

THE WRECK OF THE B.S.M. PANDORA

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Rules of Play

Preface

This document is an exact transcription of the rules for *Voyage of the B.S.M. Pandora*, a challenging and suspenseful science fiction game of survival in the loneliness of deep space published by SPI in 1980 in Ares Magazine #2 and long out of print. Hopefully, for those with an interest in this unique game, the availability of these rules might will inspire further investigation. Copies of the game still can be found in various catalogues and online auction sites. As I've mentioned, these rules are transcribed exactly as originally published. I've neither amended the text nor annotated the rules in any way. For what they're worth, I've also added some of my own observations, clarifications and House Rules (which are clearly indicated as such) as an appendix at the end of the document. You can take or leave them as you wish.

I would like to make sure that the talented folks who created this game for SPI are properly recognized.

VOYAGE OF THE B.S.M. PANDORA

DESIGN CREDITS

Game Design: James F. Dunnigan , Physical Systems and Graphics: Redmond A. Simonsen, Game Development: David James Ritchie, Rules Editing: Brad E. Hessel, Playtesting: Jamie Adams, Alan Chiras, Scott Laiken, Justin Leites, Philip Marchal, Tim Robbins, Dave Rohde, Neil Rosenberg, Jim Simon, Matthew Snyder, Mark Sorre, Bennet Steinmuller, Max Weissman. Production: Dave Engler, Rosalind Fruchtman, Ted Koller, Manfred F. Milkuhn, Michael Moore, Bob Ryer, P. J. Snyder

Thanks to those above for producing this fine game. And now, on to the rules.

Have fun!

- Jeffery Bass (Skygazer)

September, 2010

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Read This First:

The rules to *Wreck of the Pandora* are organized by major topics arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name below which is given (usually) a General Rule or Description which summarizes the rules in that section. This is usually followed by numbered paragraphs called Cases, which give the specifics of the rules. Note that the numbering of the Cases is a decimal form of the Major Section number. Players should examine the map and counters and then quickly read the rules (without trying to memorize them). Then the game should be set up to play and a "trial run" made. *Wreck of the Pandora* is designed to be played solitaire or with up to five players. Because simulation games are richer and more complex than the typical board game, solitaire play can be quite enjoyable (and is certainly one of the best ways to learn the rules).

- 1.0 Introduction
- 2.0 Equipment
- 3.0 Basic Procedure
- 4.0 Attribute Generation
- 5.0 Movement
- 6.0 Specimen Activity
- 7.0 Discovery
- 8.0 Reaction
- 9.0 Combat
- 10.0 Acquiring and Using Equipment
- 11.0 Repairing Equipment
- 12.0 Equipment Capabilities
- 13.0 Specimen Handling
- 14.0 Gaining Control of the Ship
- 15.0 Cold Shutdown
- 16.0 How to Win

Inventory of Game Parts

Each game of *Wreck of the Pandora* should contain the following parts:

- One 11" x 17" mapsheet
- One sheet of die-cut counters (100) pieces)
- One rules folder (bound into *Ares* version)
- Two dice (not in *Ares* version)
- One game box (not in *Ares* version)

If any of these parts are missing or damaged, notify SPI's Customer Service Department. *Note:* The process used in the manufacturing of the die-cut counters used in SPI games sometimes results in colors from one counter overlapping the color of a neighboring counter, or in the slightly off-center printing of the letters and/or numbers on a counter. SPI cannot replace counters displaying these minor manufacturing inaccuracies. Only counters that are illegible can be replaced by SPI.

Rules Questions

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be

answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available -and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI

Rules Questions Editor for *Wreck of the Pandora* 257 Park Avenue South

New York, N.Y. 10010

[1.0] Introduction

COMMENTARY:

At coordinate 339317987 714, Biological Survey Mission *Pandora* is in the process of exiting FTL mode. The ship has been out for some time gathering biological specimens in a dozen systems. Now, her mission completed, *Pandora* is homeward bound. The five crew members and their specimens are in stasis. The ship's computer is in control during the series of difficult (and inexact) jumps necessary to reach Kinshasha CABSAs.

As *Pandora* enters FTL mode, the nearby blue-white Wolf-Rayet star emits a powerful burst of near ultraviolet radiation. *Pandora's* computer has placed the ship too close to the pulse and the results are catastrophic. All over the ship, electronic components are burned out. Systems begin to fail, first the primaries, then the backups.

The computer's response is rapid but inefficient due to the damage already suffered. Crew and specimens are brought out of stasis, some safely, others in various states of impaired functioning. In some cases, crew and specimens have failed entirely to exit stasis.

Those crew members who survive are disoriented, frightened and not totally aware of what is going on. Most short term memory is gone. There is a certain awareness of being aboard ship and even of the nature of the ship. Emergency systems are obviously on and, equally obviously, malfunctioning. Specimens can be observed wandering freely about the ship, many of them carrying about and curiously examining portable ship's tools.

As the shaken crew members begin to regain consciousness of their surroundings, they can hear the ship's distress beacon playing repeatedly over the intercom: "BSM *Pandora* calling. Rescue alert. Position approximate at 339317987 714. Autostatis red: Out of FTL. Out of stasis. Power down. Nav down. Envio down. Con down. Camp down. Ship approaching cold shutdown... BSM *Pandora* calling. Rescue..."

GENERAL RULE:

The Wreck of the Pandora is a game of discovery and survival for one to five Players. Each Player takes the role of one surviving crew member aboard the *Pandora*. Players must attempt to regain control of the ship, destroy or reconfine the wandering specimens in their restraint pods, restart the ship's systems to avoid cold shutdown, and get the damaged craft home. Each Player in turn moves, acquires tools, and attempts to use and repair ship's equipment. Specimens are moved automatically as they react to the presence of crew members.

PROCEDURE:

The mapsheet is laid out between the Players and backfolded against the machine-made folds to make it lie flat. The playing pieces are then punched out and sorted according to type. The 21 Pod markers are mixed and placed face-down on the map, one marker per pod. The 21 tools and the 10 specimens are mixed together and placed in an opaque container from which they are, randomly drawn during the game. Each Player then selects a Crew Counter, determines that crew member's attributes as described in 4.0, and places the counter on the map. Two dice are rolled to determine the placement of each crew member. The first die indicates the deck (1, 2 = A; 3, 4 = B; 5, 6 = C) on which the crew member is placed. The second die indicates a placement pod (1 = pod 1, 2 = pod 2, etc.). Crew Status markers are placed on the Crew Status Display to indicate stamina. Other crew attributes are recorded on the Attribute Display. The Players roll a die to determine who moves first (high roller, then second high roller, etc.) and play commences with the first Player-Turn of the first Game-Turn.

[2.0] Equipment

GENERAL RULE:

The game equipment consists of the map, rules, charts and tables (printed on the map or in the rules), and 100 die-cut playing pieces. Two dice are needed to play the game and are included in the boxed version only.

CASES:

[2.1] The game map consists of a floor plan of the three decks of the Pandora.

Also included on the map are the following displays for use in keeping track of data affecting play: The Equipment Status Display, Crew Status Display, Ship Status Display, and Cold Shutdown Display.

[2.2] The charts and tables are used to resolve game situations involving variable outcomes and to summarize information for the Players.

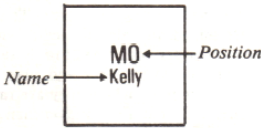
They include the Equipment Capabilities Chart, Impair Table, Repair Table, Attribute Generation Table, Restart Table, and Reaction Table. The use of each item is explained in the appropriate rules section. In addition, the Attribute Display (printed in the rules) may be used to record the randomly generated attributes of crew members and specimens. Note: Copies of the Attribute Display must be made for repeated use.

[2.3] The playing pieces include units, equipment, and markers.

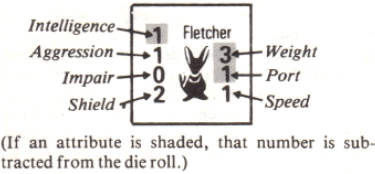
Units are of three types: crew members (used to represent the individual Players), specimens (representing randomly encountered, escaped life forms) and bots (a special type of self-actuated ship's equipment). Equipment counters are of two types: tools (portable ship's equipment) and pods (counters used to designate the nature and location of built-in ship's systems). Equipment Status markers are used in conjunction with the Equipment Status Display to indicate the readiness levels of equipment. Crew Status markers are used in conjunction with the Crew Status Display to indicate the current stamina of

individual crew members. System Status markers are used in conjunction with the Ship Status Display and Cold Shutdown Display to indicate current functioning of ship's systems. The use of Breach/Lock(Lok) markers is explained in the appropriate rules sections.

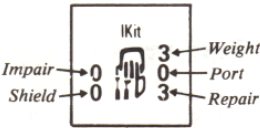
SAMPLE CREW MEMBER COUNTER



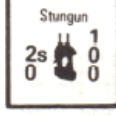
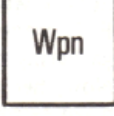
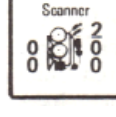
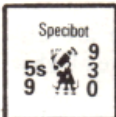
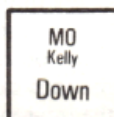
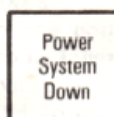
SAMPLE SPECIMEN COUNTER

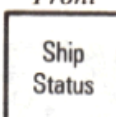
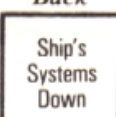


SAMPLE EQUIPMENT COUNTER



Front		Back
	Crew member	
	Specimen	
	Specimen	
	Specimen	
	Specimen	
	Specimen	
	Specimen	

Front		Back
	Specimen	
	Specimen	
	Specimen	
	Specimen	
	Weapon (Tool type)	
	Kit (Tool type)	
	Rig (Tool type)	
	Comm device (Tool type)	
	Bot (Tool type)	
	Equipment Status Marker	
	Crew Status Marker	
	Systems Status Marker	

Front		Back
	Ship Status Marker	
	Pod	
	Open lock	

Five crew member counters are included in the counter mix. All ten specimens are listed above in the counter samples. The 42 pods, locks and tool types (including bots, kits, rigs, weapons and communication devices) are listed with their abilities in the Equipment Capability Chart (10.8).

[3.0] Basic Procedure

The Sequence of Play

The crew members take turns moving, discovering and handling specimens and equipment. Specimens then react automatically to the actions of other units. The order in which these actions occur is described in the Sequence of Play Outline. One completion of the Sequence of Play is called a Game-Turn. Each Game-Turn consists of one to five Player-Turns and separate Stun Removal and Cold-Shutdown Phases. Each Player-Turn consists of four Phases. The Player whose turn is currently in progress is termed the Phasing Player.

The Player-Turn

Step One: Movement Phase

The Phasing Player's crew member and any bots under that Player's control may move between spaces and make discovery checks within the limitations of 5.0 and 7.0.

Step Two: Reaction Phase

Reaction checks are made for all specimens which could react to the presence, movement, or scanning of the Phasing Player's units within the limitations of 6.0 and 8.0.

Step Three: Acquisition Phase

The Phasing Player's units may acquire control of unclaimed equipment and pick up stunned units occupying the same space within the limitations of 10.0.

Step Four: Equipment Phase

The Phasing Player's units may use and repair ship's equipment within the limitations of 9.0, 10.0, and 11.0.

This sequence of events is repeated by each Player until all Players have had an opportunity to move and acquire and use equipment. After all Players have moved, play proceeds to the next Phase:

Stun Removal Phase

The die is rolled once for each stunned unit in the game. On a roll less than or equal to the unit's current Stamina Level (if a crew member) or Shield Level (if a specimen) the unit immediately recovers fully from the effects of stun.

Cold Shutdown Phase

If cold shutdown is in progress, the Cold Shutdown marker is moved one space along the Cold Shutdown Display in the direction of the box marked "All Systems Down." See 14.0 and 15.0.

This concludes the Game-Turn. Play proceeds for any number of Game-Turns until all crew members are dead, the ship is fully under control (according to the provisions of 16.0), or *Pandora* has reached cold shutdown. Victory is then assessed according to the provisions of 16.0.

[4.0] Attribute Generation

GENERAL RULE:

All crew members, specimens and tools and most pods have a series of attributes expressed as numbers. All tool attributes are fixed and are printed on the Equipment Status Display and on their counters. Some pods have fixed attributes which are printed on the Equipment Status Display and on their counters. All other attributes must be generated by a die roll. These include 7 attributes for specimens (Intelligence, Aggression, Impair, Shield, Weight, Port and Speed) and the functioning levels of the five major systems (Nav, Con, Comp, Power, and Envio). As each specimen and crew member attribute number is generated, it is recorded on the Attribute Display.

PROCEDURE:

All attributes are determined by rolling one or two dice, depending on the attribute. The level of the attribute is the level shown after the die roll number generated for that attribute on the Attribute Generation Table. All crew member attributes are determined at the beginning of the game before the commencement of play. A written record of these attributes is kept on the Attribute Display (except for Stamina which is kept track of on the Crew Status Display). Systems levels are determined as part of the Discovery Procedure. The level of a system is determined whenever the pod containing that system is entered (not scanned) or, in the case of Dcon or Comp, when the Comm devices controlling those pods (DconComm and CompComm) are used. The Ship Status Display is used to record the current levels of Major Systems. The attributes of specimens are determined as needed throughout the game and a separate record of those attributes is kept on the Attribute Display.

CASES:

[4.1] Crew members' Stamina Levels and Major Systems Levels are the only Attribute Levels which can be raised above the level those attributes were at when generated.

All other attributes may never be raised higher than their starting level. Specimen Shield Levels may be decreased as a result of combat but may never be raised. Systems may be brought up to Level 9 functioning as a result of repair or restart

and crew members may have their Stamina increased to 9 as a result of repair.

[4.2] Specimen attributes are determined by rolling two dice for each attribute as the attribute is needed.

Intelligence and Aggression are determined when a reaction check is necessary; Speed when a unit attempts to exit a space occupied by an unstunned Enemy unit(s); Impair and Shield when the specimen engages in combat; Weight when an attempt is made to carry the specimen between pods; and Port when the specimen is directed to pick up and move with an item. The numbers on the specimen counters are modifiers added to the dice roll when generated. In addition to these modifiers, two is added to the dice whenever there are more than three Players. Shaded modifiers are negative numbers. See 2.0 for the order in which modifiers are given.

[4.3] One die is rolled in conjunction with the Attribute Table to determine crew member Repair and Weight Ratings.

[4.4] Two dice are rolled in conjunction with the Attribute Table to determine Impair, Shield, Stamina, Port and Speed Ratings of crew members.

[4.5] Attribute Generation Table
(see mapsheet)

[4.6] Crew Status Display
(see mapsheet)

[4.7] Ship Status Display
(see mapsheet)

[4.8] Attribute Display
(see charts and tables)

[5.0] Movement

GENERAL RULE:

Units move between contiguous spaces on the Ship Display. These spaces are of three types: pods, tubes and risors. Pods are modular work and living areas. Tubes are the corridors which connect the pods. Risors are lifts providing physical communication between decks. Spaces are connected to each other by locks (locks) which normally open automatically at the approach of a moving object. Locks do not normally inhibit movement. They do inhibit discovery and reaction.

PROCEDURE:

Units move between contiguous spaces via locks at the rate of one space per turn during their individual Movement Phases (or in the case of specimens and berserk bots during the Reaction Phase). Contiguous spaces are defined as spaces of any type(s) connected by a lock.

CASES:

[5.1] A unit may move one space during its Movement Phase.

[5.2] A unit may not normally move more than one space during its Movement Phase.

[5.3] Crew members are never forced to move.

They may remain in place and use other options, or they may do nothing. Unused movement capability may not be transferred or accumulated.

[5.4] All movement takes place between contiguous spaces on the Ship Display.

Units may move between spaces only via locks. Spaces on different decks are not connected except via risers. All risers are contiguous to each other and units inside the ship may move from a riser on one deck to a riser on any other deck in one turn.

[5.5] The presence of other units in a space may affect the movement of units out of but not into that space.

A unit may leave a space occupied by an Enemy unit which is not stunned only if its Speed is greater than or equal to that of each individual functioning, unstunned Enemy unit in the space. See 10.8 for bot Speeds and 10.0 for the definition of Enemy units.

[5.6] All locks adjacent to a breached space are inactive.

Inactive locks do not open automatically and no movement is permitted through inactive locks except EVA. See 12.0.

[5.7] A crew member may scan a space instead of entering it during his Movement Phase.

The act of scanning a space involves physically looking through a view port in the lock connecting the space being scanned with the space currently occupied. A crew member who scans a space executes normal discovery and reaction procedures (see 7.0 and 8.0) as if he had entered the space. The crew member may not move (normally or via Hasty Movement) during the Phase in which he scans an adjacent space. *Three* is subtracted from the Intelligence Rating of a specimen when checking for a reaction to a crew member scanning the space occupied by that specimen. This subtraction applies

[5.8] Only the EVA bot, units in rigs or the spacecraft "Epithemeus" may move outside the ship (see 12.0).

[5.9] Crew members may move two spaces per turn by using "Hasty Movement."

A Player must state at the beginning of his move that he is using "Hasty Movement." Whenever a reaction check becomes necessary as a result of action taken by a crew member using "Hasty Movement," both the Intelligence and the aggression of the specimen for which the check is being made are increased by 2. This increase applies only to reaction checks for "Hasty Movement." Discovery and reaction triggered by Hasty Movement through a space not occupied by the crew member at the end of a Movement Phase is executed as if the space had been scanned (see 5.7).

[6.0] Specimen Activity

GENERAL RULE:

Specimens are not treated in the same manner as crew members. Instead, they move, attack, acquire and abandon equipment automatically during the Reaction Phase as mandated by the results of die rolls on the Reaction Table. While the activity in which specimens engage is determined automatically (rather than being within the control of the Players), the activity as implemented is identical to that of crew members. Thus, a specimen directed to move into a crew-occupied pod containing a hull breach would be unable to do so because movement through locks into spaces containing breaches is impossible. When a direction cannot be followed, it is ignored and the specimen remains stationary and does nothing. Specimens may acquire, but may never use equipment.

[7.0] Discovery

GENERAL RULE:

At the beginning of the game the location of all equipment and specimens is unknown to the partially impaired crew. They must discover this information by scanning or physically entering spaces. During this process, they may be detected by wandering specimens.

PROCEDURE:

When a crew member begins the game in a space or when a space is entered or scanned for the first time, the Player entering or scanning the space makes a *discovery check*. On a die roll of 4, 5, or 6, the space is empty. On a roll of 1 through 3, a number of playing pieces equal to the number rolled are immediately drawn from the opaque container holding the tools and specimens. These counters are placed in the newly scanned or entered space. If the space is a pod, the Pod marker in the space is turned face up and left in the space to identify its function (Crew, Power, Stasis, etc.).

CASES:

[7.1] The discovery process is used only once per space.

No matter how many times a space is entered, the discovery process is used only the first time it is entered or scanned.

[7.2] Crew members immediately gain full knowledge of the contents of all spaces when control of the ship is established.

The normal discovery procedure is executed for each space in any order chosen by the Player whose turn is currently in progress.

[7.3] All discoveries are revealed to all players.

No counters or markers are ever hidden. All information is kept available on the map.

[8.0] Reaction

GENERAL RULE:

Whenever a Phasing unit enters, occupies, exits, or visually scans a space containing a specimen(s), the unit may be detected by the specimen(s). A specimen which detects another unit will react to that unit in one of three-ways: fleeing, moving, or making a kill attempt. Each of these reactions may be further modified depending upon whether the number result on the Reaction Table which triggers the reaction is parenthesized in bold face type. Reaction checks are resolved during the Reaction Phase.

PROCEDURE:

Whenever there is a possibility~ that a specimen will react to another unit, the Intelligence Rating of that specimen is cross-indexed with its Aggression Rating on the Reaction Table and a series of numbers is found at the resulting intersection. Each number represents a possible reaction (flee, move, or kill). A pair of dice are rolled. The specimen reacts in the manner represented by the highest number in the series which is equal to or less than the number result on the dice. The result is applied after any other reaction checks have been made.

Example: A specimen with an Intelligence Rating of 5 and an Aggression Rating of 6 attempts to detect a crew member in the same pod. The numbered sequence at the intersection of "Intelligence-5" and "Aggression-6" on the Reaction Table is "4-5-10." Two dice are rolled and the result is 8, which is greater than 4 or 5, but less than 10. The result is that the specimen "moves." While 4 is less than 8 as well, 5 is the highest number which is less than or equal to 8 and so only the result represented by 5 is applied.

CASES:

[8.1] **All reaction checks take place during the Reaction Phase of the Player-Turn in which they were triggered.**
No reaction checks take place during any other Phase.

[8.2] **All reactions are implemented during the Reaction Phase of the Player-Turn in which they are triggered.**

[8.3] **Only Phasing units may trigger a reaction.**
Non-Phasing units (Le., those controlled by another Player) may not trigger a reaction, and no reaction checks are necessary as a result of the presence of these units.

[8.4] **Non-triggering units may be attacked by reacting specimens executing a "Kill" or "Move-Kill" reaction.**

[8.5] Reaction Table Results

Flee. The specimen immediately flees the space by any available exit. If more than one exit is available, the die is rolled for each exit and the specimen exits via the lock receiving the highest die roll. Any carried tools are dropped. If the number for this result is parenthesized in **bold type**, the specimen flees normally except that, instead of dropping the tools, it picks up and carries any or all tools in the space not in the possession of another unit (lightest tools first).

Move. The specimen moves into the space occupied by the crew member who triggered the detection attempt if they do not already occupy the same space. Otherwise there is no effect. If the number for this result is parenthesized in **bold type**, the specimen moves into the same pod with the unit and executes a "Kill" result (see below).

Kill. The specimen immediately attacks and attempts to kill one other unit in the space. If the number representing this result is parenthesized in **bold type**, the specimen makes a *charge attack*; i.e., its Impair Rating is doubled and its Shield Rating is halved for that attack. When more than one Enemy unit occupies a space, the die is rolled to determine who is attacked. On a 1-3 result, the specimen attacks the unit with the lowest Shield Rating. On a 4-6 result, the specimen attacks the crew member with the lowest Shield Rating. If two or more units are tied for low rating, use a die to break the tie. (see 9.0, Combat.)

[8.6] **Reaction Table** (see mapsheet)

[9.0] Combat

GENERAL RULE:

All specimens and crew members and some tools have an *Impair* (attack) *Rating* which may be used to damage other units. They also have a *Shield* (defense) *Rating* which is used to protect against damage. The process of attempting to damage another unit is called combat.

PROCEDURE:

Combat may occur between Enemy units which occupy the same space during an Equipment Phase or a Reaction Phase. The Shield Rating of the defender is subtracted from the Impair Rating of the attacker(s). The result is called the Combat Differential. If this differential is a positive number, it is used to resolve the combat. If the number is negative, no combat occurs. If combat occurs, a column is found on the Impair Table which is the same as the Combat Differential and a die is rolled. The die roll number is cross-indexed with the Combat Differential column and a result is found. Before applying that result, the attacker checks for *damage*. This is done by reversing the attack process (subtracting the attacker's Shield Rating from the defender's Impair Rating and rolling the die as if a new attack were being resolved with the original defender as the attacker). When checking for damage, a negative Combat Differential is treated as a zero for purposes of resolving the check. All combat results affect only the defender. All damage check results affect only the original attacker. Results are applied immediately and simultaneously before resolving any other combat.

CASES:

[9.1] **Combat during the Equipment Phase is initiated at the discretion of the Phasing Player.**

The Phasing Player may attack during an Equipment Phase, using his own Impair Rating or the Impair Rating of anyone tool in his possession. Similarly, when checking for damage, he may use his own Shield Rating or he may use the Shield Rating of anyone tool in his possession (not necessarily the same tool as he used to attack). Instead of attacking, the Phasing Player may use the tools in his possession in other ways

(repair, scanning, restarting systems, etc.) or he may remain inactive. He is never forced to attack unless engaged.

[9.2] Attacking during the Reaction Phase is mandatory for reacting specimens and berserk bots.

During the Reaction Phase, all specimens which have been directed to attack or charge as a consequence of a result on the Reaction Table must attempt to attack where possible. In addition, berserk bots (see 11.0) must attempt to attack as if they were reacting specimens. Bots always attack with their normal ratings; they never charge.

[9.3] The choice of defenders in mandatory attacks is determined by a die roll.

When a specimen or berserk bot is required to attack and there is more than one unit in a space which could be attacked, the defender is determined by a die roll. On a roll of 1 through 3, the defender is the *unit* with the lowest Shield Rating. On a roll of 4 through 6, the defender is the *crew member* with the lowest Shield Rating. In all cases, the Shield Rating used to determine the defender is the rating of the unit being attacked, not of any tools held or rigs worn by that unit.

[9.4] A unit can attack one and only one Enemy unit per Phase.

All specimens and berserk bots are hostile toward each other and toward crew members and non-berserk bots. Crew members are hostile toward specimens and berserk bots, but not toward other crew members. Non-berserk bots are hostile toward the same units as crew members, but they may take no action unless under the control of a crew member. Hostile units are termed "Enemies;" only Enemies may be attacked in any way except via the stun bomb. Only one Enemy per Phase may be attacked regardless of the number of Enemies in a space. Exception: The stun bomb affects *all* specimens and crew members (hostile or otherwise) not wearing rigs in any space in which it is used. It may be used against adjacent spaces by being thrown through a functional lock.

[9.5] A unit may be attacked only once per Phase.

All Enemy units (bots, specimens, or crew members) which are attacking a particular unit during the same Phase must do so in one combined attack. All attacking units have their Impair Ratings combined for purposes of combat resolution. They undergo damage checks separately.

[9.6] Combat results on the Impair Table indicate that the defender (or the original attacker in damage checks) must lose the indicated number of levels of functioning or, readiness.

Losses in crew member functioning are subtracted from their Stamina Level. Losses in specimen functioning are subtracted from the Shield Rating. Losses in bot functioning are subtracted from the current Readiness Level. When a crew member's Stamina Level or a specimen's Shield Rating is reduced to zero, the crew member or specimen is dead. Dead crew members and specimens are removed from play and have no further effect on the game. A bot which has its Readiness Level reduced to "red" is no longer functional. It remains on the map, but it may not be used until repaired. When two or more units engage in combat during a Phase, they remain "engaged"

until either the defender or all attackers are stunned or killed. Engaged units may only be involved in combat with the units with which they are engaged. They may not engage in any other activity except to defend if attacked by units with which they were not previously engaged. Units must attack one unit with which they are engaged during their Reaction Phase (if specimens) or Equipment Phase (if crew members) if such an attack is possible.

[9.7] The effects of tools may be enhanced by employing them in Stun Mode.

Tools which have an s next to their Impair Rating may be used to "stun" instead of damage a specimen or (in the case of the stun bomb) a crew member (but not a bot). The Impair Rating of a tool is tripled when the tool is used in a Stun Mode. Only results of 2 or 3 on the Impair Table affect a crew member or specimen attacked in this manner. All 2 and 3 results are read as "stun" results. A defender that is stunned may not move, attack or use tools until recovered. The stunned unit is flipped over to indicate that it is stunned. Recovery takes place as described in 3.0.

[9.8] It is possible to combine normal attacks with attacks involving other units using tools in Stun Mode.

In such cases, the defender suffers normal damage of 1, 2, or 3 levels of functioning lost as a result of the normal attack. In addition, if the damage result is a 2 or 3, the defender is stunned.

[9.9] Impair Table
(see mapsheet)

[10.0] Acquiring and Using Equipment

GENERAL RULE:

Ship's equipment is of two types: pods and tools. Pod equipment consists of the built-in, nonportable machinery and consoles used to control ship's systems, make major repairs, stow tools and specimens, etc. Pod equipment is usable only by crew members who physically occupy or are in control of the pod containing the equipment. Tools are the portable equipment of the *Pandora*. They include weapons, kits, comm devices, rigs, and bots (robots). Tools are usable only by crew members who are in physical possession or (in the case of bots) control of them. Tools may be used for purposes of defending against an attack during any Equipment Phase or during the Reaction Phase. Tools may be used for other purposes only during the Equipment Phase of the Player possessing them. The attributes of tools are always fixed. When a tool or pod counter is acquired, two dice are rolled and compared with the list of possible results on the Attribute Generation Table. If the tool or pod is at green, a marker is placed green face-up in the box representing that tool or pod on the Equipment Status Display. If the item is yellow or red, a marker is placed in the box representing that tool or pod on the Equipment Status Display with the appropriate color in the upper half of the box. Exception: See 11.3.

PROCEDURE:

A crew member may take possession of a portable tool or the functional areas of a pod if he occupies the same space with the tool or pod counter during his Acquisition Phase. When possession of a tool or pod is taken, the counter representing that tool or pod is placed under the crew member who has taken possession to denote this fact. The crew member may then use that tool or the facilities of that pod during any succeeding Equipment Phase. Tools may be carried by crew members and specimens within the limits of their Port capability.

CASES:

[10.1] Crew members may never leave a space while in possession of a Pod marker.

Pod equipment is built into the bulkheads and may not be moved. A crew member who wishes to exit a space must leave any Pod marker he currently possesses behind in the space.

[10.2] Only unclaimed tools may be acquired.

Equipment counters currently in the possession or control of another crew member or specimen may not be acquired.

[10.3] The number of tools which may be carried between spaces is limited by the crew member or specimen's Port Capability.

All specimens and crew members and some tools have a *Port Capability*. The Port Capability is equal to the weight of tools, specimens, etc., which may be carried. Any number of tools may be in the possession of a unit during a Reaction, Acquisition, or Equipment Phase. Only a number of tools equal in weight to the Port Capability of the unit may be carried during a Movement or Reaction Phase. Units which move during a Phase must drop a number of tools sufficient to bring them in compliance with this rule before moving. Crew members may wear anyone rig instead of carrying it. Worn rigs do not count against the wearer's Port Capability. The capabilities of rigs may only be employed when the rigs are worn. It takes one Movement Phase to put on or remove a rig, and no other activity may be engaged in during that Phase.

[10.4] One tool of each type may be used during a Phase.

There are five types of tools indicated by a designation on the back of their counters: weapons, kits, comm devices, rigs, and bots. Only one tool of each type may be used in a Phase (Exception: Any number of bots may be controlled and used.) In addition, the capabilities of the pod currently occupied may be employed. Units may not use tools for purposes other than combat during Phases in which they are involved in combat.

[10.5] One capability per tool or pod may be used once during a Phase.

Some tools and pods have several capabilities. Only one such capability may be used per Phase. The capability being employed may only be used once per Phase. Thus, a crew member who occupied DconPod could use the Dcon Repair Capability to repair himself or could use its remote control capability to control the Imrebot or the EVAbot or the Ubot, but

not during the same Phase. For a detailed list of pod and tool capabilities, see 10.8.

[10.6] Specimens and bots may carry but not use tools.

Specimens may be directed to pick up unclaimed tools or drop tools in their possession as a result of detecting and reacting to the near presence of crew members. While specimens may pick up and port tools within the limits of their Port Capability, they may not use those tools in any way. The same is true of berserk bots reacting as specimens. When directed to pick up tools, specimens will attempt to pick up as many unclaimed tools as possible (those with the smallest Weight Rating first).

[10.7] Crew members use the capabilities of tools in lieu of their own capabilities.

When using the capabilities of tools, the tool's rating(s) replace rather than augment the capabilities of the user. Thus, a crew member could not use his own Repair Rating and the Repair Rating of a tool in the same Phase. The crew member could use his own Repair Rating and, say, the Port Rating of a tool in the same Phase without violating this rule.

[10.8] Equipment Capabilities Chart (see charts and tables)

[11.0] Repairing Equipment

GENERAL RULE:

Some pod equipment and all tools may be in one of three readiness levels: green, yellow, or red. Equipment in condition green is functioning at full capability. Equipment in condition yellow is functioning in an impaired manner and is subject to degradation. Equipment in condition red is non-functional. Pods which are not shown on the Equipment Status Display are always presumed to be in condition green.

PROCEDURE:

Once per Equipment Phase, a crew member may attempt to repair a particular item of equipment in conditions yellow or red. The Repair Rating of the crew member or of anyone tool being used in the repair attempt is cross-indexed with the result of a die roll and a result is found. The result is applied immediately and the markers on the Equipment Status Display are moved to indicate the equipment's new status.

CASES:

[11.1] Equipment in condition green may be used normally.

[11.2] Equipment in condition yellow is subject to equipment degradation.

Whenever any rating of equipment in condition yellow is used, the die is rolled. If the result is a 1 or 2, the item is degraded to condition red. Reposition the Tool Status marker representing that equipment to indicate this fact. Degradation takes place after tool use.

[11.3] Certain types of equipment in condition red are removed from the Ship Display.

All weapons, comm devices, and rigs which are in condition red are removed from the game. They are replaced in the opaque container and may be drawn again. Bots, kits, and pod equipment remain in place in condition red. They may be repaired.

[11.4] Bots in condition yellow may be berserk.

Whenever a bot is first discovered and found to be in condition yellow or is repaired to condition yellow, or when that bot enters condition yellow as a result of combat, a die is rolled. On a roll of 1 or 2 (only), the bot becomes berserk. Flip the counter over to indicate this fact. It automatically reacts in the same manner as a specimen. Berserk bots have an Intelligence Rating of 9 and an Aggression Rating of 9. Berserk bots do not roll for degradation like other equipment in condition yellow. Berserk bots may be made nonberserk only if reduced to condition red and then repaired to condition green. Berserk bots which are repaired only to condition yellow continue to be berserk.

[11.5] Results on the Repair Table are given in terms of levels of readiness or functioning regained or additional levels lost.

A number result is equal to the levels of functioning or readiness regained. In the case of crew members, this is the number of points added to the Stamina Rating. A crew member may never have a Stamina Rating greater than 9. Specimens may never have a Shield Rating higher than that with which they began the game. In the case of equipment, this number indicates the number of Readiness Levels regained. A 1 would raise the piece of equipment in condition red to condition yellow. A 2 or 3 would raise it to condition green. A "D" result on the Repair Table means that one level of functioning or readiness is lost.

[11.6] The Repair Ratings or equipment may be used only to repair certain designated functions.

The Equipment Capabilities Chart indicates what functions each tool or pod may repair.

[11.7] The Repair Ratings of crew members may be used to repair any functions.

[11.8] Equipment Status Display (see mapsheet)

[12.0] Equipment Capabilities

GENERAL RULE:

In addition to the Repair and Impair Capabilities already discussed, tools and pods have certain special capabilities. These include the ability to make breaches, allow Extra Vehicular Activity (EVA), allow bots to be remotely controlled, allow scanning of adjacent spaces, etc. In addition, bots have the special capability to act independently under the direction of a controlling crew member.

PROCEDURE:

The capabilities listed herein are all employable within the provisions of and according to the procedures of 10.0 and 11.0.

CASES:

[12.1] The capabilities of bots may be employed by a crew member in control of them at no cost in equipment use or Port Capability.

Bots are acquired in the same manner as other tools or via remote-control. However, once acquired, a non-berserk, functioning bot moves with the Player in possession of it at no cost to that Player's Port Capability (functioning bots accompany the crew member instead of having to be carried). Anyone capability of a bot may be used during a Phase at no penalty to the crew member's ability to use the same capability himself. Any number of bots may be controlled and used during a Phase. It is important for Players to grasp that bots are separate entities. They function just like an extra crew member on your side except that they cannot move independently unless under remote control.

[12.2] Bots may be remote controlled from some pods.

Crew members using the Dcon, Scan, Specanal, and Crew Pods may exercise remote-control over bots from those pods. Only the bots listed for each pod on the Equipment Capabilities Chart may be controlled from that particular pod. Remote-controlled bots may move about the Ship Display and employ their capabilities as if they were accompanying a crew member. Remote control is broken when a bot goes berserk or is in condition red or when a controlling Player is no longer in control of a terminal with a "remote" capacity. Remote-control may be established or reestablished only if a bot is on the map, in condition green or yellow, non-berserk, and not already controlled by another crew member.

[12.3] A crew member may use the scanner to scan one adjacent space during his Equipment Phase.

Scanning with the scanner is conducted in the same manner as scanning during the Movement Phase. Scanning may be conducted in both Phases. Use of the scanner does not trigger a reaction check.

[12.4] Crew members in rigs and/or specimens in the spacecraft and the EVAbot may employ Extra Vehicular Activity (EVA).

Units in EVA are moved across the Ship Display as if they were inside the ship with the exception that movement between decks does not require the use of risors. Instead, the ship must be imagined as a three-dimensional entity stacked with "A" Deck on top of "B" Deck which is on top of "C" Deck. While in EVA Mode, crew members, specimens, and tools may move one deck up or down between pods with the same ship's number or symbol. Thus, a crew member in B3 could move to pod A3 or C3 or along the lock symbol to tube BC. While in EVA, the crew member is considered to be adjacent to all of these.

[12.5] Crew members, specimens and tools may exit the ship via exterior locks or through hull breaches.

Exlok, Landlok, and Scapelok all contain exterior locks. It costs one Movement Phase to exit the ship via an exterior lock or to re-enter via same. A hull breach is automatically opened during the Equipment Phase by any crew member desiring to open a breach using the Turbolaser. It costs one Movement Phase to exit the ship via a hull breach. Re-entry may be accomplished via hull breaches or open exterior locks at a cost of one Movement Phase. The Scapecraft may not enter or exit the ship through hull breaches.

[12.6] All hull breaches and locks remain open until repaired or closed from inside the ship.

Only the EVAbot or the Turbolaser may repair a hull breach. The EVAbot does so automatically during the Equipment Phase of the Player desiring the breach repaired if the EVAbot occupies the breached space and is controlled by that Player. The Turbolaser may automatically repair a hull breach whenever a crew member in possession of the Turbolaser occupies the same pod as the breach during his Equipment Phase. Exterior locks may be left open or closed by a crew member, but the closing operation takes place only from inside the ship.

[12.7] Crew members not protected by rigs or by the Scapecraft and specimens not in the Scapecraft may not employ EVA.

Unprotected crew members and specimens are immediately killed if they occupy a space containing an open exterior lock or hull breach. Specimens may be placed in the Scapecraft, but may never wear rigs.

[12.8] The locks between spaces do not permit interior movement into or out of spaces containing breaches or open exterior locks.

EVA is permitted between spaces regardless of their status.

[12.9] Units in EVA do not interact with units inside the ship.

Units in EVA are considered to be in different (non-adjacent) spaces for purposes of combat, detection, and acquisition, but not discovery.

[13.0] Specimen Handling

GENERAL RULE:

Specimens are hostile toward crew members, bots, and each other. Being of low intelligence and high ferocity for the most part, they tend to react to the presence of their Enemies by unreasoning flight or violent attack. Specimens may be neutralized in one of three ways: by killing, stunning, or restraining. Stunning is only a temporary expedient. Stunned specimens may regain consciousness and be as dangerous as ever. Killing is accomplished by reducing a specimen's Shield Rating to zero. The specimen is removed from the space. Restraining the specimen also removes the specimen from the game, but does not reduce Victory Levels.

PROCEDURE:

A stunned specimen may be restrained during any Equipment Phase in which the specimen and a Phasing unit (crew or bot) occupy the same Restraint Pod or the Specanal Pod. The crew member may restrain the specimen by using the restraint capability of the pod. If the crew member chooses to use this capability, the stunned specimen is automatically restrained and removed from the game. It has no further effect on play.

CASES:

[13.1] The restraint capability of a pod may only be used to restrain stunned specimens.

A specimen which is not stunned may not be restrained.

[13.2] Any number of stunned specimens may be restrained in a pod in the same Phase.

The restraint capability of a pod is used once per Phase to restrain as many stunned specimens as occupy the pod during that Phase.

[13.3] All stunned specimens occupying the same pod need not be restrained.

A crew member need not restrain any or all of the specimens in a pod. He could restrain some and leave others free.

[13.4] Stunned specimens may be carried like tools between spaces.

[14.0] Gaining Control of the Ship

GENERAL RULE:

Control of the ship is a condition of victory in *Wreck of the Pandora*. Once control is established, the contents of all spaces are known to all crew members. Control is established only by *restarting* (not repairing) the ship's major systems. These systems are five in number: Comp, Nav, Power, Con, and Envio.

PROCEDURE:

A crew member who occupies the Con, Comp, or Nav spaces or who is using the Comp space through the use of the CompComm may attempt to restart ship's systems if all five major systems are at level 4 functioning or higher. A die is rolled and the result is indexed with the current level of each system on the Restart Table. If the die roll number falls within the numerical span necessary to restart every system, all systems are immediately restarted. They are raised to Level 9 functioning. Control of the ship is immediately established. If the die roll does not fall within the proper span for any of the five systems, the attempt fails and all five systems are *reduced* two levels. Note: A system which is "Ship System Down" may be repaired. Restart may only be attempted once per Phase during Phases in which all 5 systems are at Level 4 or higher. See 14.3.

CASES:

[14.1] **One is added to the die roll whenever a "restart" is attempted via the Comp Pod.**

[14.2] **Two is added to the die roll whenever "restart" is attempted from the Nav Pod.**

[14.3] **Restart Table**
(see mapsheet)

[15.0] Cold Shutdown

GENERAL RULE:

The *Pandora* is designed to shutdown completely in the event of major damage to its most important systems. As the game progresses, Players may become involved in a race to repair major systems and gain control of the ship before cold shutdown takes place.

PROCEDURE:

When the status of the major systems is discovered, the discovering Player finds out the extent to which the cold shutdown procedure has progressed. If either Power or Envio is found to be at Level 4 or less, cold shutdown is in progress. The level of the system (Power or Envio) which is lower indicates the extent to which the procedure is in effect. Multiply the level of the lower of those two systems by 5, and place the Cold Shutdown marker in the box corresponding to that number on the Cold Shutdown Display. At the end of each Game-Turn thereafter, the Cold Shutdown marker is moved one box to the left. When the marker reaches the end of the Track, the ship is completely shutdown and may not be restarted. When only one system level (either Power or Envio) is known, cold shutdown may be presumed to be in progress if that system is at Level 4 or lower. If the other system is later found to be at a lower level than the first system, the Cold Shutdown marker is moved to accord with the level of the second system.

CASES:

[15.1] **The movement of the Cold Shutdown marker along the Cold Shutdown Display is only halted at the end of the Phase-in which all systems are restarted and at full functioning.**

[15.2] **Cold Shutdown Display**
(see mapsheet)

[16.0] How to Win

GENERAL RULE:

Only crew members can win *Wreck of the Pandora*. In order to win the game, the ship must be in control at the end of a full Game-Turn and the following conditions must be met:

1. All hull breaches must be sealed and all exterior locks closed.
2. All specimens in the game must be restrained or dead.

It is impossible to win the game if the *Pandora* reaches cold shutdown. The game immediately ends when the ship reaches cold shutdown and all crew members and specimens are dead.

PROCEDURE:

Once the game ends in any manner except with the death of all crew members, the Players total up points for successfully engaging in game activities. The Player who has accumulated the most Points wins. In solitaire games, Points are not awarded. Instead, the Player wins if he is still alive at the end of the game.

CASES:

[16.1] **The Player who successfully restarts the ship's major systems receives 25 Victory Points.**

[16.2] **The Player who restrains or kills a specimen receives a random number of Victory Points for doing so.**

A die is rolled for each specimen and a number of Victory Points equal to the die roll number is awarded to the Player who restrained that specimen. If the specimen was killed by the Player instead of being restrained, the Player is awarded only half value (rounded down).

[16.3] **The total value of all of each crew member's attributes is subtracted from his Victory Point total.**

Note: It is possible to win the game with a negative Victory Point total.

[16.4] **A crew member who dies during a multi-Player game can win if his Victory Point total is higher than each of the other Players.**

He receives a posthumous citation for bravery and performance far above and beyond the call of duty.

The *Pandora* and Her Crew

The *Pandora* was laid down in 2773 as hull 1728 in the Ares Corporation Belt Yards. The ship design was the by then standard binary LRC (Long Range Cruising). The ship was completely fitted out by 2775, and was towed by the CTT (Commercial Towing Tug) *Sisyphus* to Asteroid Station, where it was launched on its trial cruise to the Tau Ceti system. In 2784, the *Pandora* was made available as a BSM (Biological Survey Mission) ship and entered normal service.

Among the service pods aboard the ship are:

The Power space which contains all the control devices for the FTL and LTL propulsion plants.

The Nav (Navigation) space contains the various equipment (particularly the data processors) that enable the *Pandora* to keep track of its celestial position and to plot the precise movements required for FTL cruising.

The Envio (Environmental) space contains the control equipment for the environmental control systems of the ship, both for the crew and for the specimens.

The Con (Control) is the ship's headquarters. Everything the ship is capable of doing is observed, controlled and monitored here.

The Comp (Computer) space contains the Fuji 5500 Central Processor, the nerve center of the ship. Its operating system is programmed to deal with most emergencies and to take appropriate action to guarantee the safety of the crew and specimens.

The five crew members of the *Pandora* are highly trained individuals, most of whom have risen through Deep Space Fleet service to arrive at GSC (Galactic Survey Commission) service.

The commanding officer of the *Pandora* is Neema Strof who was born on a colonial planet and initially worked on artificial intelligence research. She transferred to the BSM division as a science officer, and for the last two voyages of the *Pandora*, has been the commanding officer.

Science officer L.J. Gepidus is a native of Kinshasha and proud of the fact that he can trace his Kinshasha ancestry back over a thousand years to its African origins. As science officer he is second in command of the *Pandora*. He works with the commanding officer in planning the voyage and is responsible for the detailed planning of how the collection pods are deployed on the surface of an alien planet.

Maintenance Officer Najeb Kelly comes from a home-planet family with a long history of itinerant work and a strong feeling for wanderlust. He is third in command of the ship and is responsible for the functioning, maintenance and repair of all systems.

Blnt Skraaling, the Ground Survey Officer, hails from the planet Germania, which had to be heavily terraformed to make it habitable. His interest in this process led him into the terraforming division of the GSC.

Biology Officer Hesiod Charybdis is another colonial who began work as a technician in a colonial Analysis Center. His main job aboard ship is handling and analyzing the biological specimens before and after they are taken off a planet. He is responsible for selecting unusual or difficult to handle specimens and dealing with them properly.

James F. Dunnigan

Design Credits

Game Design: **James F. Dunnigan**

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Skygazer's Clarifications, Reminders and Additional "House Rules"

REMINDERS

Rigs and Stunbomb

A unit wearing a rig (EnvioRig, Armorig) is immune to the effects of the Stunbomb. [9.4]

Attribute Generation

The rules state that attributes of specimens are determined "as needed". Attributes of units are only determined if an attempt is made to interact with the unit in some way. For instance, you cannot determine the attributes of a specimen's Impair and Shield ratings before deciding to attack. You must commit to an attack, first, and only then can you determine the specimen's ratings. Similarly, you can only determine a specimen's Weight when you commit to trying to Port it.

CLARIFICATIONS and UNOFFICIAL INTERPRETATIONS OF VAGUE RULES

Bot Independence

Interpreting rule [12.1] to its logical extreme regarding the independence of bots: Bots that accompany a Crew member have the same autonomy as a remote-controlled bot in all Phases except the Movement Phase. They cannot move independently during the Movement Phase and must share the same Movement Phase as the Crew member. Remote controlled bots conduct their own Phases, independently, as if they were another player, including Movement, Discovery, Reaction, Tool Acquisition and Equipment Phases. The bot should conduct its Phases after the controlling Crew member conducts his. A Crew member that remote controls a bot via a Comm device essentially has a free hand to conduct every phase of his own turn separately and independently of his bot. The remote controlled bot can conduct its turn separately and independently of its controlling Crew member as long as the remote control link is not broken. Bot Independence is much easier to manage if the *Restructured Sequence of Play* House Rule is used (see below).

Repair Protocol

Damaged Crew members, tools or bots cannot repair themselves using their own innate repair abilities. Rationale: The doctor cannot operate on himself nor can a bot scratch his own back. A proper kit or repair pod must be used or else another unit or tool must apply its repair ability to the damaged Crew or bot. Otherwise, what's the use of all these Crew, bots, kits and pods?

Berserk Bot Engagement

If a controlled bot is engaged in combat and becomes berserk, the control link with its associated controlling Crew member is broken but the bot itself remains engaged with its original opponent until either the bot's opponent is killed or rendered harmless, or the berserk bot is reduced to condition red. This process applies regardless of whether or not the bot's controller is present in the space.

Stunned Unit Reset

An engaged unit that becomes stunned breaks off combat. If the unit recovers from the stun and its original opponents are still in the same space, a new Reaction Phase (and possible renewal of Combat) is conducted.

Wake Up Confusion

If it seems a little hard to believe that temporary amnesia is the reason supposedly well-trained Crew members of the *Pandora* can't remember their way around the ship, use this rationale, instead: All B.S.M. class spaceships are made of pods and each ship is arranged in a custom fashion for each mission. The Crew members in the game are not the original assigned crew but are passenger crew members hitching a ride on the *Pandora* after returning from another mission in another similar ship. When our heroes awake, they find that the originally assigned *Pandora* Crew is dead or incapacitated. Our heroes inherit the task of

trying to bring under control the chaos of a ship, the *Pandora*, in which its systems and components are well known but its layout is not.

Rounding

Units conducting Charge attacks have their Shield rating reduced by half. Round up.

Picking up Tools

A single unit may pick up any number of tools or objects during a single Activity Phase as long as the carrying unit's Port capability equals or exceeds that of the weight of the objects being carried.

Using the Scapecraft *Epithemus*

The scapecraft is simply a way for Crew to move from one location to another on the ship via EVA without requiring a rig to be worn. There is no counter depicting the Scapecraft *Epithemus* in the game, however. So, whenever 1 crew and up to two specimens, or 3 Crew (accompanying bots are allowed) are in the ScapeLok, they may declare that they are using the scapecraft. Move their counters as a stacked group conducting EVA per the normal rules and limitations of EVA [12.4-7]. They are considered to be inside the *Epithemus*. When the scapecraft is in use, the ScapeLok is just another empty lock. There are some logical conundrums regarding how to close the open ScapeLok door. Rather than require a Crew member in an EVA rig to float into the lock from outside just to close it, let's give the *Epithemus* the ability to open *and* close locks from either inside or outside the lock. This is a reasonable feature of any spacecraft. So, go ahead and close the ScapeLok, if you wish, after the ship has left the barn. If the scapecraft reenters the ship either through Exlok or Landlok (entering or exiting through hull breaches is not allowed), simply swap the positions of the ScapeLok counter with the Exlok, or Landlok, counter. If a stunned specimen being transported inside the scapecraft should awaken, all the normal rules of reaction and combat will apply to the stacked group within *Epithemus* as if they were in a pod. And no, you cannot win the game by escaping in the *Epithemus*.

Fleeing Units

During a Reaction Check, if a specimen or berserk bot flees into an undiscovered space, i.e. a space that has not yet been subjected to a Discovery Check, that space is still considered unknown and must undergo a Discovery Check before being entered.

HOUSE RULES

Restructured Sequence of Play

The game seems to flow better if all Crew members and controlled bots take turns conducting the same Phase before moving to the next Phase of the Sequence of Play, rather than every player conducting the entire Sequence of Play before the next player takes their turn. The use of remote controlled bots, multi-unit combat resolution, and tool usage issues (such as when the Reconbot uses its scanner) are less problematic with this change.

Risor Safety

Risors never harbor undiscovered tools or specimens. Units can never “flee” into a Risor space. Essentially, Risors are a permanent “safe” space. The only exception is the following: If a stunned specimen awakens while being carried in a Risor and the carrying unit(s) manage to Evade the specimen and exit the space, the remaining specimen will inhabit that Risor space and react to anything, or anyone, entering that space.

Evade Capability

Crew members or controlled bots with Speed advantage may always “Evade” specimens or berserk bots during the Movement Phase. “Evade” means that a Crew member or controlled bot can freely leave a space if its Speed is greater than all Enemy units in the same space with whom it might trigger a Reaction.

Bystander Movement

If there are additional unengaged units, i.e. bystanders, in the same space as engaged units, the unengaged units are free to conduct any activity in the space or leave the space regardless of their Speed advantage or disadvantage.

Dragging Specimens

If a unit's Port capability is at least half the value of a stunned Specimen's Weight attribute, that unit can drag the Specimen instead of carrying it. The unit doing the dragging must still have enough remaining Port capability to carry any tools in its possession (or must drop them) and must spend two Movement Phases in the same space, *doing nothing but dragging during the Movement Phase*, before moving to another space, including the starting space. The dragged specimen can be restrained on the second Movement Phase spent in a Restraint Pod. The act of dragging is the only activity the unit may conduct each Movement Phase (i.e. no scanning). Interrupting the dragging sequence is allowed, if necessary. If a different activity needs to be performed during the Movement Phase such as scanning, conduct the activity and then resume the dragging activity in a later Movement Phase. The unit doing the dragging can still conduct all the other Phases he or it is able to conduct, including combat with other units as well as combat with the stunned specimen if it should awaken. The dragged Specimen can be abandoned in place at any time (this is done during the Acquisition Phase).

Multiple Carries

More than one unit may team up to lift or carry a piece of equipment or a stunned Specimen if the combined Port capability of all the participants is equal to or greater than the Weight attribute of the object being carried. The units doing the dragging must each have enough remaining Port capability to carry any tools in their possession (calculate this individually). All of the available options for activity are fully available in all of the Phases while the multiple carry is being conducted, except that only one individual of the carrying group may conduct activities in any phase (determined cooperatively). The carried object can be abandoned in place at any time (during the Acquisition Phase).

Locks Protocol

Open locks can be closed only from the inside, while hull breaches can be made or repaired from inside or outside the ship (during EVA). The spacecraft *Ephithemus* can also open or close locks from inside, or outside, the lock.

Damage Check Interpretation

It's unclear in the rules exactly what a “Damage Check” represents. The existing Multiple Unit Combat procedure [9.5] implies that a Damage Check is not necessarily a counterattack by the defender but represents the damage incurred by the attacker when he or it flings himself against

his opponent. He stubs his toe. If this concept is acceptable, then each attacker in a multi-unit attack can go ahead and “stub his toe” and incur damage, per the rules. However, if the Damage Check represents a defensive counterattack, then it is unrealistic that a lone defender can attack and damage all units in his space. The defender would probably pick only one unit and attempt to land a blow on that unit. If this interpretation of “Damage” is used, the modified Multiple Unit Combat Protocol, below, can be adopted.

Multiple Unit Combat Protocol Modification

All enemy units that are attacking a particular unit during the same Phase must do so in one combined attack, per the rules [9.5]. In this way, all attacking units have their Impair Ratings combined for purposes of combat resolution. However, in this House Rule the defending unit cannot Damage *all* of its attackers, but only *one* of them chosen per the normal procedure for determining defenders in a Kill result (i.e. if multiple Specimens or berserk bots are attacking a unit, the defending unit will attempt to Damage the Specimen or berserk bot with the lowest Shield rating). In short, only *one* of the engaged attacking units undergoes Damage checks. Rationale: It is unrealistic for a single unit to be able to inflict defensive Damage on all of its opponents. Also, this modification provides symmetry to the rule that an attacker can attack only one unit [9.4]. If an attacker can attack only one unit, a defender should be able to damage only one unit. Also, if Damage can be inflicted on an entire group of attacking units by a lone defender, as per the official rules, the typical losers in the deal are Bots, who are easily rendered useless after just two hits (sometimes after only one hit). The upshot of the original multiple unit combat rule is that it has the effect of making bots generally useless in combat, which is not much fun. This house rule improves the usefulness of bots in combat and opens up a lot of fun, tactical possibilities.

Breaking Off Combat

A unit engaged in combat can end combat, if desired, if it can evade its opponent, that is, if its Speed is equal to or exceeds its opponent's speed. If the unit can also evade every other unit in the space with whom it might trigger a reaction, the unit can leave the space. If it can evade its opponent, but not every unit in the space, then the unit cannot leave the space and will be subject to reaction checks by the other units per the rules. When escaping its opponent, the unit must make a damage check as its opponent lands one final blow.

Better Trained Crew Members

At the beginning of the game, when Crew member attributes are determined, roll twice for each attribute and choose the better result. Why get stuck with a loser? (Unless you want to, of course)