improve the lives of beings on other planets.

Return to **pg 19**

25-A

After you've taken a ride on an archaic "tractor" type vehicle, you come up to a structure that looks like a farm. The invitation said RED BARN and this is the only building for miles. You walk in and are surprised to see some of your old crew! It's a reunion!

The faces appear aged but each one immensely familiar. The one responsible for this shindig approaches you. You recall how this person was adamant about saving the AI programming of some machine you destroyed back when you were far from home.

The AI has advanced beyond current technology. And that's when you realize you and your old crew are the only people in the barn. Everything else is automated by complex duo-systems. The AI has been kept under careful control, left to do the jobs that were largely abandoned by human workers.

As you watch ducks being fed by robotic workers you can't help but appreciate the peaceful tranquility of the moment.

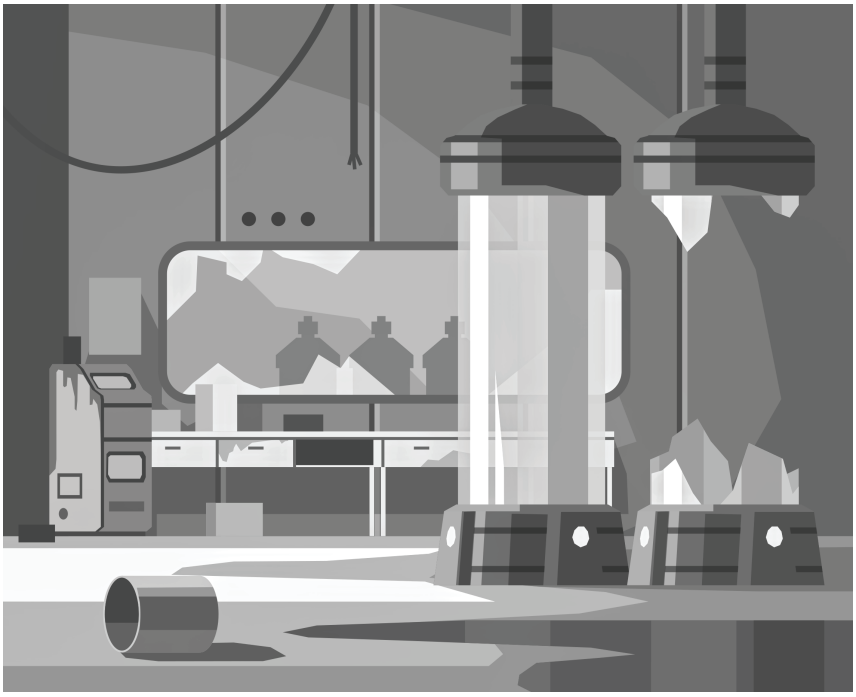
Return to **pg 19**

25-A

As you explore the planet, you see buildings and vehicles. These are human buildings and vehicle. However, everything looks abandoned rather than conquered by the Endless.

The emptiness of the towns leads you to the only place with any activity according to you sensors- a place that looks like a science lab.

Entering the lab, you immediately recognize the UEF signs throughout the building.



One of your officers connects to a nearby terminal and downloads the data-logs. This planet apparently used to be a secret UEF science facility. They had been experimenting with new bio-regenerative technology and testing it on prisoners.

According to the log, these experiments failed and the subjects were transformed into the Endless!

You run back to your ship and on your way you notice the distinct silhouette of UEF ships. You don't think they are here to help you.

Combat: The Ouroboros

If you defeat the Ouroboros, go to **63-C**

If you are defeated by the Ouroboros, to **48-B**

26-A

You present the Queen the vortex. You attempt to explain what happened but she doesn't seem to care at all. Her eyes gleam at the sight of the vortex. She explains how it can create almost anything when the right combination of objects are thrown into it.

She gives you a reward of 100 scrap, claiming she no longer has need for possessions and wealth.

If you have Z sequence underlined, go to **64-B**

Otherwise, gain 100 scrap and return to **Orbit**

26-B

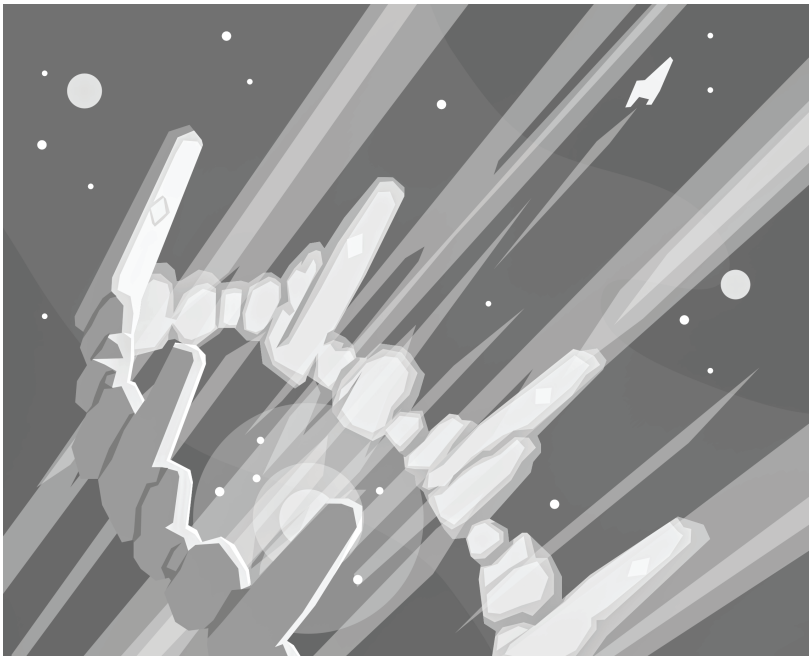
You are now part of the Endless. You were always part of the Endless. On the bright side, you and your crew will now live forever as part of the collective hive mind of the Endless.

Game Over

26-C

The code works and you're blasted through time and space.

Draw a line from [17-C] to any other point on the map. You can now travel between these two location as if they were adjacent.



Return to **Orbit**

27-A

You have a duty to serve the needs of the UEF. You take the cargo. Gain item [CARGO13]

Spend 1 fuel to seek side jobs go to **33-B**

Spend 1 fuel to visit the local tavern go to **51-A**

Return to **Orbit**

27-B

The gladiator games are too risky. You decide it best to try your hand at the card tables. The game you are playing is a lot like poker. There are 3 other players at the table.

Roll 3 crew dice, these dice represent your current hand.
In secret roll 2 more dice and keep them hidden from view.

Bet scrap (max of 10, min of 2). Then go to **37-B** to determine the winner.

If you lose, you will lose all your scrap. If you tie, you will get your bet back.

If you have sequence `313`, you may look at one of the hidden dice.

After this you will return to orbit.

Consult the chart for card hands:

Highest to lowest symbol	Highest to lowest hands
	**Five of a kind** **Four of a kind** **Three of a kind with a pair** **three of a kind** **two pair** **pair**

27-C

April bursts into tears. She is unable to open the box and feels hopeless. In that moment, the compound comes under fire by the Red Asters.

Combat: 2 +3

Confront the Red Asters about the contents of the box, go to **58-C**

Return to **Orbit**

28-A

When the Miras leave their planet, the humans make use of it. Overtime the planet's natural resources are depleted. With no other choice, the humans leave seeking a new place to call home. The Miras eventually return but are unable to save the whats left of the planet. In just a few cycles the Mira population dwindles. It won't be long before they are extinct.

Return to **pg 19**

28-C Aboard the Derelict Ship

The engines are still warm but it doesn't look like anyone has been on the ship for several cycles. Attempt a skill check.

If you succeed, gain 30 scrap,
turn to **78-B**

If you fail,
turn to **24-C**

28-D

The path leads upward but the waters strangely remain the same depth. According to the StarNav, this planet was colonized by a small group up humans who built Solar Towers to absorb heat and make it livable.

You wonder if they had the same definition of livable as you do.

Climbing to what seems to be the top, you come upon a tall building shining in the dark overcast. Despite the rain, you actually smell a familiar scent. Hot Chocolate!

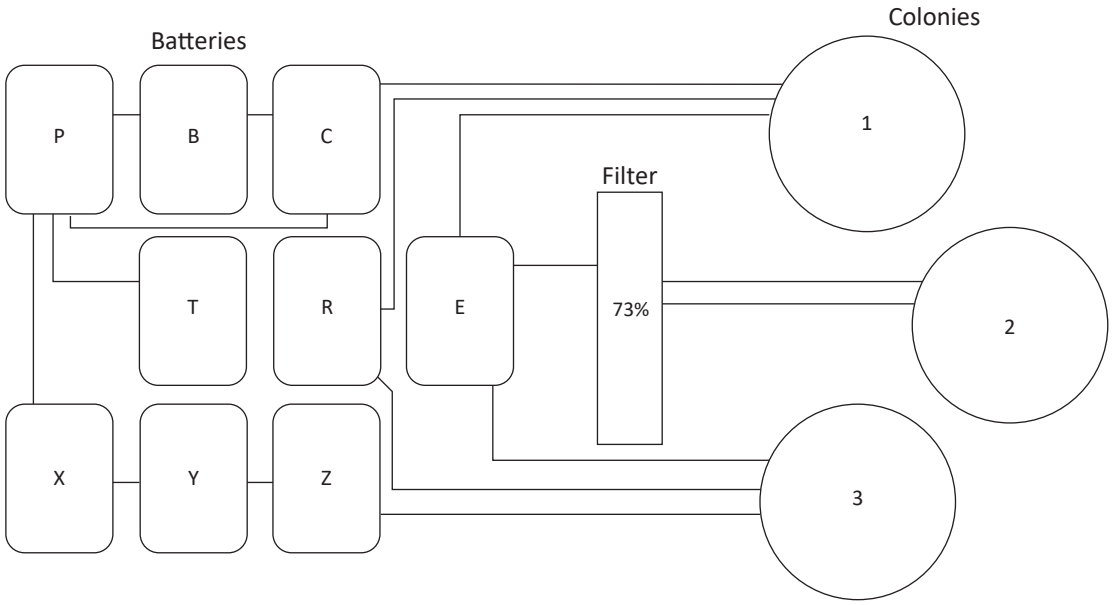
You enter the building. It looks abandoned. The automated machines whir away and hot chocolate overflows onto the floor. Everything is made of a valuable alloy.

Salvage what you can and leave.
Gain 5 scrap and return to **Orbit**

Continue ascending the tower
go to **39-A**

29-A The Power Problem

It looks like the power system is complex but one of the panels contains some instructions. You see if you can decipher it.



1. If the Filter is above 60%, Colony 3 must have 3 connections.
2. P must be connected to T, but cannot be connected to B.
3. All colonies must be connected to 3 batteries unless it connects to a filter.
4. Y can only have 2 connections.
5. If X only has 2 connections, step 2 no longer has to be valid.
6. If the Filter is below 80%, Colony 2 can only have 1 connection unless #8 is valid.
7. X and C must have the same number of connections.
8. Y must connect to Z
9. If R is connected to E, Colony 2 can only have 1 connection.

If you determine that the power grid is broken
go to **38-D**

If you determine that the power grid is operating correctly
go to back **10-A**

30-A The Journey Begins

Your ship has seen better days. It would behoove us to spend some time repairing its systems and hull, but if we stay here, we risk a follow-up attack. The engineers say that we won't get far at all without a functioning Warp Drive. To repair it, we'll need to assign Engineers to the task. Likewise, the scientists have been working on new developments that should give us a fighting chance should we choose to journey forth.

If you decide to remain put and repair the systems,
turn to **06-B**

If you decide to venture into the unknown,
turn to **07-A**

30-B

Patience is often rewarded in these kinds of situations. You decide to monitor the situation and patrol the oxygen farm for clues. Gain the RESTLESS attribute on a random crew member.

If you have HACKER
go to **31-A**

If you have OBSERVANT
go to **35-A**

Otherwise go to **52-A**

30-C World of Glass

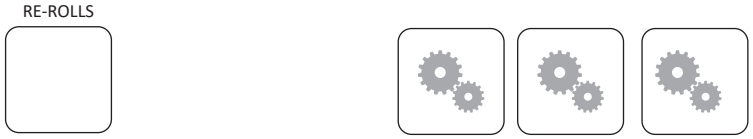
What an interesting planet. Massive structures on the surface constantly rearrange themselves due to what looks like the wind. The sound however is horrible- constant grinding of glass and the occasional shatter. From orbit it's a beautiful kaleidoscope of colors and shapes. The engineers are doubtful that we'll find anything useful. Still, something seems to draw you in...

If you decide to land the ship and explore
turn to **12-C**

If you decide to leave,
Orbit

31-A

Your officer hacks into the oxygen farm systems and discovers that a virus was installed. You attempt to remove the virus. First, roll the threat die and add 2 to the result (max of 6). Place the threat die in the RE-ROLLS box showing the number you rolled plus 2. Then roll 6 crew dice and attempt to match the symbols shown. You can lock dice placed on the symbols. Every time you re-roll, lower the value of the re-roll dice. Once the die reaches 0, stop.



If you completed the removal,
go to **32-A**

If you fail,
go to **39-A**

31-B

Pirates are outlaws under UEF laws. If we can apprehend one, their knowledge may aid us in finding the treasure.

You hide in your ship among the tides of a known treasure spot and wait for pirates to pass by. If you have BOUNTY HUNTER, PATIENT, or OBSESSIVE:

Combat: 1 +8

Otherwise,

Combat: 3 +4

To capture a pirate ship, bring any external ship threat (with more than 1 health) to exactly 1 Health, then as a station action assign 2 as an away mission to that ship to successfully capture it. Then discard the threat.

If you survive and capture a pirate, underline sequence `711`*, then go to* **43-C**

If you survive but did not capture (or there was no valid target), then go to **44-C**

31-C

You patrol the region and encounter various threats.

Combat: 4 +2

Return to **Orbit**

32-A

You remove the virus “PIONTE.EXE” and report your findings to the local authorities. Gain 10 scrap.

Return to **Orbit**

32-B

When the Miras returned to their planet, they found it ravished and exhausted of resources. They has no choice but to reclaim their land. A war broke out between the humans the Miras. The UEF, after retrieving data logs covering your visit, find you guilty of violating the prime mandates of interspecies interaction.

Many human and Mira lives are lost in the ensuing war. The UEF finds it necessary to imprison you to appease Mira politicians. You spend your remaining years in a Mira prison.

In only the memory of those slain is as much a prison
as any small confined space.

THE END

33-A

You patrol the region and encounter various threats.

Combat: 8 +0

Gain 2 scrap, Return to **Orbit**

33-B

There's no end to the jobs available here but only a handful seem relevant to you.

Aid in defending the planet borders from pirates
go to **34-B**

Work in the local mines
turn to **47-A**

33-C

The planet's citizens turns on you in anger looking to scrap your ship for parts. At the last moment, someone steps up and explains the situation.

turn to **34-A**

34-A

The man reveals that he has sabotaged the systems with a virus in order to bring the competing hubs together and unite them. You have the man arrested by local authorities and his virus is purged from the system returning them to normal. Gain 10 scrap.

Return to **Orbit**

34-B

The neighboring pirate territory encroaches on the gem planet. Countless pirates lie in wait to capture the hardwork of mining ships and their crew. Defend the mining belt from bandits.

Combat: 2 +8

Gain 2 scrap per external threat defeated.

If you succeed, gain 30 scrap,
turn to **35-B**

34-C

The Orb is entrancing. It seems to never stop spinning under any circumstance.

It never stops.

Return to **pg 19**

35-A

On one of your patrols you notice a shadowy figure entering one of the generator buildings from a secret hatch. Following the suspect into the building you discover a man uploading a virus into the mainframe!

Confront the man by going to **34-A**

35-B

A job well done.

Spend 1 fuel and seek a UEF contact go to **42-A**

Spend 1 fuel and visit the local tavern go to **51-A**

Return to **Orbit**

35-C

Realizing that the beacon had to come from somewhere, you set out towards a nearby island. Once your crew has made it to the island, you look back in horror as your ship begins to sink!



Overhead you see the looming darkness of the black hole as it consumes all light surrounding you and your crew. You call out orders but no sound seems to come out. Your crew gestures in meaningless signals as everything around you ceases to exist.

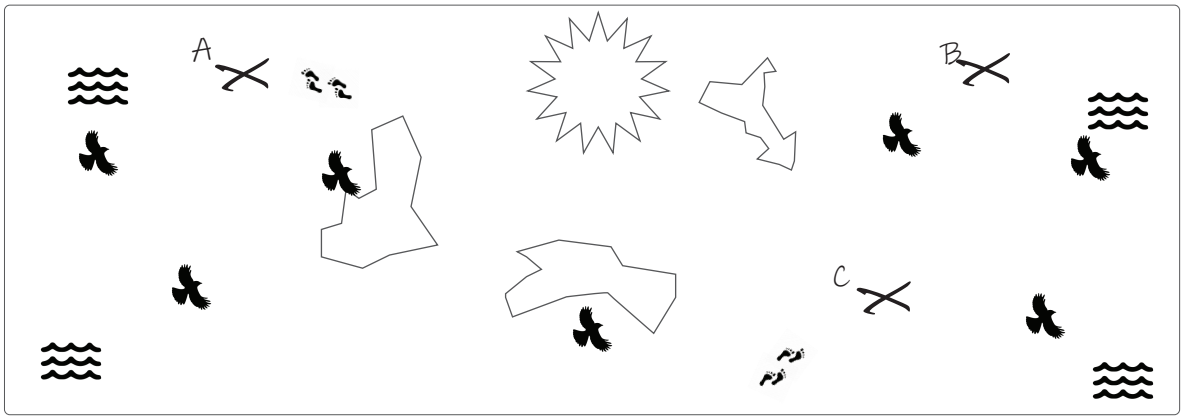
In your final moments you activate your personal distress beacon. You only have time to write a few words, “Stay Away”.

Perhaps death is truly the apotheosis of our time in a galaxy defined by entropy.

THE END

36-A

The only clues left behind by the Space Pirate's comrades is a map. You view the map hoping to glean the whereabout of the treasure. Where should we go?



A shadow made from stone to follow
To the black bird which low tides swallow
A cave lies treasure to not pass by
in paces counted in half the sky

Go to treasure site A, go to **49-A**

Go to treasure site B, go to **56-A**

Go to treasure site C, go to **61-C**

37-A Odd Jobs

Apart from a few simple fetch quests, there doesn't seem to be a huge demand for work. As you ask around for jobs, you are approached by a well-dressed man. He says he is the captain of a delivery vessel and his ship has broken down on their way to their final destination. The cargo is mostly luxury consumables heading to [20-C]. The food has an expiration date and in order to make it on time, he has been asking travelers in Manaport to take portions of his cargo to [20-C] with a nominal up front payment of 15 Scrap. Upon scanning the cargo, your crew confirms that the items are indeed food.

If you agree to help deliver the cargo, gain 15 scrap, go to **49-B**

If you politely decline to take the cargo, go to **45-A**

37-B Odd Jobs

The other players are all alien species and impossible to read. Each of the 3 other players' hands are revealed.

Alien Player 1:



Alien Player 2:



Alien Player 3:



Consult the chart for card hands:

Highest to lowest symbol	Highest to lowest hands
	**Five of a kind** **Four of a kind** **Three of a kind with a pair** **three of a kind** **two pair** **pair**

If you have the best hand, gain Scrap equal to the amount that you bet.

If you are tied for the best hand (or it cannot be determined based on the chart alone), lose 0 Scrap.

If you do not have the best hand, lose Scrap equal to the amount that you bet.

Return to **Orbit**

38-B

The Endless were an indomitable threat to the galaxy. You had to destroy them. Unfortunately, this was in direct violation of a UEF prime mandate. The UEF recognizes your heroism in the line of duty so instead of a court marshal they allow you to retire peacefully in the Aquila sector.

Though this marks your end with the UEF, you've widened your eyes to the greater adventures and possibilities of the galaxy. Perhaps one day you'll set off on another adventure. Maybe you can give your old crew a holo-call and see what they're up to? They all witnessed first-hand the destructive power of the Endless and knew you made the right call. Sometimes the highest authority in the universe is your own conscience.

Return to **pg 19**

38-D

The power-grid was broken which could only mean a subroutine was installed into the system causing the malfunction. You install a new routine to ignore outside routines. The people of Notus reward you with 6 scrap.

Return to **Orbit**

39-A

The tower is not very big but it is very tall. Each floor serves a singular purpose. This floor looks like a classroom. The next floor looks like a play area for children. There's not a living being in sight, but the automations are still functioning.

At the highest level of the tower a single computer sits alone. You boot it up, light floods the room.

A video plays showing the early settlers of this planet. In the video the rain doesn't look nearly as bad. Though it never stops, it appears to have increased in intensity over the years. Eventually the rain got too thick and blocked out the sun from the solar arrays. The planet was abandoned. The final message of the video reads: We built this tower knowing we could, but never asking if we should - Edward Stiles, Historian, Living Quarters 60th Floor.

That's strange. You could have sworn you were only on floor 40...

You've seen enough and decide to depart the drenched planet. Right as you break atmosphere an enemy ambush appears! They must have spotted the light from the tower. Combat systems engage!

Combat: 3 +4

Gain 3 scrap,
Go to **Orbit**

39-B

The water levels feels like it's rising. For each Officer on your crew, roll 2 crew dice. Any offer with a result that contains at least one place an X in their box.

You press onward until you come upon a split in the path.

Take the path on the left
go to **61-B**

Take the path on the right,
go to **70-A**

Turn Back and return to **Orbit**

39-C

The humans are not happy to leave the land untouched. After you left planet NMD-11, the UEF declared it a protected zone but that did not stop small groups from encroaching on the resources. In time, the colonies of humans on the planet became violent, declaring that the UEF has favored aliens over humanity. When the Miras returned from their pilgrimage, they are disappointed to see the UEF as not able to honor their word.

Tensions between these two groups continue to increase. You hope nothing worse befalls them.

Return to **pg 19**

40-A

You surrender the vortex to the Queen.

In an act of gratitude, she gives you 2 hours to leave before she will sent pirates after you. Cross out item [Q-BOMB], [Vortex]

You decide its best to leave.

Return to **Orbit**

40-B

The Endless are finally contained... for now. As the heart of the swarm implodes on itself, you receive a message from the UEF asking you to obtain a sample specimen of the Endless. They will use it to research a weapon to aid in future threats.

Draw a beacon at [17-D]

If you decide to capture a specimen of the Endless, gain item [EE7], then go to **Orbit**

If you decide to destroy all traces of the Endless once and for all, ***circle*** *sequence* ☐☐☐ *then go to* **Orbit**

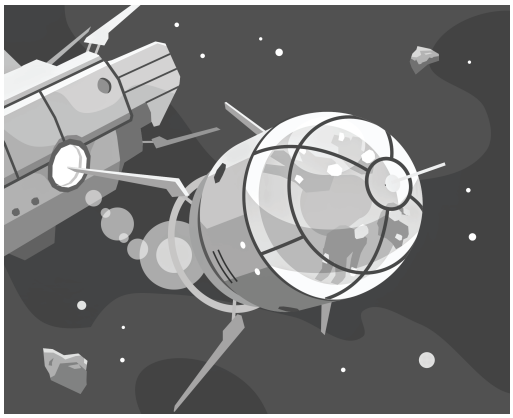
40-C

You tow the Manta and head in the direction of the giant craft. The slow moving ship is easy to catch up to. You focus your weapon fire at the ship but your shots only make it larger and faster.

Upon viewing the massive ship increase in size, Officer Carla Muller becomes uncontrollably despondent. You order your crew to restrain her but she breaks free and escapes the bridge.

In the moments following you can only watch in horror as an escape pod piloted by Officer Muller takes off heading directly for the maw of the planet eating ship.

Her pod will only aid in the destruction!



Shoot her pod down, go to **50-B**

Let the pod go, it's her choice. go to **71-B**

41-A

This might not work and the net profit isn't as good. It will also cost precious fuel. You will have to go to 20-A and purchase [SYS-PUMP] item.

Return to **Orbit**

41-B

The research center at Manaport is nice but expensive. Here you can do some research.

Research 1 roll for every 6 scrap

Return to 12A

41-C

Entering the mountain proves a dangerous feat as the winds become dangerously fast, almost shearing off your looser garments.

Once inside the mountain canyons, the walls take on a new texture and begin to look like a labyrinth. The walls look man-made but scanners show no indication of who or when they were made. You also notice a large network of chains that appear woven into the ground.

You're just meters away from where X marks the spot. From your vantage you can see a vortex in the center and all matters of light and energy spewing out of it. Your scanners read off the charts and you're sure this is the treasure- an object of pure endless energy. It is in the center of where the mountain's hole would be.

What little light there was begins to fade away. Suddenly all light is being blocked out by a strange alien ship hovering overhead!

The looming ship beings firing lasers down around you instantly disintegrating its targets. You take cover behind some nearby rocks only to have it shoot the rocks and the rocks disappear

The crew aboard your ship radios in to let you know they have the strange ship targeted and ready to fire.

Order your ship crew to attack the alien, go to **62-D**

Run back into the canyons, go to **66-B**

41-D

You attempt to flee, but The Shadow's long range cannon fires upon your ship and creates a hull breach. One of your officers is sucked out of the hole before it can be repaired. Cross out an Officer.

He killed your officer. There's no running.

Engage the ruthless criminal, go to **57-A**

42-A

The water levels feels like it's rising. For each Officer on your crew, roll 2 crew dice. Any Officer with a result that contains at least one place an X in their box.

You press onward until you come upon a split in the path.



Take the path on the left
go to **61-B**

Take the path on the right,
go to **70-A**

42-B

Your Officer's intuition paid off. You've been told a secret about card games. It might come in handy later. Underline the sequence 313.

Go to **52-A**

42-C The Mira Side

The Miras appear to be a very peaceful species, though they are very territorial. A representative of the Miras species gladly answers your questions:

"We have seen what humans do to the lands they use. They damage it beyond repair and care not for any generations that may inherit it afterwards. We Mira experience time much differently to you humans. What is a 50 year pilgrimage to you is merely a few days to us Miras. Humans appear incapable of planning beyond 100 or so years- a number that aligns with your average lifespan no? All we ask is that the land we use remain untouched by human hand while we are gone. We have lived in unison with this planet for millions of years. Human presence here has been unplanned but we have made compromises. When we leave, nothing will change for the humans.

As an outsider human, your words will have a large impact at the council. Go forth and speak for us."

You're surprised to see the Mira's speak so openly about their cause. One of your crew members points out that the Miras have no way to enforce their desires if they weren't to happen.

Now listen to the Human's side, go to **53-A**

If you feel ready to make a decision, go to **54-A**

43-A

You finally make it to the beacon...

If any Officer has 4 or more X, draw an X through their whole box. If they are WEAK, IMPULSIVE, or STUBBORN, this number is 3. If they are OPTIMISTIC, IMPROVISER, or PERSISTENT, this number is 5.

The beacon is surrounded by the bodies of another starship crew. From the tattered uniforms you recognize the UEF insignia. They appear as if they had fallen asleep in the open rain. Plants have made their way into the bodies, replacing flesh with vine and root.

The cargo looks intact. Gain 20 scrap, 2 fuel, and Item: [Flower Locket]. The map they left behind shows a way back out.

Return to **Orbit**

43-B

Your officers are full of surprises. Those buyers will surely be happy with what you've made for them. Gain 5 scrap.

Go to **52-A**

43-C

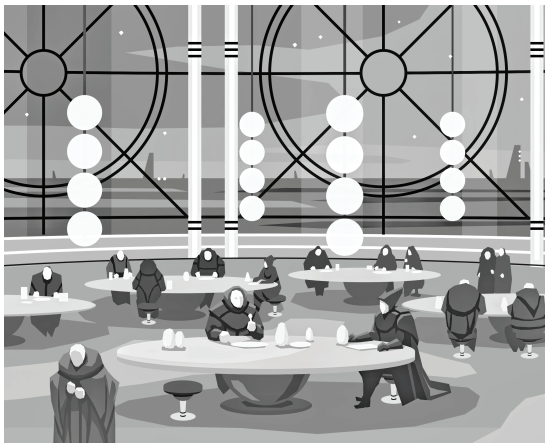
The captured pirates reveal that the rumor is just a fable made to attract gullible treasure seekers for pirates to prey on. In exchange for their freedom, they tell you about a hidden planet at 15-B. Create a beacon on 15-B.

Return to **Orbit**

43-D Vendor Hall

The Manaport vendor hall seems to stretch for miles. A innumerable amount of scents and odors fill the air matched only by the multitude of languages being spoken. Your crew splits up to enjoy their favorite types of food.

After you and your officers have enjoyed a meal, sellers descent upon you noticing the gleaming UEF badges on your uniforms. They must think you have scrap to spare! Nothing appears useful, mostly just trinkets and handmade goods. You do take note of some rather interesting findings.



Purchase board games for 2 scrap, go to **51-D**

Purchase a cute fluffy creature for 1 scrap, go to **44-D**

Purchase a perfectly round sphere for 2 scrap, go to **45-C**

Purchase nothing, go to **12-A**

If you have Gluttonous, Dreamer, or Xeno-Biologist, you must purchase the fluffy creature.

44-A

You decide it's worth your time to report in at the UEF Office.

The inside of the UEF building is stark and empty. There's very little signing save for a single recruiting poster. It's a vintage poster- the kind that got you to enroll many many cycles ago.

Before you get too far in you're hailed by a uniformed UEF official.

"Well met, Captain. What brings you way out here?"

You explain the situation. He tells you that the FLUE HQ has more or less abandoned this office, sending a small care package of supplies every few cycles. The official continues to get paid so he doesn't seem to mind. He says he gives all the supplies to the local communities. His long range transmitter is outdated so he won't be able to update HQ with your status. Before you leave he asks for a favor.

The official says he has FLUE Sanctioned Goods that need to be delivered to the UEF. When pressed, he refuses to tell you what's inside the large cargo crate.

Agree to take the crate go to **27-A**

Refuse to take the crate go to **45-A**

44-B

Every skill has a use out here, you just have to know the right people. Gain 2 fuel.

Go to **52-A**

44-C

Capturing a pirate ship has proven much more difficult than anticipated.

Should we try again? Return to 31-B to set another trap, or

Return to **Orbit**

44-D

Lose 1 scrap. It's cute. It's fluffy. It doesn't look like it does anything. Acquire item [Fluffy Creature]. What should we name it?

Go to **52-C**

44-E

The Endless are a new threat that endanger the galaxy. They attack in a single hive mine. They've been spreading out from their home-world in [15-A]. Hold them back!

Use the cards found on page 74 to engage in Combat: 3 +6

If you are defeated, you narrowly escape losing 3 fuel. Return to **Orbit**

If you are victorious gain 6 scrap. Return to **Orbit**

45-A

Without knowing the contents of the cargo, you put your ship and crew at risk. You kindly decline.

Spend 1 fuel to seek side jobs go to **33-B**

Spend 1 fuel to visit the local tavern go to **51-A**

Return to **Orbit**

45-B

It was a struggle just to get into orbit, it might be best to land away from all the machines.

From outside the colony it looks like complete disarray. The digital billboards are all showing errors and structures like draw-bridges and construction equipment are moving sporadically.

You take your crew on ground towards the city.

Go to **46-A**

45-C

You've never seen something so perfectly spherical. It defies logic. Acquire item [ORB1]

Go to **52-C**

45-D

You patrol the region and encounter various threats.

Combat: 3 +10

Gain 4 scrap, Go to **33-A**

45-E

The Red Asters do not know the exact contents of the box, only that they've been told that it is worth dying for. Their compassion and willingness to die for their cause has had a profound impact on her. She hands the Pandora Box over to the Red Asters and they open it, guns drawn.

Go to **68-A**

46-A Secret in the System

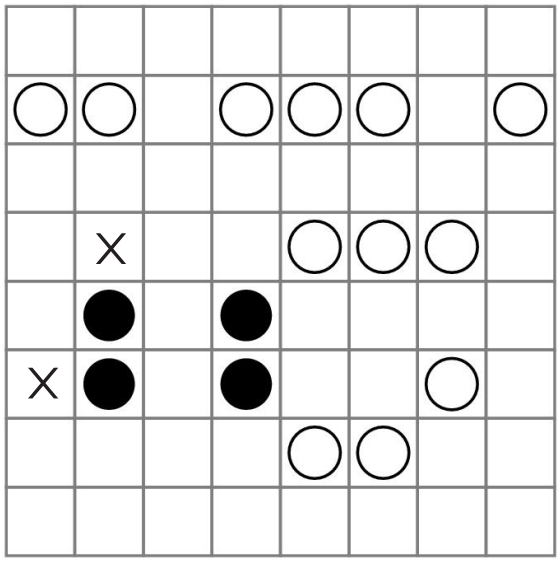
The comms finally beep to life. A panicked woman tells you about robots going haywire and attacking civilians.

She informs you that the city leaders imported special computers from a planet called Arcfall and the robots have been out of control ever since.

You offer your assistance by venturing into the heart of the city where the master computer system is located.

You attempt to solve the Secret of the System. In order to fix the system you must draw a single continuous circuit (line) through each node (the circles) but you must follow these rules:

The circuit cannot cross itself
The circuit must turn 90 degree when it hits a black node
The circuit must go through the white nodes
The circuit cannot turn on an X

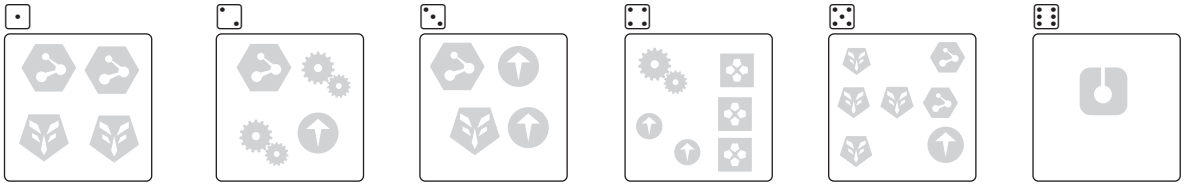


If you successfully solve the puzzle, go to **48-A**

If you fail to find a solution, the system breaks down,
Return to **Orbit**

47-A

Roll the threat die to determine which section to mine. If you have RELIABLE, RESOURCEFUL, STRONG you may re-roll this die once. Then roll 2 crew dice. If you have SOLDIER or FREELANCER add 1 crew die. If you have LAZY remove a die. Gain scrap equal to number of matching symbols of ONE crew die of your choice.



Spend 1 fuel and seek a UEF contact go to **42-A**

Spend 1 fuel and visit the local tavern go to **51-A**

Return to **Orbit**

47-B

Sometimes a choice is too large for one person to make. It is often the better choice to make none at all. You inaction between the humans and Miras leaves you bereft of responsibility, and yet the ongoing struggle between the two makes you wonder if you would have had an impact.

You wonder even more when the Miras attack the human settlements out of anger.

You wonder yet more when the humans retaliate.

Wondering is all you have left when war breaks out and the Miras become extinct.

Now there's nothing left to wonder about.

Return to **pg 19**

48-A

The AI to the system is complex but you contain it after outsmarting it. Choose one of the following:

Destroy the AI for good. Gain 15 scrap and Return to **Orbit**

Keep the AI for yourself. Gain 15 scrap and item[AI-System]. Return to **Orbit**

If you have GREEDY or ROBOTICIST, underline sequence 99. Gain 15 scrap, Return to **Orbit**

48-B

Word of your affairs with pirates have traveled far. The Queen has become familiar with your distaste for her brethren. She offers you salvation.

The queen tells you about a nearby planetoid that holds immense wealth but it is guarded by a dangerous creatures. She has lost many ships trying to acquire it.

It is your turn now. It doesn't seem like she's giving you a choice.

The queen has installed a bomb into your ship's cargo bay and threatens to detonate it at any sign of betrayal. Your mission is to recover the treasure at [15-B] and bring it back to the Queen.

Draw a beacon at 15-B, gain item [Q-BOMB].

Return to **Orbit**

48-C

So this is how it ends? No on will know of the travesty!

Things need not have happened to be true. Tales of dreams are the shadow truth that will endure when mere facts are dust and ashes are forgot.

THE END

49-A

You arrive at the point only to discover another group of hunters already there. They say they've been searching to area for hours but haven't found anything. They did find an old ornate stone with a phrase carved into it: LOKI'S CROW. You wonder what it could mean.

Return to **Orbit**

49-B

[20-C] is on the way home and you have plenty of room in your cargo bay. Acquire item [Lux Food].

Visit the vendor hall for food and supplies, go to **43-D**

Visit the refueling depot, go to **44-D**

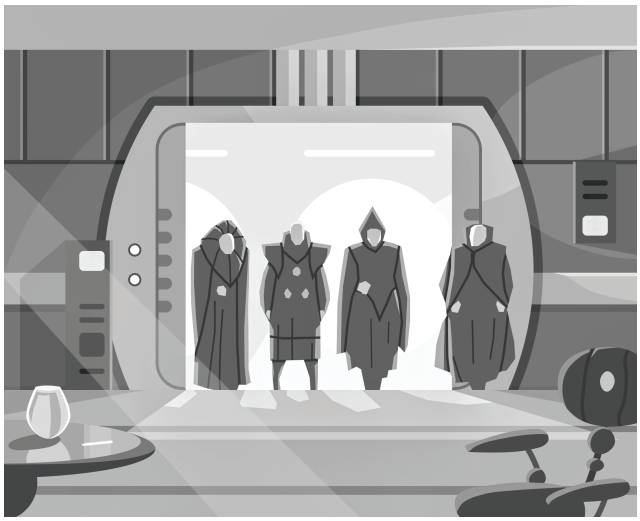
Visit the research center, go to **41-B**

Leave Manaport, go to **59-A**

49-C

As you step out of your ship, lights appear on the ground guiding the way. They lead to a large hall barely lit.

After what seems like forever, the main doors slide open and 4 strange figures appear.



The strangers introduce themselves as the representatives to each of the 4 major manufacturing companies. They have collectively sent out a distress beacon seeking help in regards to a rogue android. They say the advanced robotics in the factory have created a self aware android intent on destroying the humans that enslave it. So far, it has already harmed 6 workers.

If you decide to hunt down the android, go to **59-B**

If you have [AI-System], you may choose to upload it to combat the android, go to **64-B**

50-A

The UEF must not willingly cause harm to a sentient creature, especially an undocumented one.

You teleport back to your ship and fire ultrasonic attacks to destroy the chains found in the ground. When all the chains are broken up, the mountain begins to rise from the earth.

As the former mountain makes contact with the alien ship, both transform into dense gas clouds and ascend into outer space. Looks like we won't have anything for the Queen...

If you have [Q-BOMB], go to **60-A**

Otherwise return to **Orbit**

50-B

You can't let the ship get any bigger and decide to open fire on the escape pod. A few blasts the pod is destroyed.

With weapons having no effect, you can only think of one option.

Ram the planet eater with your ship to throw it off course, go to **60-B**

Escape from the ship, go to **53-D**

50-C

You recognize that the Locket you found is in the shape of a Magnolia. Giving the Locket to April it contains an encoded data message. In the message her brother informs April that it is imperative that the contents of the Pandora Box be made public but kept out of the hands of the UEF. The locket contains the code to open the box.

Confiscate the box as UEF property (do not open it), go to **60-B**

Open the box, go to **68-A**

Leave the box unopened, assist April with defense, go to **58-C**

51-A The Tavern

The tavern is filled with all walks of life. “You will never find a more hardworking group of individuals and heroes” retorts one of your crew members. This is a good place to exchange your skillset for anything else useful. Choose only one option:

If you have SMUGGLER, PSYCHIC, or CHARMING go to **42-B**

If have ARTISAN, CHEF, or MUSICIAN go to **43-B**

If you have ASTRONOMER, CHEMIST, DOCTOR, or PILOT go to **44-B**

Otherwise turn to **52-A**

51-B

The water levels feels like it’s rising. For each Officer on your crew, roll 2 crew dice. Any offer with a result that contains at least one place an X in their box.

You press onward until you come upon a split in the path.

Take the path on the left go to **39-B**

Take the path on the right, go to **70-A**

51-C

There’s no point in landing on such a hostile planet until we can verify the distress beacons.

You orbit the planet and attempt to contact any life on the surface. As you try different frequencies you are attacked again!

This time a giant shockwave ruptures through your ship. The chief engineer yells: “Shields offline!”

Combat: 4 +1 [Set shields to zero, shields cannot be used]

If you survive, you bring the ship down to an empty scrapyard and de-board, go to **46-A**

If you are defeated, you barely escape the fight and crash land your ship in a scrapyard, Lose 1 fuel. Your crew de-boards. Go to **46-A**

51-D

Lose 1 scrap. It’s very old and has something to do with a Dragon’s Ransom. Your crew says its the best game they’ve ever played. Add LUCKY to all your officers.

go to **52-C**

52-A

Gain 2 scrap. That worked out well.

Spend 1 fuel and seek a UEF contact go to **44-A**

Spend 1 fuel to seek side jobs go to **33-B**

Return to **Orbit**

52-B

There's a lot happening in the center of the colony where the Spaceport is located. Landing there should allow us to get to the bottom of things quicker.

As you try to land, the automated defense system of the spaceport kicks in and fires on your ship. Roll 3 crew dice.

If you roll at least 2 or 3  you deflect the attack and land safely.

If you roll 1  lose 1 fuel.

If you roll 0  lose 1 fuel and 5 scrap.

Go to **46-A**

52-C

The vendor hall is lively but there are just too many sellers and it's hard to concentrate. Time to leave.

Seek out jobs, go to **37-A**

Visit the refueling depot, go to **44-D**

Visit the research center, go to **41-B**

Leave Manaport, go to **59-A**

52-D

It feels like a trap and you decide to get your ship and crew out of there. The automated defense system fire upon your ship place two of your crew in the infirmary.

Combat: 1 +5

Start with 2 crew in the infirmary

Return to **Orbit**

53-A The Human Side

The current president of the humans welcomes you with open arms.

“On this planet, Humans and Miras are equal. We split resources 50/50. To let half of all resources go to waste while they are gone would be incredulous. My people starve and struggle to maintain an adequate level of comfort - using the Miras resources would help us greatly

If you help us, we can help you. Go in front of the council and side with humanity. Your words won’t guarantee the resources for us, but it will go a long way.”

The president speaks of poverty but appears to be living quite well. In fact, it would seem that much of the human populace is divided in wealth disparity. A surplus of resources could surely balance that out.

Now listen to the Mira’s side, go to **42-C**

If you feel ready to make a decision, go to **54-A**

53-B

You install the [SYS-PUMP] item (cross out [SYS-PUMP]) and the machines seem to function like normal. Unfortunately, the next day the generators go offline once again.

Try something else, go to **10-A**

If you ignore the problem and leave the planet, go to **33-C**

53-C

The beacon might have been a simple malfunction due to the black hole. You decide it’s safest to leave. The planet’s gravity seems to increase as if it was trying to keep you here. You increase thrusters to reach escape velocity. Lose 1 fuel.

As you enter orbit the distress beacon can be heard again. Going back down might be a waste of time and cost more fuel...

Land the ship and search the area, go to **35-C**

Continue to Orbit, go to **54-B**

53-D

You escape to orbit. There is nothing you can do about the unkillable ship, but you will have vengeance. You point your ship towards the Endless home planet.

Cross out [20-B].

Return to **Orbit**

54-A A Decision Must Be Made

After much consideration you have arrived at your decision. The answer is obvious to you:

Suggest that humans be able to use the resources in the Miras absence. Underline sequence 761. *Return to* **Orbit**

Suggest that humans stay away from the Mira land for 50 years. Underline sequence 182. *Return to* **Orbit**

Suggest that humans redistribute the current wealth they have and leave the Mira land untouched. Underline sequence 364. *Return to* **Orbit**

[LIE] Suggest that human stay away from the Mira land for 50 years but tell the humans to use it anyway while the Mira are gone. Underline sequence 182947. *Give two of your Officers MISTRUSTING. Return to* **Orbit**

Say nothing at the council. Underline sequence 000. *Return to* **Orbit**

54-B

Back in orbit the distress beacon is stronger than ever. You're able to pinpoint the exact location this time. To your astonishment, it's coming from the same island your ship landed on.

In a butchered transmission you make out the words "Stay Away". In disbelief you notice that the sender of the distress beacon is you! Or some version of you that landed on that planet.

Planet? Looking back at the view-port you no longer see a planet. Instead the only thing visible is the black hole. Did the planet get swallowed up? And how did you send and receive your own distress beacon? It looks like we won't have time to find out. Your ship begins to feel the pull of gravity and it's time to go.

Return to **Orbit**

54-C

You were unable to disarm the trap and the canyon walls begin to tremble. You can hear them shouting.

"You idiots! You were supposed to disarm the trap! It was so easy!" Just as their words become muffled, your radio kicks in and one of your crew members messages you. She overheard that the famous treasure seekers are actually bandits that trap people in the caves and steal their ship. It looks like the trap caught the right person this time.

Back at the camp, you're celebrated for stopping these treasure hunters who have tricked many travelers. Gain 8 scrap.

Return to **Orbit**

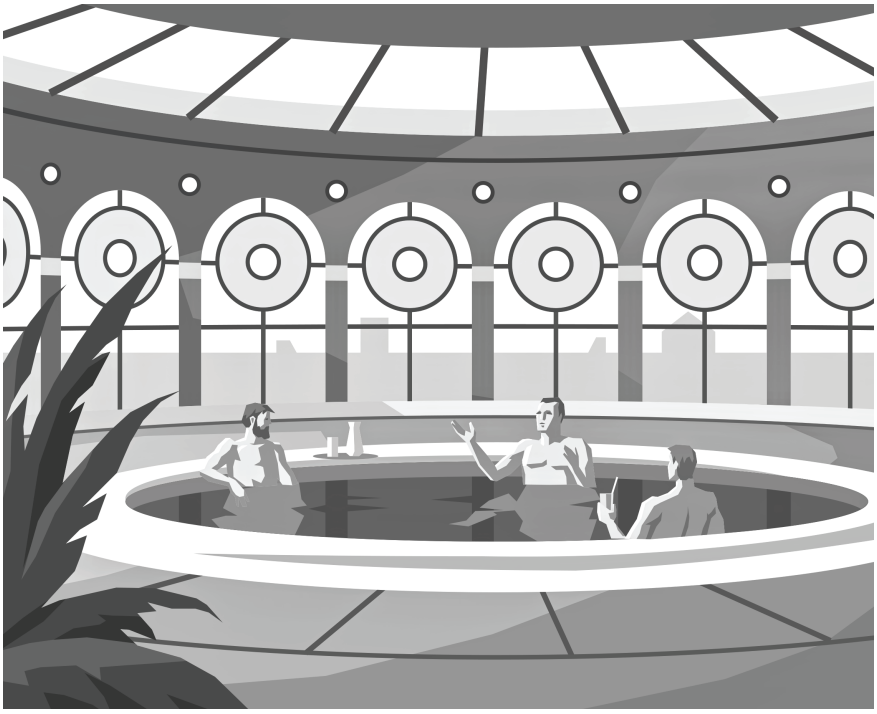
54-D

On your way out you pass by the room where the teenagers were gathered. To your surprise the room is completely empty with no sign that they were ever there. As you canvas the area for clues, the faint sound of video blips and bloops are barely audible.

Once outside you attempt to get in touch with the woman you first asked for your assistance. You comm-link can find no such number only suggesting that the number has been disconnected for many years.

Head back to get refueled, go to **73-A**

55-A Nice.



You and your crew spend the whole day at the spa. It's quite relaxing, but you can't help but wonder if there was something more to it. The downtime gives you the chance to appreciate the beauty of life.

Lose 10 scrap, and return to **Orbit**

56-A

The AI to the system is complex but you contain it after outsmarting it. Choose one of the following:

Destroy the AI for good. Gain 15 scrap and Return to **Orbit**

Keep the AI for yourself. Gain 15 scrap and item[AI-System]. Return to **Orbit**

If you have GREEDY or ROBOTICIST, underline sequence 99. Gain 15 scrap, Return to **Orbit**

56-B

You rendezvous at the designated waypoint, certain that the treasure is located here. As you approach the canyon, you make out a faint glimpse of pirate ships surrounding you. It's a trap! Fight your way out.

Combat: 4 +4

The dust settles and the treasure is all yours! And it is... Gain 8 scrap.

"Alas, we can retire from this lucrative life of hunting and danger" jokes a crew member.

Return to **Orbit**

56-C

It worked! You turn around to celebrate in the success only to find that the famous treasure seekers have raised the ladder out of the canyon trapping you below!



"Sorry, but you don't become famous by sharing loot! Better luck next time."

-

It takes a few hours before the crew back at your ship realizes you're missing and send help. They get you out of the canyon but the traitors are long gone.

Return to **Orbit**

57-A The Shadow

The Shadow is a ruthless pirate hunter who only lives for the challenge of a good fight. He challenges you to a 1 on 1 ship duel. If he wins, you and your crew will perish. If you win, he will let you go and leave the outpost. You have no choice but to accept.

Your scanners indicate that The Shadow's vessel is capable of cloaking and has a long range cannon.

Use your ship token as a marker for your ship's location. Use another token to represent The Shadow's Ship. You ship starts at A, while The Shadow's ship starts at B.

Each turn:

Move your ship one space in any direction (not optional)
Then place a crew die showing the in any open space.

Next, roll the threat die and move The Shadow in the direction based on the threat die. If The Shadow lands on the it takes a hit. Cross out one of the die directions on it's movement compass.

If The Shadow can draw a straight line (ignoring obstacles) along in any hexagonal direction to your ship, it successfully lands a hit. Surrender a crew die.

Gather your from the map and repeat the turn.

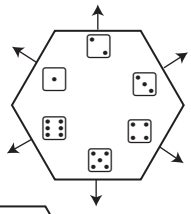
Neither ship can move into the space of an asteroid

If The Shadow rolls a number that is crossed out, roll the threat die again until you get a valid number. If the Shadow attempts to move into an asteroid, instead it stays still.

If you have surrendered 5 crew dice, you lose the battle.
THE END

If The Shadow has taken 6 hits, you win the battle. Proceed to **58-A.**

The Shadow's
Movement compass



58-A

The Shadow's ship is crushed and you are the victor. He begs you to destroy his ship, as he can no longer return home defeated.

Show mercy and spare him, go to **60-C**

Destroy his ship, gain 5 scrap, return to **Orbit**

58-B

The Red Asters refuse to communicate with you. You have no choice but to help April, as she is at risk. April says he family as a powerful weapon that can help fight off the Asters. It is a red medallion that increase the efficiency of your crew.

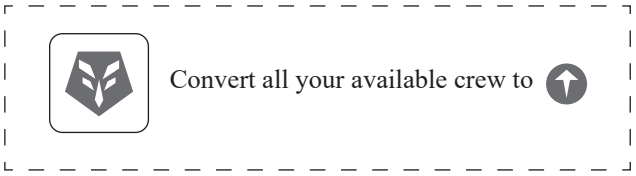
Proceed to **58-C**

58-C

April is overjoyed by your answer to the call of duty. The Red Asters command a powerful fleet but April gives you a weapon that will help you turn the tide.

Combat: 5 +9

You may use the following bonus station for this encounter only:



If you beat the encounter, go to **59-C**

59-A

Manaport never sleep, but you do. You decide it's time to leave.

If you have [Lux Food] and [Fluffy Creature], go to **61-D**

Otherwise, return to **Orbit**

59-B

The last known sighting of the android was near the hovercar assembly line. You and your officers spread out following your movement detectors. With all the machinery, it's hard to tell whats a machine and what could be the android.

Then you spot it. The humanoid robot is unmistakable among the geometric claws and belts of manufacturing equipment. You draw your blaster pistol and follow the android behind an oil tank. Right as you round the corner, it flips a switch dropping a several large car chassis around you, cutting you off from your officers.

The android stares at you with red eyes glowing and a large wrench in it's hands. You can hear one of your officers shouting at you to shoot it.

Take a shot and fire at the android, go to **61-E**

Put your hands up, go to **65-B**

59-C

The Red Asters are quelled. A moon Colony mutiny has been averted. You will no doubt be promoted once word of your accomplishments have reached home.

Return to **Orbit**

60-A

Q-Bomb detonates but as the ensuing explosions bear out across your ship, the heat and force become gas before making contact with anything.

In what seems like a final act of kindness, the creatures you helped, have helped you in return. Cross out [Q-Bomb].

Return to **Orbit**

60-B

Your ship is pulled apart by an army of tiny machines. The machines methodically disassemble your whole ship before your very eyes. The machines are savage until they reach you and your crew. They avoid your for as long as possible but eventually they make contact and self destruct. The planet killer is falling apart! This might be the end for your crew, but at least the millions at the bazaar will be safe.

THE END

60-C

You leave the Shadow to the emptiness of space. Before the comms are disconnected he says that he will see you again and that it will be the last time.

You may now research the Cloaking Device in the Research & Development section of your character sheet.
Cross out the '?' box.

Return to **Orbit**

61-A

People have been searching for this treasure for ages. By joining a group we can catch up on their progress.

There are two groups willing to join forces. You tell them you just want enough to help you get home.

Join Group A, a famous group of treasure seekers offering a 75/25 split, go to **62-A**

Join Group B, a small group of treasure seekers will to split 50/50, go to **56-B**

61-B

The water levels feels like it's rising. For each Officer on your crew, roll 2 crew dice. Any offer with a result that contains at least one place an X in their box.

You press onward until you come upon a split in the path.

Take the path on the left go to **39-B**

Take the path on the right, go to **70-A**

61-C

It's a trap! You begin to doubt whether there was any actual treasure this whole time.

Combat: 3 +3

We've wasted enough time on this planet.

Return to **Orbit**

61-D

The ship's galley chef informs you that the creatures' current intake of food stands to exhaust the current supply of rations. She suggests giving the creatures some of the Luxury Food to hold them over. You officer suggest rounding them up and sending them out the airlock. What should we do?

Round up and jettison the creatures in a pod back to Manaport, go to **62-C**

Allow the creatures to snack on some of the Luxury Food, go to **71-A**

61-E

The shot rips through the androids shoulder faster than it can react. You are surprised to discover that the android begins to make noise as if reeling from the pain of the blaster shot. The android surrenders.

Keep the android and report that it was destroyed, go to **66-A**

Hand the robot over to the representatives, go to **73-B**

62-A

You only need enough to get home, and the famous group seems to be the most capable. The treasure seekers tell you about a hidden cavern filled with traps. You'll need to work with them to unlock the traps and reveal the passage to the treasure. They take a position in an adjacent cave and wait for your to complete your side of the puzzle.

Take 5 crew dice and turn them so that the command side is face up. Then without looking, stack the 5 crew dice on top of each-other in a single tower. By only touching two dice at a time, rotate each dice until the pattern matches the following image (the orientation of the icon does not matter):



If the dice fall over, the trap is sprung, go to **54-C**

If the you succeed, the trap is disarmed, go to **56-C**

62-B

The woman leads you to the location of the hatch. It's not far from the station and there are lots of children playing in the area. You tell her to wait for her son at home while you attempt a search. She leaves you with her Comm number and you climb down the hatch.

Graffiti lines the walls and arrows have been painted on corners suggesting a path. To your surprise there are lights every few feet. You follow the sound of some noise and come across a group of teenagers playing video games in the dark. They don't seem concerned about your presence. When asked about a young boy, they offer nothing insightful.

Continue looking, go to **63-A**

Leave and go back to the fuel station, go to **73-A**

62-C

It takes some time but your crew is able to find all the fluffy creatures and lock them into a container. Lose 1 fuel.

The last of the creatures stare at you with wide, sad eyes. Perhaps they'll find a new home back on Manaport.

Return to **Orbit**

62-D

You're running out of cover and decide to counterattack. You order your crew to fire back at the alien ship. The initial barrage of laser fire appear to have no effect on its thick armor.

Switching to missiles, the alien ship accurately disintegrates each missile mid flight before it can make contact with the hull.

The next sound you hear is one you never thought you'd hear. The radio sounds of your ship and it's crew being destroyed sends chills down your spine. It only takes a few minutes before the you can hear the alien ship bearing in on your location.

It seems your destiny will end here.

THE END

63-A

Further down the corridors you catch a glimpse of a short figure. Calling out for him, he stops to look back before running down an adjacent hallway. In a hurry you and your officers run down the hall. From the corner of your eyes you are able to look into rooms and notice a large amount of discarded mining equipment. As you pass each of the rooms, the amount of equipment increases substantially.

You stop to catch your breath when one of your officers speaks up. They begin to recall details of a massive mining colony that drilled into a subterranean gas pocket and the releasing toxins killed hundreds of miners. The story continues that the gas caused hallucinations of children running around in the mines resulting in many workers to refusing to evacuate.

Continue looking, go to **64-A**

Leave and go back to the fuel station, go to **54-D**

63-B

The Queen welcomes you to her stronghold. Despite her reputation, she doesn't appear threatening or hostile. Hearing about your accomplishments throughout the sector she offers you a deal.

The queen tells you about a nearby planetoid that holds immense wealth but it is guarded by a dangerous creature. She has lost many ships trying to acquire it.

She asks that you recover the treasure at 15-B and bring it back to her.

Draw a beacon at 15-B.

Return to **Orbit**

63-C

The Ouroboros lies in wreckage. In their last breath, the crew of the Ouroboros claim to be rogue agents and that the UEF will deny any involvement.

Acquire [DATALOG-9]

Return to **Orbit**

64-A

Further down the mines you can hear the laughter of children. From behind you, a young boy appears holding a small ball. He asks if you would like play catch, but before you can answer he runs off into the darkness.

There is no more equipment now and save for a few torches, the walls are barren. Looking down you see footprints. On closer inspection they match the FLUE standard issue boot!

Choose to follow after the boy, go to **65-A**

Leave and go back to the fuel station, go to **54-D**

(if you have COWARD, you must select the leave option)

64-B

With the Queen and her men distracted you set your plan into action.

All at once, you and your officer open fire on the Queen and her guards.

In the ensuing chaos one of your officers is fatally wounded. Your ship sets off an ion bomb, disabling the pirate defenses and jammers and you teleport back to your ship.

With the pirate headquarters in disarray you make a clean escape.

Unless you have DARK MATTER SPECIALIST, ASSASSIN, or LOYAL, lose item [Vortex].

Return to **Orbit**

64-C

You return the mysterious cargo to the proper UEF authorities. It's a bunch of old toys. Something called 'Deep Space D-6'. The officer tells you they were small board games made by the UEF to get kids interested in space travel. Apparently it was a very effective tool! Each game sells at a vintage auction for ridiculous amounts of money.

Good thing you kept a copy for yourself...

Return to **pg 19**

65-A

The laughter is so loud now and it sounds like there are even more children. Are they trapped down here? Were they playing some sort of game?

Your eyelids feel heavy and right as you are about to tell your crew to take a short break, you notice that they've already began to nap. You might as well sleep now. Right on the floor. Right next to these footprints. Footprints of your own shoes.

You'll find the boy in the morning...

THE END

65-B

The android has not attacked you despite having a clear opportunity. You raise your arms to signal that you mean it no harm. As you slowly approach, it extends its arm out offering the wrench.

You look closer at the tool and find an rough engraving on the side. The words are clear to you "NO DELETE I".

Back at your ship, your officers run a memory diagnostic and discover that the android was created by the machines as a way to communicate with the manufacturing companies. It explains that it was built to feel pain in order to convey the dangerous work environment of the facilities. The android reports numerous work-related casualties that were erased from record. It further reports that it was acting out of self defense when it attacked the workers who attempted to dismantle it.

Keep the android and report that it was destroyed, go to **66-A**

Hand the robot over to the representatives, go to **73-B**

Explain the situation to the representatives, go to **54-D**

66-A

You decide to hold on to the android yourself. This kind of advanced technology belongs with the UEF. Gain item [ANDY].

The representatives are concerned that they were not able to salvage any parts, but are happy that the android has been taken care of. Gain 5 scrap.

Return to **Orbit**

66-B

The alien ship's weapons are too powerful to contend with. You run back to the safety of the canyon walls. As you observe the alien ship you notice that the lasers it fired left no trace of destruction.

You throw your radio out into the open and in a flash it too disappears after being struck with a laser beam. That's when you notice that your officer's radio is still picking up a signal. The alien ship isn't destroying things, it's abducting them!

You gather your officers and as a group run out into the opening. As you predicted a beam of hot light comes down on you and in the next moment you are inside the ship.

Looking around you the walls match the same texture and pattern of the canyons you were once in. You travel down familiar pathways and everything looks the same except there are no chains.

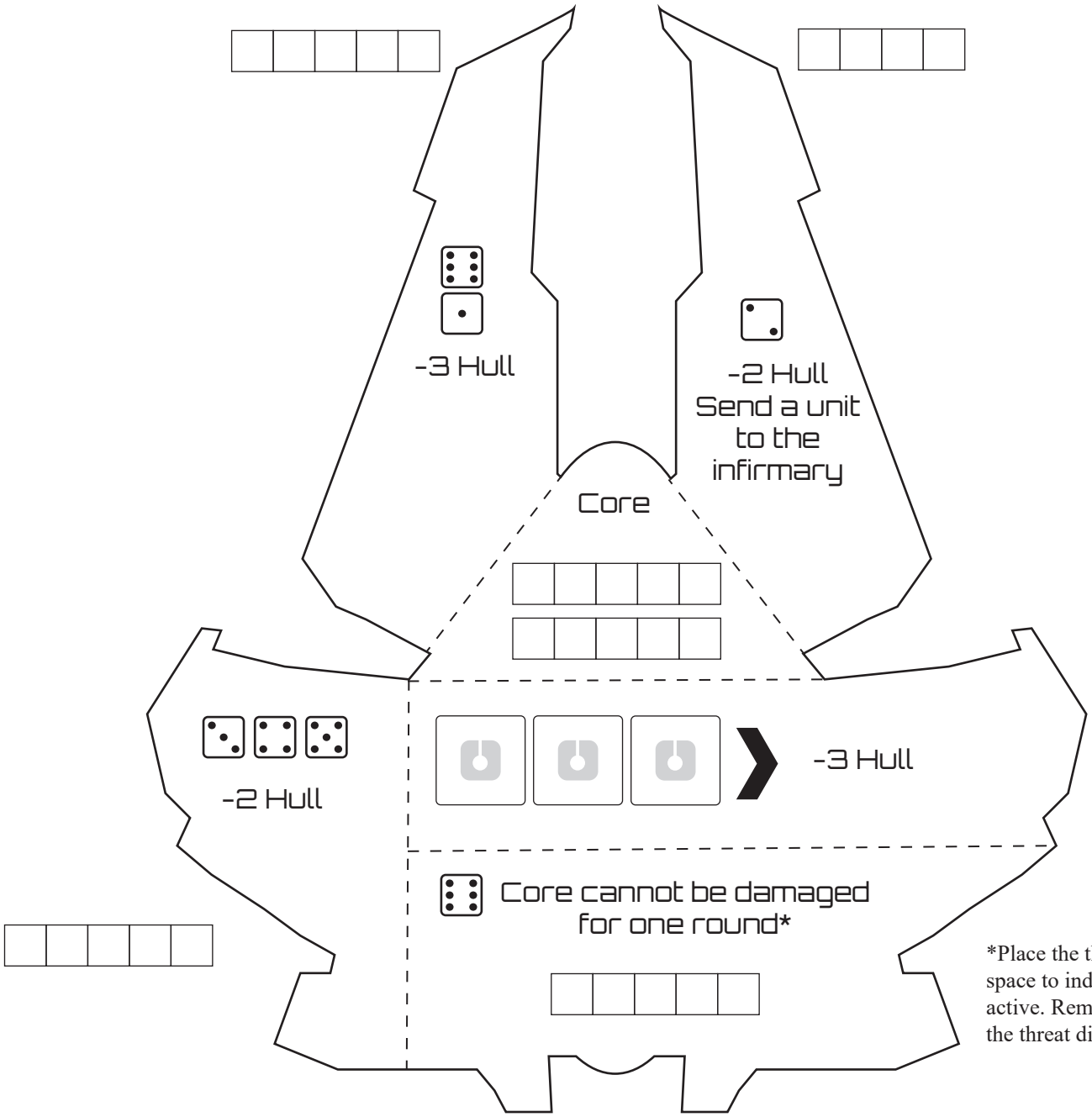
It makes perfect sense now. The mountain is not a mountain. It is an ancient cosmic creature with the ability to produce energy from nothing. The creature must have been imprisoned here and forced to create goods and valuables. The alien ship you are currently aboard is its mate trying to protect it. As you make your way to the center of the alien ship you come an identical vortex to one you saw previously. Your officer says this vortex is much weaker and that we may be able to teleport it back to the ship.

Teleport back to your ship and free the chained creature, go to **50-A**

Teleport the vortex back to your ship and try to escape with it, go to **73-C**

67-A

The Dreadship comes into range the battle begins. Combat the ship following the regular Deep Space D-6 rules. Instead of placing scanner dice on your ship board, place them on the Dreadship in the appropriate spot. Medical crew can still interact with this space as if it were the scanners. When attacking the ship, you may target any of its systems individually. Mark off a box for each damage. When all the boxes for a system are filled, cross out that system- it can no longer be activated. To destroy the ship you mark off all the boxes for the ship's core.



*Place the threat die on this space to indicate this system is active. Remove it the next time the threat die is rolled.

Once the ship is defeated, gain 10 scrap, return to **Orbit**

68-A

You open the box and reveal a piece of paper. Paper is an old inscribing technology used by ancient civilizations to document events. The paper is clearly of UEF origins but it uses the old UEF insignia.

The document outlines the UEF constitutional policy on colony rights. It states that: Any new space-born human race shall maintain priority involvement on all matters pertaining to inter-space government.

This document would completely change the power holders of the current UEF government structure.

Give the document to the Red Asters, go to **59-C**

Secure the box for transportation to the UEF HQ, go to **69-A**

68-B

You followed orders and brought the UEF a sample of the Endless. As a reward, you're promoted to Admiral and given command of your own station at Alexandria, small outer reach planet. The technology from the Endless creates a surplus of resources for your planet. But the technology is finite. Your former commanders at the UEF are requesting that you bring the Endless tech home to Terra where it can be further researched and possibly replicated.

You fear the tech will be destroyed and put Alexandria, your new home, in peril. Without your compliance the UEF is forced to reject Alexandria's membership in the UEF alliance. That's okay because you don't need their help anymore. In fact, we will no longer use the name they gave us. We'll have a new name, one that better represents us.

We are now *Invictus*.

Many colonies across the galaxy join Invictus. The old ways of the UEF are being demolished. The UEF puts up a good fight, almost winning defeating you too... but that's when your engineers present you with something far greater than any single weapon in the UEF. The Ouroboros Mark III.

There's not a single ship in the galaxy that can stop it. Not a **single** ship.

THE END

69-A

The Red Asters are in no position to bargain. You seize control of the box. Gain item [PandoraBox]. As captain of the UEF, the stability of the United Earths Federation is your primary objective.

With the box in your possession, The Red Asters make a counterattack on your ship.

Combat: 4 +4

If you are defeated, lose item [PandoraBox], return to **Orbit**

If you are victorious, go to **Orbit**

70-A

The water levels feels like it's rising. For each Officer on your crew, roll 2 crew dice. Any offer with a result that contains at least one place an X in their box.

You press onward until you come upon a split in the path.

Take the path on the left
go to **39-B**

Take the path on the right,
go to **72-A**

Turn Back and return to **Orbit**

71-A Snack Time

There's plenty of Luxury Food to feed the creatures and still make delivery.

Luckily the creatures only seem to want a little bit of the high end food. It doesn't take long before many of the little creatures start to look sick and appear to go into a coma.

You have your doctor run tests on the creatures and discover that the Luxury Food was laced with a poison that was undetectable. Because of the creature's fast metabolism, the poison was able to be identified. This food would have surely killed any humans that consumed it! You can only image the havoc it would have caused if it you had delivered it.

You file a report calling for the arrest of the man who gave you the cargo, though you suspect the original owner of the goods is long out of the picture. Cross out [Lux Food].

Return to **Orbit**

71-B

The escape pod enters the maw of the ship and your sensors detect that the size of the ship has decreased ever so slightly.

You surmise that the ship cannot handle complex organic matter.

Pilot your ship into the maw, go to **60-B**

Slingshot the UEF Manta into the maw,go to **72-C**

72-A

The water levels feels like it's rising. For each Officer on your crew, roll 2 crew dice. Any offer with a result that contains at least one place an X in their box.

You press onward until you come upon a split in the path.

Take the path on the left
go to **39-B**

Take the path on the right,
go to **43-A**

Turn Back and return to **Orbit**

72-B

The queue for the refueling station is long and you decide to wander around the area with your officers. You don't get very far before you're hailed by a distraught woman. She tells you that her son went down into a nearby hatch after he dropped his toy ball down a drainage port. The boy has been missing for about an hour.

Offer to help look for the boy, go to **62-B**

Tell her to continue to wait, go to **73-A**

72-C

Your pilot executes a perfect two-body slingshot and propels the UEF Manta and all it's contents into the maw of the alien ship. You hold your breath as the ship nears its final destination.

You would not believe it if you weren't seeing it with your own eyes. The ship begins to shrink and erratically veers off course. The ship no longer poses a threat.

Return to **Orbit**

73-A

The fuel is free which explains why the line is so long. Gain 2 fuel.

Seek out jobs, go to **37-A**

Visit the vendor hall for food and supplies, go to **43-D**

Visit the research center, go to **41-B**

Leave Manaport, go to **59-A**

73-B

The android is property of the companies here and you hand it over to them. They are extremely grateful for your service. Gain 11 scrap. You wonder what they will do with such advanced technology.

Return to **Orbit**

73-C

Your mission is to find the treasure so you decide to capture the vortex. You teleport back to your ship after teleporting the vortex into a specially constructed compartment on your ship.

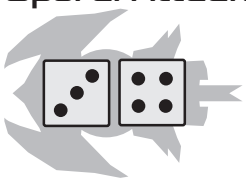
In the distance you can hear the loud crashing of the alien ship colliding with the mountain. The shockwave ruptures through the surface of the planet, signaling that it's time to go!

Gain item [vortex] and underline sequence L.

Return to **Orbit**

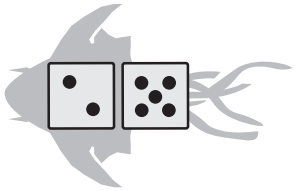
THE LONG WAY HOME
For Demo Purposes

3 **Spore: Attack**



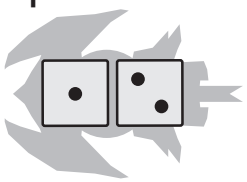
-1 Hull for each Spore

3 **Swarmling**



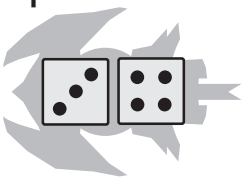
-1 Hull

3 **Spore: Attack**



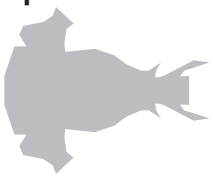
-1 Hull for each Spore

3 **Spore: Attack**



-1 Hull for each Spore

2 **Spore: Guard**



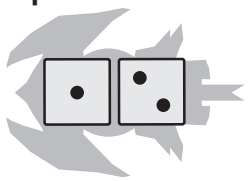
Must be destroyed first.

4 **Mothership**



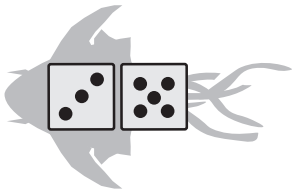
-2 Hull for each Spore

3 **Spore: Attack**



-1 Hull for each Spore

3 **Swarmling**



-1 Hull

2 **Infecter**



You may not assign:



Use only if you do not have The Endless Expansion available.