

# MARTIN KNIGHT

# D100 SPACE

## A SOLO ADVENTURE GAME



## GAME SHEETS

Version 1.4

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All game sheets for D100 Space Book 1.



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# Away Mission Handy Sheet

D6	Hit Location Table	Dmg Mod
1	Head	+3
2	Body	+2
3	Vitals	+1
4	Waist	+0
5	Arms	-1
6	Legs	-1

D10	Enemy Reaction Table
1	Enemy has less than ½ its HP it gains AV+10
2	Enemy has less than ½ its HP it gains AV+5
3-7	Enemy will make an attack
8	Enemy has less than ½ its HP it will attempt to escape
9	Enemy damaged last round it will attempt to escape
10	Enemy will attempt to escape

## COMBAT ROUNDS

- Roll 1d10 on the Enemy Reaction Table above to determine its action in the forthcoming round, then continue to step 2.
- The captain determines their course of action and this will greatly depend on the enemy's reaction. If the enemy's reaction is to escape (see Enemy Escapes), the captain may attempt to "Block the Escape", or choose to let it go, in which case the player removes the enemy from the combat track. Alternatively, they may just make an attack, in the hope it will finish it off before it escapes. If the enemy is going to attack, the captain may decide they will try and escape themselves (see Escaping), or make an attack (go to Step 3), or perform a combat action (See Combat Actions).
- To attack the enemy, the player rolls 1d100 and must score equal to, or below the captain's Str, Dex, or Int value. Hand weapons use Str, ranged weapons use Dex, and weapons with a Smart Display (see table N) use Int to try and hit the enemy. If the captain has two weapons equipped, either may be used for the attack, but not both. If the result scores a hit go to step 4, otherwise go to step 5.
- Roll the damage die (1d6) and then the location die (1d6) and apply the damage modifier to the damage die for the location rolled (see the Hit Location Table), then apply the captain's Dmg modifier (this is a total of Dmg modifiers for equipped items, the weapon used, and any time track modifiers that are affecting Dmg), and lastly deduct the enemy's Def value. The remaining amount is the number of HP that are dealt to the enemy, or enemies if encountering more than one (see Enemy Ability, Swarm).
- If the enemy attempted to escape and has remained, start a new combat round from Step 1; otherwise, the enemy will make an attack. Roll 1d100 and if the result is equal to, or less than the enemy's Attack Value (AV), the attack has hit the captain, go to step 6, otherwise start a new combat round from step 1.
- Roll the damage die (1d6) and then the location die (1d6) and apply the damage modifier to the damage die for the location rolled (see the Hit Location table), then apply the enemy's Dmg modifier (if any), then if the captain has any armour equipped to the location struck, the Armour (A) value is deducted. The remaining amount is the number of HP that is dealt to the captain. However, some damage may also be deflected to armour worn at the location the enemy hit, or to an energy shield if equipped (see Damage Deflection). If the captain has any Def points they may also be able to shrug off some of the damage (See Defence Points). If the enemy has survived start a new combat round from step 1.

## CAPTAIN ESCAPES

Instead of making an attack, the captain may attempt to escape from the enemy. Test ESCAPE COMBAT.

.....  
**ESCAPE COMBAT** – Test: Dex -10 [S: Remove enemy, add to area] [F: -2HP, go to combat step 5] (*Escape*)  
 .....

## ENEMY ESCAPES

When enemy escapes, the captain may let it go, attack, or block its escape by testing BLOCK ESCAPE.

.....  
**BLOCK ESCAPE** – Test: Str-10 [S: Enemy remains, go to combat step 4] [F: Enemy is removed] (*Escape*)  
 .....

## TURNS

Anytime during a turn (except in combat) the captain may equip, or unequip items to and from equipment slots and the equipment packs. Note: once a result from a table requires a utility belt check, or targets an item, adjusting equipment is not permitted.

- TIME TRACK:** Shade 1 pip on the time track, if it triggers an effect, deal with it immediately (see Time Track).
- EXITS:** Choose exit and rotate the map sheet so the exit is furthest away. Then deal with any doors.
- AREA:** If the area is already mapped consult map sheet for details; otherwise roll on table F and add the area.
- SEARCH:** (Optional) Search by rolling on table U and applying the modifier for current area. Then follow instructions and add (S) to bottom left corner of the area on the map sheet.  
 ■ (Yellow) +0, ■ (Red) +10, ■ (Green) +5, ■ (Blue) +20

## CYBERCON™ IMPLANTS

The cybercon™ unit must be activated. Pay the power cost & perform the test below.

.....  
**CYBERCON™** – Test: Int (+/- Implant Bonus) [S: The implant works] [F: Misaligned -1d3 HP] (*Implants*)  
 .....

## CYBERCON™ PATCHES

The cybercon™ unit does not need to be activated. Perform test below & patch is depleted.

.....  
**CYBERCON™ PATCH** – Test: Int [S: The patch works] [F: Malfunction -1d6 HP] (*Implants*)  
 .....

# Enemy Abilities

Below details all of the enemy abilities that are found in D100 Space.

## Acid

When an enemy scores a natural 1 on their damage dice, they have sprayed/injected the captain with acid and the player shades in one pip on the acid track; this applies even if the enemy does not deal any damage during the combat round. Each time the time track is completed (i.e. pip 12:00 is shaded), the player must roll 1d10. If the result is equal to, or less than the number of acid pips shaded the captain suffers HP equal to the number of shaded pips and the player removes 1 pip from the acid track.

## Allies

The enemy has lesser enemies that they call upon or summon during combat. At the start of each combat round roll 1d6. If a 1 is rolled, an ally comes to the enemy's aid, and you add /X to the end of its current HP value, with X being equal to the number shown after the enemy's Allies ability.

*Example: During combat with an enemy with HP of 16/4 and an Allies 4, if a 1 was rolled at the start of the combat round, you would add /4 at the end of its HP value, giving it a new HP value of 16/4/4.*

## AP (Armour Piercing)

Whilst encountering an enemy with Armour Piercing, the captain suffers -2 DEF and all equipped armour that it hits has an armour rating of A0. Damage may still be deflected as normal.

## Attacks

The enemy is able to attack more than once in a single round of combat. The number of times it gets to make an attack roll is equal to its Attacks rating. After the attack rolls have been made, each attack that scored a hit, roll a damage die and add them together for a total damage score, then roll for a single hit location die and apply its modifier (if any), finally apply the enemy's Dmg modifier (if any).

## Block

The enemy has the ability to block the captain's escape. Each escape attempt made by the captain is modified by the value shown. For instance, an enemy with Block-20 would cause the captain to deduct -20 from their Dex value when making an escape combat test.

## Bound

The enemy is more determined in combat and will attempt to escape less frequently. When the enemy's reaction is rolled at the start of a combat round, the enemy will only attempt to escape on a roll of 10, and all results of 8 and 9 that would cause an enemy to escape, must be re-rolled.

## Cloaked

The enemy can cloak itself making it a harder target to hit in combat. The captain suffers -10 to their Str, Dex or Int whilst attacking an enemy with the cloaked ability.

# Cybercon™

Some enemies have Cybercon™ technology too. At the start of each combat round before step 1, roll 1d10 to see which Cybercon™ tech they will activate during the round.

1D10	Cybercon™	Effect
1-2	Improved Aim	This round, if the enemy attacks, it gains +20 AV.
3-4	Cloaking	This round the enemy gains +4 DEF.
5-6	Power Load	This round the enemy gains +2 DMG.
7-8	Life Sap	This round each HP the captain suffers will replenish the enemy an equal number.
9-10	Energy Blast	The captain loses 2 HP.

## Fire

The enemy, in addition to its normal attack, has some sort of fire attack that may strike a captain. Each time a natural 1 is rolled for its damage the captain may be set on fire and must make an AVOID FIRE test.

• **AVOID FIRE** – Test: Dex -5 [S: No effect] [F:-2HP] (Dodge)

## Flight

A captain fighting an enemy with Flight suffers -10 Str when making an attack roll with a Str type weapon. Dex and Int type weapons remain unaffected.

## Freeze

The enemy, in addition to its normal attack, has some sort of freeze attack that may strike a captain. Each time a natural 1 is rolled for its damage the captain may be frozen and must make an AVOID FREEZE test.

• **AVOID FREEZE** – Test: Dex [S: No effect] [F: -1HP, -2 DEF in next combat round] (Dodge)

## Holographic

The enemy has no substance, and normal weapons simply pass through them. All attacks made against a holographic enemy must be with a Powered Weapon (a weapon with a power chip) or from a Cybercon™ implant or patch to inflict damage.

## Immobilise

The enemy has some kind of natural or devise driven ability to immobilise the captain. At the end of each combat round in which the enemy is still alive, the captain makes an IMMOBILISE test to determine if they will get to perform an attack, escape, or perform a combat action in the next combat round.

• **IMMOBILISE** – Test: Dex +20 [S: Combat as normal] [F: Forfeit attack, combat action, escape] (Dodge)

## Large

The enemy is exceptionally large and will often deal more damage when it hits a captain than smaller enemies. Therefore, damage die results of 1 or 2 gain +2 dmg.

## Leap

The enemy is very agile in combat and will often pounce to attack. When a natural roll of 1 has been scored on its damage die, the enemy has pounced, causing some extra damage. The player rolls the damage die again for the enemy, and adds the result to the enemy's damage total. Note that if another 1 is rolled, the player rolls again for extra damage and so on.

## Plaque

When an enemy scores a natural 1 on their damage dice, they infect the captain with plague and the player shades in one pip on the plague track; this applies even if the enemy does not deal any damage during the combat round. Each time the time track is completed (i.e. pip 12:00 is shaded), the player must roll 1d10. If the result is equal to, or less than the number of plague pips shaded the captain suffers HP equal to the number of shaded pips.

## Regenerate

The enemy has the ability to restore lost HP. Each time it rolls a natural 1 on the damage die it will restore 2 lost HP.

## Revive

When the enemy is killed it may revive itself and come back to life. After killing an enemy with the Revive ability and before it has been looted, the player rolls 1d10 and if the result is a 1, the enemy has revived itself and immediately returns to life with full HP.

## Sonic

The enemy has some kind of acoustic attack that causes pain. In most cases this will be a shriek or Sonic boom, and the captain must test SONIC before the enemy's reaction roll each combat round.

.....  
: **SONIC** - Test: Int [S: No effect] [F: -1HP] (*Aware, Lucky*)  
: .....

## Stalk

The enemy is stalking the captain and will make its attack before the captain even knew it was there. When an enemy is encountered with the Stalk ability the player must perform the STALK test. This test is made before the very first round of combat has begun and if the test fails, the enemy makes an immediate attack roll against the captain. This is a free attack, after which combat proceeds as normal.

.....  
: **STALK** - Test: Int-10 [S: Enemy is spotted] [F: Enemy gains an at-  
: tack before combat] (*Aware*)  
: .....

## Stun

The enemy's attack may cause a captain to become stunned. Each time the enemy deals damage to the captain, they must make a STUN test.

.....  
: **STUN** - Test: Str -15 [S: No effect] [F: Forfeit next attack, combat  
: action, escape] (*Dodge*)  
: .....

## SWARM

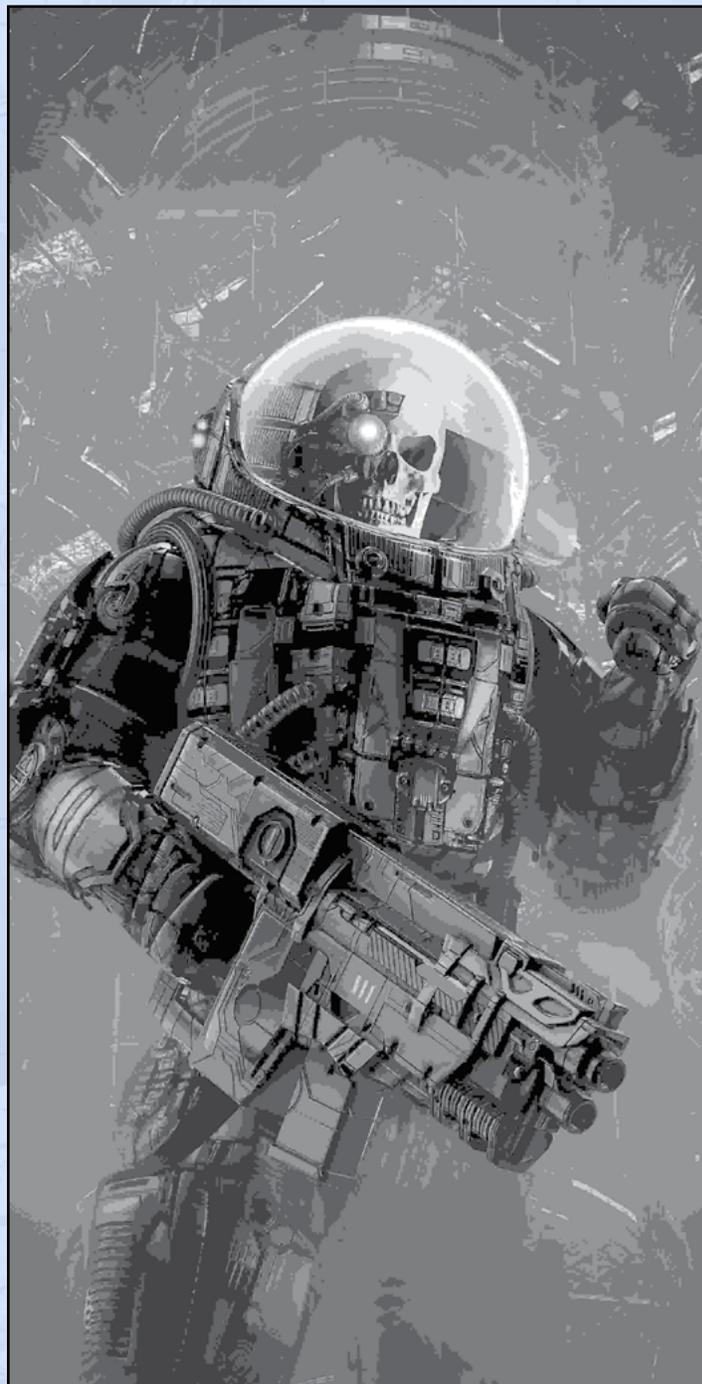
At the start of each combat round each enemy still alive beyond the first adds +5 to its AV. For instance, if an encounter has 4 ene-

mies still alive they get AV+15 when they attack. When a captain deals a swarm damage, its HP is depleted in the order from left to right and any surplus damage spills over to the next and so on. For instance, if a captain faces a swarm with HP 3/2/2 and has just dealt 4 damage, the left most pack enemy is defeated and the second receives 1 point of damage and the swarm will have the following HP remaining: 0/1/2.

## TEPPOR

The enemy is terrifying. At the start of each combat round the captain must make a TERROR test.

.....  
: **TERROR** - Test: Int -10 [S: Attack as normal] [F: Forfeit next attack,  
: combat action] (*Command*)  
: .....



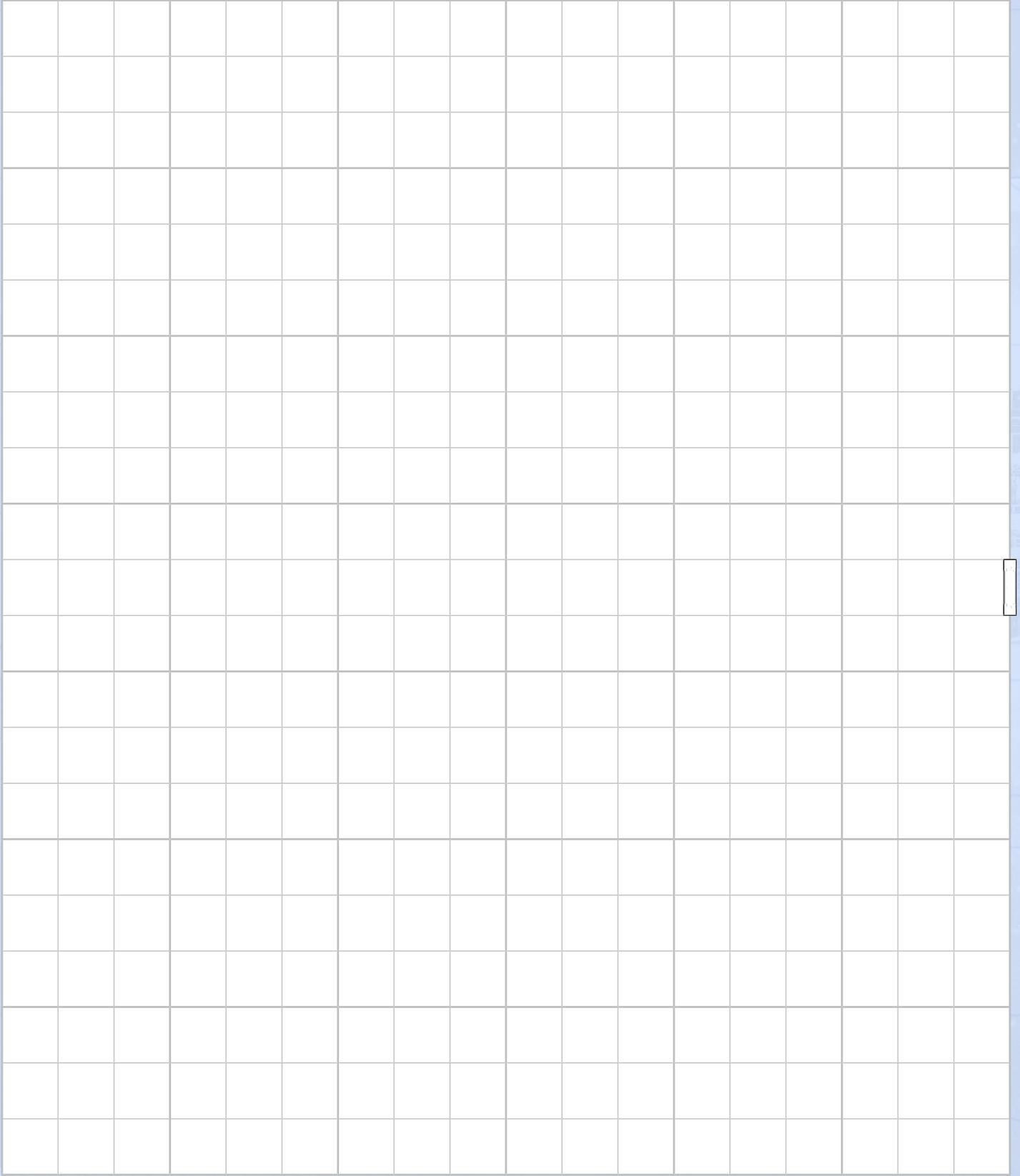
# LOG SHEET

Captain's Name					Career				Race				-20 Dark				
Rep		Karma		Life		Credits				Star System Modifier							
Characteristic		Primary	Adjusted	Total	Experience Track				Abilities unlock at 50								
Strength (Str)									<b>Mighty Blow</b> <small>Str weapons: Dmg rolls of 6 are rolled again and added</small>			<input type="checkbox"/>					
Dexterity (Dex)									<b>Perfect Aim</b> <small>Dex weapons: Roll twice for hit location and choose either</small>			<input type="checkbox"/>					
Intelligence (Int)									<b>Cybercon™</b> <small>Captain can now use the Cybercon™ section</small>			<input type="checkbox"/>					
Health Points (HP)					Current:												
Roll D6	DMG Roll	Location	Armour			Str	Dex	Int	HP	Def	Dmg	Credits	Fix	A	Armour found, roll 1d6 1-2=■ 3-4=■■ 5-6=■■■		
1	+3	Head													□□□□□ <input checked="" type="checkbox"/>		
2	+2	Body													□□□□□ <input checked="" type="checkbox"/>		
3	+1	Vitals													□□□□□ <input checked="" type="checkbox"/>		
4	+0	Waist													□□□□□ <input checked="" type="checkbox"/>		
5	-1	Arms													□□□□□ <input checked="" type="checkbox"/>		
6	-1	Legs													□□□□□ <input checked="" type="checkbox"/>		
Handed		Type	Weapons			Str	Dex	Int	HP	Def	Dmg/ES	Credits	Explosive Rounds		Armour Piercing Rounds		
	Left												◇◇◇◇◇		□□□□□		
	Right												◇◇◇◇◇		□□□□□		
Utility Belt ↓			Adjusted Totals									Power Cells		① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩			
1:			2:			3:			4:			5:			6:		
Tracks		D10	Skill	Bonus	Experience Track			Int Lvl	Bonus	Cybercon™		Power Cost					
Pass	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩	1	Agility					50+	+20								
Remote	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩	2	Aware						+15								
Acid	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩	3	Command						+10								
Plague	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩	4	Dodge						+5								
Oxygen O <sub>2</sub>	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩	5	Escape						+0								
Night Vision	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩	6	Hacking					60+	-0								
Rations 🍲	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩	7	Implants					70+	-5								
Decoders	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩	8	Lucky					80+	-10								
Time Track		9	Strong					90+	-15								
Modifier		🎯	10	Traps					100	-20							
1:00	2:00	3:00	4:00	5:00	6:00	7:00	8:00	9:00	10:00	11:00	12:00						
O <sub>2</sub>	NV		3 🧟		4 🧟		5 🧟		6 🧟		🎯						
① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③						

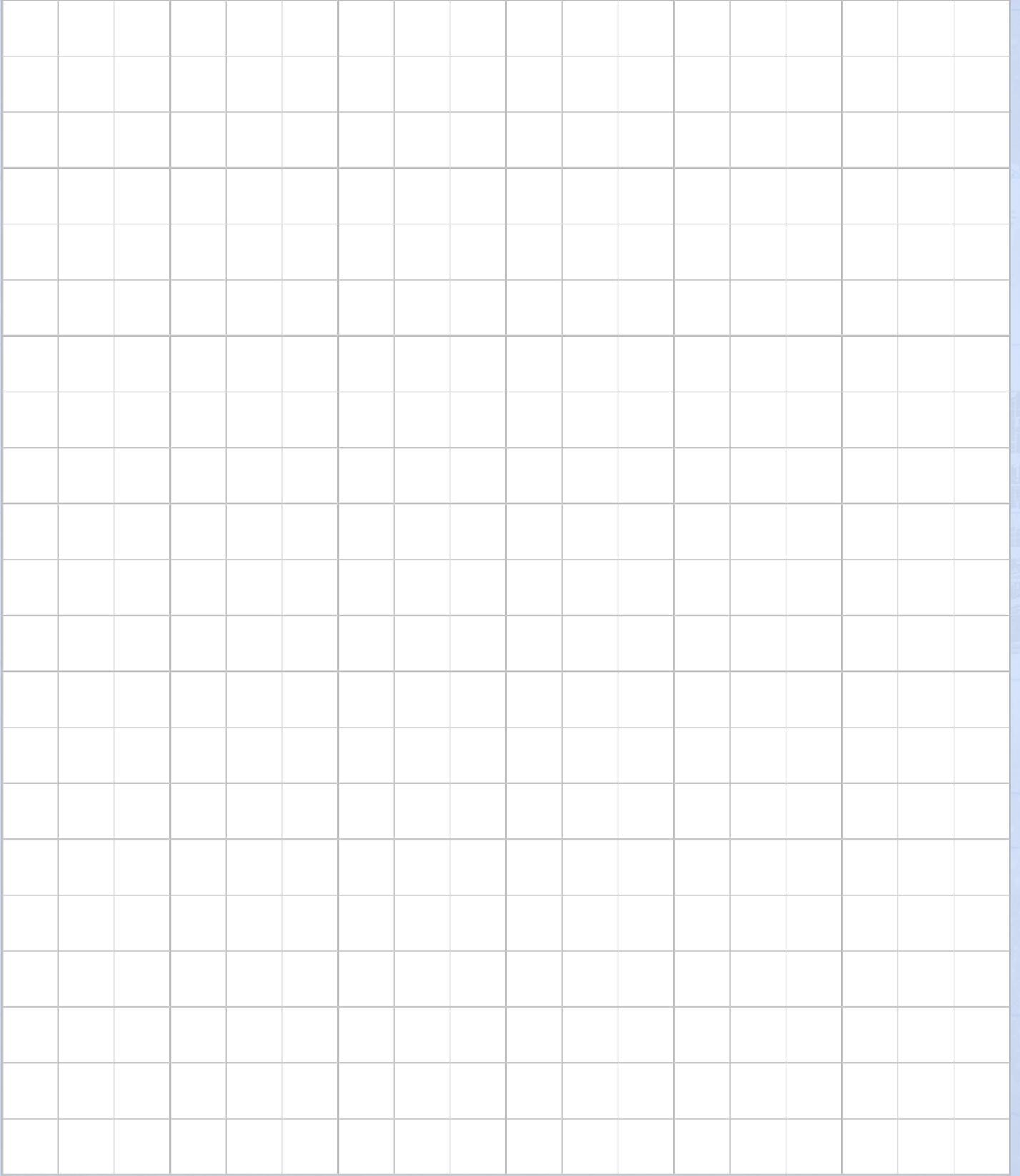
Roll D10	Hand	Type/Slot	Large Equipment Pack for armour, weapons and shields	Str	Dex	Int	HP	Def	Dmg/ES	Credits	Fix	A	Damage	Qty	Small Equipment Pack (max Qty per slot is 10)	Credits	
1													□□□□□				
2													□□□□□				
3													□□□□□				
4													□□□□□				
5													□□□□□				
6													□□□□□				
7													□□□□□				
8													□□□□□				
9													□□□□□				
10													□□□□□				
Starship's Name															Control Modifier (CM)		
Model				TL	CS	DT	FT	FS	LS	JS	PG	PL	WS	SG	M	Credits	
D6	Modification			Tech Level	Cargo Space	Drive Thrusters	Fuel Tanks	Fuel Scoop	Life Support	Jump Speed	Power Gen.	Power Level	Weap. System	Shield Gen.	Mods	Credits	
1																	
2																	
3																	
4																	
5																	
6																	
Totals																	
Current Power															Current Life Support		
Current Fuel																	
Cargo Hold <small>the total must not exceed starship's Cargo Space (CS)</small>								Operation's Log									
	Bio Waste		Industrial		Minerals		Textiles	Completed:				Failed:					
	Chemicals		Luxury		Narcotics		Waste	Active Operations									
	Contraband		Medicines		Salvage		Water										
	Food		Metals		Tech		Weapons										
Passenger Manifest						Crew			Operation's Track								
	Artmes		Impfar		Quaivar		Bridge	□	M1-2	□	M27-28	□	M53-54	□	M79-80		
	Blemula		Jet		Randoo		Engineers	□	M3-4	□	M29-30	□	M55-56	□	M81-82		
	Cree		Kibrax		Stellstar		Mining Ops	□	M5-6	□	M31-32	□	M57-58	□	M83-84		
	Domsk		Lactboot		Treel		Navigators	□	M7-8	□	M33-34	□	M59-60	□	M85-86		
	Elmstar		Minth		Unx		Pilots	□	M9-0	□	M35-36	□	M61-62	□	M87-88		
	Floxtar		Noopa		Vinwar		Security	□	M11-12	□	M37-38	□	M63-64	□	M89-90		
	Gangore		Opst		Wexar		Smugglers	□	M13-14	□	M39-40	□	M65-66	□	M91-92		
	Hilix		Preal		Xoo		Transports	□	M15-16	□	M41-42	□	M67-68	□	M93-94		
Starship's Current Star System				Enemy Starship				□	M17-18	□	M43-44	□	M69-70	□	M95-96		
				WS					□	M19-20	□	M45-46	□	M71-72	□	M97-98	
Compensation/Escape Pod #				SG					□	M21-22	□	M47-48	□	M73-74	□	M99-100	
				PL					□	M23-24	□	M49-50	□	M75-76	□		
Tow Value				LS					□	M25-26	□	M51-52	□	M77-78	□		

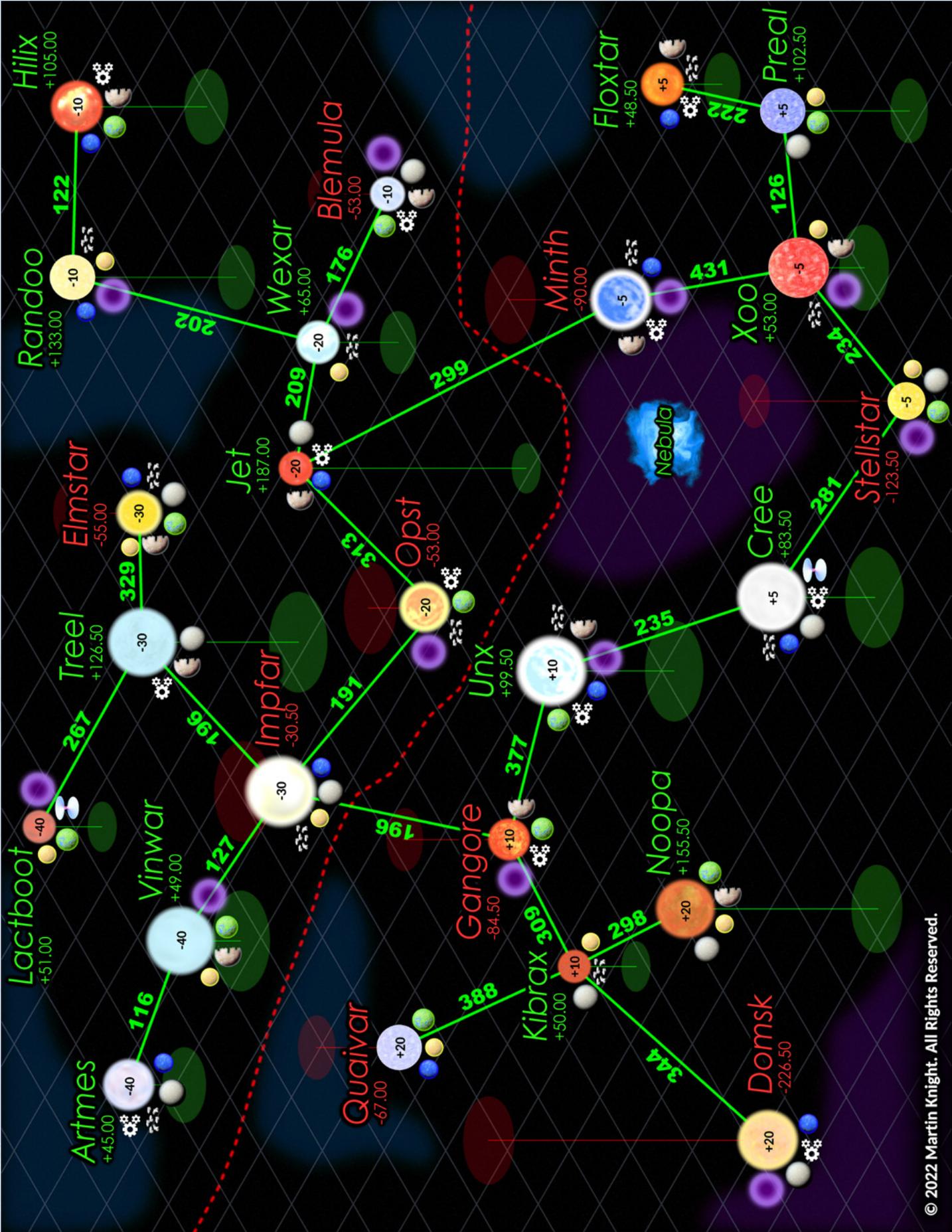


# Map Sheet (Entrance)



# Map Sheet





# Star Systems And Zones

D100	Star System	Mod	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
1-4	Artmes	-40	ENTRY POINT	Lunis Station			Eternal			Brulia		Yepra
5-8	Blemula	-10	ENTRY POINT	Nats		Ender Station		Paterdia			Sinsh	Khasa
9-12	Cree	+5	ENTRY POINT	Eboon	Sapito		Joonbug			Disk IV	Tebis A.1	
13-16	Domsk	+20	ENTRY POINT	Bromath		Modda		Lon Station		Chora		
17-20	Elmstar	-30	ENTRY POINT	Expedite Base		Haste	Garl		Totovic		Voidar	Draycs
21-24	Floxtar	+5	ENTRY POINT		Horus Station	Vasoss		Seraph				Draymo
25-28	Gangore	+10	ENTRY POINT		Yarnwhip		Asteri Colony		Stipnar		Croma	
29-32	Hilix	-10	ENTRY POINT	Moonst		Wey II	Mino				Tiberi Colony	
33-36	Impfar	-30	ENTRY POINT		Astral		Star Angel	Prestof			Rilla	
37-40	Jet	-20	ENTRY POINT	Utta Noon				Trillst Fargo	Hera Terminal			Pasnk
41-44	Kibrax	+10	ENTRY POINT	Golas		Titan			Radicon III			
45-48	Lactboot	-40	ENTRY POINT		9th Division			Cryof II		Tebis A.2	Crinda	
49-52	Minth	-5	ENTRY POINT		Thea	Terran Colony	Grus III		Wellow Might	Judge		
53-56	Noopa	+20	ENTRY POINT		Brimma Nova	Syndi Base		Lanbrart		Lovia Wisstow		
57-60	Opst	-20	ENTRY POINT			Quinstar			Abyss		Sorus III	Osir Base
61-64	Preal	+5	ENTRY POINT	Gnone	Pulvius Mont.			Triforce III				
65-68	Quaivar	+20	ENTRY POINT				Meon			Sentry's Fall		Suitska
69-72	Randoo	-10	ENTRY POINT		Phore			Fulsa			Agax	Blaze
73-76	Stellstar	-5	ENTRY POINT	Zyso 3		Ridobar				Xadra III		Free Division
77-80	Treel	-30	ENTRY POINT		Proda Base				Skillet		Exofall	
81-84	Unx	+10	ENTRY POINT	Seep		Mirage Station		Hardy	Golss	Yechtri	Prime	
85-89	Vinwar	-40	ENTRY POINT		Rebel Base	Quell	Williner			Lunstar IV		
90-94	Wexar	-20	ENTRY POINT	Copstar			Bablon				Gulliva III	
95-100	Xoo	-5	ENTRY POINT		Oss		Happs Far		Linmot Base		Sailbar	

# Traversing Space Handy Sheets

**MOVING FROM SYSTEM TO SYSTEM:** To move from star system to star system make JUMP test below. A JUMP test can be made from any zone in a star system. If successful move up to Jump Speed in light years. The ship burns fuel equal to distance travelled at the rate of 1 ton of fuel per 10 light years of travel, or part of. Must use green jump lanes. If test fails, starship drops out of hyper jump and travels the distance rolled on table J; which could trigger a hyper jump event. When distance is travelled to reach star system, ship enters zone 1.

**JUMP** - Test: Int +/- CM [S: -1 PL, travels, - fuel] [F: -2 PL, roll on table J, - fuel] (*Navigators*)

**MOVING WITHIN A STAR SYSTEM:** To move between zones make SPACE CRUISE test below. Ships then uses space cruise to move between zones to reach Points Of Interest (POI); which can be interacted with.

**SPACE CRUISE** - Test: Int +/- CM [S: -1 PL, move to adjacent zone] [F: -1 PL, stay in zone] (*Pilots*)

**ASTEROIDS:** Ship needs a Particle Scoop & Mining Laser modification.

**ASTEROID MINING** - Test: Int +/- CM, +/- DT [S: -1PL, +1d3 Minerals & 1d3 Metals] [F: -2PL] (*Mining Ops*)

**GASES:** Ship needs a Particle Scoop modification.

**PARTICLE SCOOP** - Test: Int +/- CM, +/- DT [S: -1 PL, +1d6 Chemicals] [F: -2 PL] (*Pilot*)

**WATER WORLDS & AGRICULTURAL WORLDS:** Tests below.

**WATER COLLECTION** - Test: Int +/- CM [S: -1PL, + 1d6 Water] [F: -2 PL] (*Transports*)

**FOOD COLLECTION** - Test: Int +/- CM [S: -1 PL, +1d6 Food] [F: -2 PL] (*Transports*)

**THE TEBIS WORM HOLES:** Perform WORMHOLE test to fly through either worm hole to move to the other's zone.

**WORMHOLE** - Test: Int +/- CM [S: -1 PL, travel through safely] [F: -1d3 PL, stuck, test again] (*Pilots*)

**SPACE STATIONS AND MILITARY DOCKS:** Space Stations cost 50c to begin port phase; military docks are free. Use only port actions available for the ports type.

**DEAD PLANETS AND MOONS:** Used mainly with space missions and away missions.

## SPACE COMBAT

1. Deduct -1PL from enemy starship and captain's starship. If power level is 0, deduct -1 LS instead. Choose action from Captain's Starship row on the Tactical Decisions Table (below), apply Dex modifier to captain's Dex.
2. Roll 1d6. If captain's starship has 0 (PL) add 3. If the enemy starship has 0 (PL) deduct 3. Find result from Enemy's Starship row, apply modifier to captain's already adjusted Dex.
3. If enemy and captain have taken Evasive Manoeuvre, space combat is over. If enemy and captain have taken Boarding begin Boarding Combat. Otherwise perform test:

**SPACE COMBAT** - Test: adjusted Dex +/- CM, +/- DT [S: Captain wins] [F: Enemy wins] (*Pilots*)

4. Depending on which side has won, determined by the space combat test, and the actions taken will determine the battles outcome, see below.
5. If both starships have remained in space combat a new round begins from step 1.

**EVASIVE MANOEUVRE:** If captain and enemy took this action, or if captain took this action and won, or if enemy took this action and won, space combat ends. If the captain or enemy took this action and lost, they are dealt damage.

**BOARDING ACTION:** If captain and enemy took this action, or if captain took this action and won, or if enemy took this action and won, space combat ends and boarding combat begins. If the captain or enemy took this action and lost, they are dealt damage.

**ALL OTHER ACTIONS:** All remaining actions provide the victor with a damage modifier to apply when dealing damage (see Damage). If both starships have remained in space combat a new round begins from step 1.

**BOARDING COMBAT:** There is no escape from a boarding combat.

1. Calculate Boarding Modifier (BM) by comparing captain's (LS) to enemy's (LS). If captain's is higher the difference is a bonus (+). If enemy's is higher the difference is a penalty (-).
2. Perform BOARDING test: BOARDING - Test: Int +/- BM [S: Enemy's starship -1d10 LS] [F: Captain's starship -1d10 LS] (*Security*)
3. If either starship's (LS) is reduced to zero, they are captured (See Damage). If neither (LS) is reduced to zero begin new round from step 1.

**DAMAGE:** Roll 1d6, add starship's (WS), then apply damage modifier for captain and enemy actions. Then if targets (PL) is not already 0 deduct targets (SG); remaining amount is deducted from the starship's (PL). When (PL) is 0 further damage is deducted from (LS). If captain ever has more crew/passengers than (LS), remove excess and record number to Compensation/Escapes Pod # on log sheet. During a space combat, if a starship's (LS) is ever zero the starship has been destroyed, during a boarding combat it has been captured.

Tactical Decisions Table

D6	0 or less	1	2	3	4	5	6	7 or more
<b>Action</b>	Evasive Manoeuvre	Targeting Shields	Targeting Weapons	Evasive Attack Plan	Pursuit Attack Plan	Intercept Attack Plan	Full On Attack Plan	Boarding
<b>Captain's Starship</b>	-3 Damage -10 Dex	-2 Damage +10 Dex	-1 Damage +5 Dex	+0 Damage +0 Dex	+1 Damage -5 Dex	+2 Damage -10 Dex	+3 Damage -15 Dex	Board -20 Dex*
<b>Enemy's Starship</b>	-3 Damage +10 Dex	-2 Damage -10 Dex	-1 Damage -5 Dex	+0 Damage +0 Dex	+1 Damage +5 Dex	+2 Damage +10 Dex	+3 Damage +15 Dex	Board +20 Dex

\*Ignore this Dex modifier if the enemy starship's current Power Level is 0.

# THE D100 SPACE RANGE

