

WEAPONS ⁱ

-10% to Combat

Disadvantage to Combat

WEAPON	COST	DMG	CRIT	S	M	L	AMMUNITION	SHOTS	SPECIAL
Ammo	50*						*Cost per magazine or box of ammunition (equal to weapon's full shots)		
Combat Shotgun	1,400	2dx10	Knockdown	10m	20m	30m	Knockback on hit. ½ damage at M range. ¼ damage at L range.	4	Audio rangefinder: Beeps when non-friendlies approach within 10m.
Crowbar	50	1d10					CQC Only N/A	N/A	+5 (Mechanical Repair)
Flame Thrower	2,000	2dx10		2m	10m	20m		8	Body save or get set on fire and take 1dx10 dmg. per turn.
Flare Gun	85	1d10		5m	10m	20m	High intensity flare: visible from 25km away.	2	
Foam Gun	275	N/A	No save	<1m	5m	10m	Quick-hardening foam: Body/Instinct save to avoid or become stuck. Foam covers 5 sq. m.	10	Fire retardant.
Frag Grenade	70	1dx10		20m	30m	40m	Deals damage to all within a 15m radius.	1	Can deal 1MDMG to ships (or more if internal).
Hand Welder	250	1d10					CQC Only	inf.	Ultra heat emitter: Cuts through airlocks / heavy doors. -10 vs. Armor Save.
Laser Cutter	1,200	1d% or 1MDMG		25m	250m	700m	Takes 1 round to re-charge between shots.	6	Takes 1 hour to re-charge from a power source, or 6 hours in sunlight.
Nail Gun	150	2d10	Double Damage	<1m	5m	10m	Heavy Duty Nails: -10 vs. Armor Save.	32	
Pulse Rifle	1,600	5d10	Double Damage	15m	125m	300m	Phosphorous rounds. Fully automatic.	1(3)	Smart-link system: +5 Combat if wearing HUD. Pump-Action Grenade Launcher: holds 6 Frag Grenades.
Revolver	750	3d10	Knockdown	2m	30m	125m	Kineti-slugs: -5 vs. Armor save.	8	
Rigging Gun	350	2d10	Impale. Triple Damage.	10m	30m	100m	Micro-filament: 500m. Hard to cut.	1	Retractable Harpoon: Body / Instinct save or become entangled. Does an extra 1dx10 damage when grapnel is pulled out of target.
Scalpel	50	1d10	+1d10 DMG and bleeding				CQC Only N/A	N/A	+10 (Surgery)
Smart Rifle	12,000	1dx10	x3 DMG	25m	200m	500m	Armor Piercing: -10 vs. Armor Save	12	Smart-link system: +10 Combat if wearing HUD. Spectroscope: Night / Thermal vision.
SMG	1,200	4d10		10m	75m	150m	Fully automatic.	1(5)	
Stun Baton	115	1d10	No save				CQC Only N/A	N/A	Body save or be stunned for 1 round.
Tranq Pistol	850	N/A	No save	2m	10m	20m	Tranq Darts	6	Body[+] save or fall unconscious for 1d10 rounds.
Vibechete	75	2d10	Hack off limb				CQC Only		Can hack through limbs, or dense forestry, but not metal doors, airlocks, etc.

USING WEAPONS ¹²

- Characters with Military Training or Firearms fire automatic weapons the number of times listed in parentheses under Shots before reloading. Other characters only fire once.
- Spend a full turn Aiming to get Advantage on your next shot.
- Reloading takes an action unless the character has Military Training or Firearms.

HIT LOCATION (1d10) ^{10.1}

ROLL	LOCATION
1	Right Leg 3 Right Arm 5-9 Torso
2	Left Leg 4 Left Arm 10 Head

STATS ^{3.2}

STAT	USE
Strength	Able-bodiedness. Lifting, pushing, hitting things hard.
Speed	Quick reactions, acting under pressure.
Intellect	How knowledgeable and experienced you are.
Combat	How good you are at fighting.

SAVES ^{7.1}

SAVE	USE
Sanity	Rationalize chaos, see through illusions, think under pressure.
Fear	Surprise, cope with trauma, fear, loneliness, depression, etc.
Body	Reflexes, resist hunger, disease, invasive organisms.
Armor	Resist damage in combat.

CLASS STRESS & PANIC ^{Character Sheet}

CLASS	STRESS / PANIC EFFECT
Teamster	Once per session, re-roll a roll on the Panic Effect table.
Scientist	On Sanity save fail, friendly players nearby gain 1 Stress.
Android	Fear saves near Androids have Disadvantage.
Marine	On Panic, every friendly player nearby must make a Fear save.

OPPOSED ROLLS ^{4.2}

ROLL	OPPOSING ROLL	RESULT
Success (higher)	Success (lower)	Succeed
Success	Fail	
Success (lower)	Success (higher)	Fail
Fail	Success	
Success (tie)	Success (tie)	Re-roll
Fail	Fail	Situation worsens for all

LIFE SUPPORT DOWN ^{8.3}

$$\frac{\text{Ship's Hull} - 1d10}{\# \text{ of living humans aboard}} = \text{days of Oxygen remaining}$$

1x/day, check remaining Oxygen:

OXYGEN	EFFECT
½ Original	Disadvantage on all rolls, headaches, nausea, anxiety, etc.
¼ Original	Body check 1x/day & after strenuous activity or fall unconscious. Panting, dizziness, headaches, impaired vision, tinnitus.
None	Body save or die. On success, fall unconscious.

PANIC CHECK (2d10) ^{26.1}

ROLL	RESULT
Over Current Stress	Succeed: Relieve 1 Stress.
Under Current Stress	Fail: Roll 2d10 + Stress on Panic Effects table.

PANIC EFFECTS (2d10 + Stress) ^{26.1}

ROLL	PANIC EFFECT
2-3	Laser Focus. Advantage on all rolls for the next 1d10 hours.
4-5	Major Adrenaline Rush. Advantage on all rolls for the next 3d10 min.
6-7	Minor Adrenaline Rush. Advantage on all rolls for the next 1d10 min.
8-9	Anxious. Gain 1 Stress.
10-11	Nervous Twitch. Gain 2 Stress. Nearest crew member gains 1 Stress.
12-13	Cowardice. Gain 1 Stress. For the next 1d10 hours, you must make a Fear save to engage in combat or else flee.
14-15	Hallucinations. For the next 2d10 hours (determined secretly), you have trouble distinguishing between reality and fantasy.
16-17	Crippling Fear. Gain a new permanent phobia. Whenever you encounter this phobia make a Fear save at Disadvantage or gain 1d10 stress.
18-19	Overwhelmed. Gain 1d10 stress.
20-21	Rattled. Let out a blood-curdling scream. Disadvantage on all rolls for 2d10 mins.
22	Paranoid. For the next 1d10 days, whenever a character joins your group (even if they only left for a short period of time), make a Fear save or gain 1 stress.
23	Death Drive. For the next Xd10 days (where X=Stress) whenever you encounter a stranger or known enemy, you must make a Sanity save or else immediately attack them.
24	Catatonic. Become unresponsive and unmoving for Xd10 minutes (where X=Stress).
25	Broken. For the next Xd10 days (where X=Stress) make a Panic roll whenever a nearby crew member fails a save.
26	Psychotic. Immediately attack the closest crew member until you do at least 2d10 damage. If there is no crew member nearby, you attack the environment.
27	Compounding Problems. Roll twice on this table.
28	Descent into Madness. Gain 2 new phobias. Your Stress cannot be relieved below 5.
29	Psychological Collapse. You become permanently, irreparably insane. Your character is now played by the Warden.
30	Heart Attack. Instant death.

Warden Screen v1.1 by quadra ([TRAAA.SH](#)).

For the *MOTHERSHIP RPG*, Alpha Zine Edition, Third Printing ([mothershiprpg.com](#)).

EQUIPMENT ¹⁷

ITEM	COST	DESCRIPTION
Advanced Battle Dress	1,500	Heavy combat outfit worn by marines in battleorn offworld engagements. It confers a +15% bonus to the wearer's Armor save. It has a small exo-skeleton that allows the wearer to carry twice what they normally could.
Automed (x6)	300	Nanotech pills that assist your body in repairing damage. They give +10% to Body saves meant to repel disease, poison, and attempts to heal, and +10% to Fear saves made to reduce Stress.
Binoculars	35	20x magnification. Often come with thermal and night vision options.
Bioscanner	150	Allows the user to scan the immediate area for signs of life. Generally can scan for 100m in all directions, without being blocked by most known metals. Can tell the location of signs of life, but not what that life is.
Body Cam	50	A camera worn on clothing that can stream video back to a control center so other crew members can see what you're seeing.
Camping Gear	250	Tent, Canteen, Stove, Backpack, Sleeping Bag
Crowbar	25	Confers Advantage on Strength checks to open jammed airlocks, or lift heavy objects. Can also be used as a weapon.
Cybernetic Diagnostic Scanner	500	Allows the user to scan androids and other cybernetic organisms in order to diagnose any physical or mental issues they may be having. Often distrusted by androids. Can be used as a locating device for synthetic organisms.
Electronic Tool Set	650	A full set of tools for doing detailed repair or construction work on electronics. +10% to rolls seeking to repair electronics.
Emergency Beacon	30	A small device that sends up a flare and then emits a loud beep every few seconds. Additionally, sends out a call on all radio channels to ships, or vehicles in the area. Can be configured to be silent, or to only make calls on known channels.
Field Recorder	50	Used to research alien flora and fauna in the field. Can take vital signs, DNA samples, and perform basic genetic and material analysis on foreign objects.
First Aid Kit	75	When used adds +10% to rolls made to bandage wounds and stop bleeding.
Flashlight	10	Handheld or shoulder mounted, illuminates 20m ahead of the user.
Frag Grenade (x6)	400	Often come loaded in pulse rifles, frag grenades deal 1d10 damage to everyone within a 20m radius when they explode. Can often do 1MDMG to a ship if placed in their engine room or bridge.
Hazard Suit	750	A standard suit for scientists to wear on alien planets. Not built for outerspace travel like the vaccsuit, but does provide air filtration and a small supply of air as well as +5% Armor save.
Heads-Up Display	75	Often worn by marines, the HUD allows the wearer to see through the body cams of others in their unit, and tap into their guns' smart-link capabilities.
Infrared Goggles	100	Allows the wearer to see heat signatures, sometimes several hours old.
Locator	45	When worn, allows crew members at a control center (or on the bridge of a ship) to track the location of the wearer.
Lockpick Set	40	A highly advanced set of tools meant for hacking basic airlock and electronic door systems. Confers +10% on rolls made to open these doors.
Long-range Comms	65	For use in ship-to-surface communication.
Mag-Boots	55	Grants a magnetic grip to the wearer, allowing them to easily to walk on the surface of a ship (in space, while docked or free-floating), or metal based asteroids.
Medscanner	150	Allows the user to scan a living or dead body and to analyze it for disease or abnormalities, without having to do a biopsy (or autopsy).
MRE (x7)	70	"Meals, Ready-to-Eat." Self-contained, individual field rations in lightweight packaging. Each one has sufficient sustenance for a single person for one day (does not include water).
Oxygen Tank	50	When attached to a vaccsuit, up to 12 hours of oxygen under normal circumstances. 4 hours under stress. Explosive.
Pain Pills (x6)	450	When ingested immediately heals 1d10 points of damage and lowers Stress by 1. There is a danger of addiction and/or overdose if used frequently.
Radio Jammer	175	When activated, renders incomprehensible the radio signals of all within 100km.
Rebreather	45	When worn, filters air and allows for underwater breathing for up to twenty minutes at a time without resurfacing.
Scalpel	50	Grants +10% to anyone making Surgery skill rolls. Can be used as a weapon.
Short-range Comms	30	Allows communication from ship-to-ship within a reasonable distance, as well as surface-to-surface within a dozen kilometers.
Standard Battle Dress	750	This light plated armor is the standard dress for marines going into combat and confers a +10% bonus to the wearer's Armor save.

ITEM	COST	DESCRIPTION
Standard Crew Attire	20	Coveralls, leather jackets, sneakers, tank top or ragged tee. The standard outfit worn by crew members aboard spacecraft. Standard assumed attire for all classes.
Stimpak (x6)	600	Grants an immediate 2d10 to Health and temporarily increases Strength and Combat by 2d10 each for 1d10 hours. There is a danger of addiction and/or overdose if used frequently.
Survey Kit	200	When used on the surface of a planet, allows for quick mapping of a nearby few kilometers, as well as data on air breathability, gravity, and other important notable features of the surrounding landscape.
Vaccsuit	1,000	Allows for movement in space without suffering penalties from radiation or lack of oxygen. Requires an oxygen tank to breathe. Often used with Mag-boots and a rigging gun. Confers +7% to Armor saves.
Vibechete	75	Machete that vibrates at ultra-high speeds in order to cut cleanly through dense foliage. Can be used as a weapon.
Water Filter	15	Can pump 50 liters of filtered water an hour from even the most brackish swamps.

ADDICTION ^{18.2}

Excessive use of **Pain Pills** & **Stimpaks** requires a Body Save to prevent Addiction. If addicted, make a daily Body save or gain 1d10 Stress every day you go without.

If used once per day for a week, twice the amount must be used to have the same effect.

If taking more than 1 pill at a time, roll 1d10. If you roll <= the number taken, make a Body save. On failure, fall unconscious.

(DIS)ADVANTAGE ^{3.3}

SITUATION	RESULT
Assistance from another player	Advantage
Attacking from surprise	
Being in cover	
Taking certain drugs	
Using a particularly good tool for the job at hand	
In poor terrain, bad weather, the vacuum of space	Disadvantage
Being injured	
Not having a required skill	
Suffering from withdrawal	
Trying to perform extremely difficult tasks	
You're drunk, concussed, or mentally impaired	

MERCENARIES' STATS ^{21.1}

STAT	USE
Combat	Works like Players' Combat Stat and Armor Save.
Instinct	Catchall for Fear, Sanity, Body, Speed, Intellect, etc.
Hits	Instead of HP, Mercs have one or two Hits.
Loyalty	Save whenever the Merc needs to choose between what's best for them or for the Players. On fail, they do what's best for them.

FOOD & WATER ^{8.2}

SITUATION	RESULT
No food for 24 hours	Disadvantage on all rolls.
No food for 3 weeks	Die
Down to 1 liter of water/day	Disadvantage on all rolls. Strenuous activity requires a Body save or pass out.

HEALING ^{10.3}

When resting at least 6 hours, make a Body Save.

BODY SAVE	RESULT
Success	Heal Health equal to the amount you succeeded by.
Critical Success	Double the amount of Health healed.
Failure	Don't heal anything
Critical Failure	Wounds worsen. Lose 1d10 Health.

UNCONSCIOUSNESS, DEATH ^{10.4}

At 0 Health, make a Body Save or die. On success, roll below:

ROLL	REGAIN CONSCIOUSNESS...
1	You are comatose and brain-dead. Only extraordinary measures will return you to the waking world.
2-3	In 1d10 days, with 1 Health, -5 Strength, -5 Speed, -5 Intellect (permanent loss). Disadvantage on all rolls for 1d10 days. +1d10 Stress.
4-6	In 1d10 hours. 1 Health. -5 Strength, and -5 Speed (permanent loss). Disadvantage on all rolls for 1d10 hours. +3 Stress.
7-9	In 1d10 minutes. 1 Health. -5 Strength (permanent loss). Disadvantage on all rolls for 3d10 minutes. +2 Stress.
10	Immediately. 1 Health. Disadvantage on all rolls for 1d10 minutes. +1 Stress.

XP TO LEVEL UP ^{35.3}

LEVEL	0	1	2	3	4	5	6	7	8	9	10
XP	0	10	25	50	75	125	175	225	300	375	500

SHIP-TO-SHIP COMBAT³³

- 1 MDMG = Approx. 100 DMG.
- Hull is used as ship health.
- Speed determines relative movement speed and is checked for complex maneuvers.
- Ship's Computer takes actions equal to the number of computer modules each turn.

SHIP CRITICAL HITS^{34.1}

Roll below whenever the following happens:

- Ship takes a critical hit
- Ship critically fails an Armor save
- Ship takes damage for the first time
- Ship loses 25%, 50%, and 75% Hull
- Ship takes damage when under 20% Hull

ROLL	CRITICAL HIT EFFECT
00-09	Cargo destroyed. d10 units of cargo are destroyed.
10-14	Life support system. Reduce life support modules by 1.
15-19	Massive hull damage. Ship takes x2 hull damage. Crew takes body saves or takes 1d10 damage.
20-24	Armor Breach. Ship receives Disadvantage on armor saves until repaired.
25-29	Data storage wiped. All navigation and research data contained on the ship has been destroyed. The crew no longer knows where they are in space.
30-34	Thrusters. Reduce thrusters by 1.
35-39	Random stateroom or other nonessential room destroyed. Body saves for those in the room to escape or be destroyed.
40-44	Random weapon disabled. Weapon can't function until repaired.
45-49	Jump engine. Reduce jump engine by 1.
50-54	Engines. Reduce engine by 1.
55-59	System overload. Computer and jump drives cease to work for d10 rounds unless repaired. -10% to Combat.
60-64	Artificial gravity. The artificial gravity in the ship ceases to work and everyone/everything starts floating. Body saves or take 1d10 damage from the jolt.
65-69	EMP. All systems shut down for 1 round. Androids shut off and must be rebooted.
70-74	Cryosleep chambers. 1d10 Cryosleep chambers destroyed.
75-79	Hull breach. Ship begins to depressurize (starting in random room) unless airlocks can be secured. Vacuum suits required for all affected areas, and Body Save at Disadvantage to avoid being sucked out of the ship if you are in the vicinity of the breach.
80-84	Navigation controls. Ship can't change direction without repair checks.
85-89	Internal fire. Starts in random room, spreads one room per turn. Destroys room in 1d10 turns.
90-94	System reboot. Entire ship ceases to function for 1d10 turns.
95-98	Cockpit or bridge destroyed. Body saves to escape the room before it's destroyed.
99	Fuel line. Ship destroyed in 1d10 turns.

SHIP WEAPONS^{30.3}

Each weapon holds its Shots within its own mechanism, but additional ammo is held in cargo.

WEAPON	DMG	SHOTS	SPECIAL
Laser Cutter	1d10 MDMG	12	Takes 1 round to recharge between firing. After firing 12 shots it must recharge for 1 day.
Autocannon	2d10 MDMG	24	Often automated by the computer.
Railgun	1dx10 MDMG	12	Uses 2 weapon slots and can't be computer automated.
Mounted Machine Gun Turrets	5dx10 DMG	36	Anti-personnel turrets. Often computer automated and used in atmosphere.
Torpedoes	1dx10 MDMG	2	Always roll on Critical Hit chart on hit. Enemy gets Advantage when making Armor saves.
Rigging Gun	1 MDMG	3	On successful hit, ships become attached and a Speed check is required to break free, but at the cost of rolling on the Critical Hit table.

SHIP UPGRADES & REPAIRS^{28.1}

- Players with Mechanical Repair, Engineering, or similar can attempt an Intellect check to repair damage. For every 5 points they succeed by, repair 1 Hull.
- Ships that have taken 25%, 50%, or 75% damage can't be repaired past that point without returning to a starport.
- At a starport, upgrades take 1 week per 10 Hull added or changed. Badly equipped starports take longer.
- Repairs cost 100,000 credits per Hull.
- Buying and Upgrades cost 10M credits per Hull.
- Most ports will let players take out a loan if they can pay 30-50% upfront.

COMBAT CRITICAL HITS^{Blog}

Roll 1d10 for limbs and 1d10 for severity of wound. Certain rows have special effects:

	0: L. LEG	1: R. LEG	2: L. ARM	3: R. ARM	4: INTERNAL	5: TORSO	6: ABDOMEN	7: CHEST	8: BACK	9: HEAD
0: FLESH WOUND	Flesh wound. Minor scar. +1 dmg.									Blood in eyes. Blinded (1 round).
1: <i>CONCUSSED</i>	Tripped. Fall down. +1 dmg.	Weapon knocked out of hand. +1 dmg.			Body save or get knocked down. +1d5 dmg.				Skull cracked. Disadvantage on combat for 1d10 rounds. +1d5 dmg.	
2: <i>SPRAINED</i>	Sprained ankle. +1d5 dmg.	Jammed up hand. +1d5 dmg.			Staggered. Disadvantage to your next attack.				Face permanently disfigured. Minimum Stress: 5.	
3: MINOR WOUND	Kneecap blown. -1d10 Speed. +1d10 dmg.	Deep Bruise. -1d10 Strength. +1d10 dmg.	Liver damaged. 1d10 dmg/day. +1d10 dmg.	Hit in the crotch. Body save or fall. +1d5 dmg.	Solar plexus hit. Stunned 1 round. +1d5 dmg.	Winded. Speed halved until you take 1 round to catch your breath.	Seeing double. Combat halved until end of encounter.			
4: <i>FRACTURED</i>	1d5 broken toes. +1 dmg per toe.	1d5 broken fingers. +1 dmg per finger.	Kidney punched. +1d10 + 5 dmg.	Shoulder dislocated. +2d10 dmg. +1d5 dmg when popped back in.	Gut punched. Body save or void bowels. +1d10 + 2 dmg.	Nausea induced. Body save or vomit. +1d10 dmg.	Hips punctured. -3d10 Speed. +2d10 dmg.	3d10 teeth knocked out. +1 dmg per tooth.		
5: TEMPORARY INJURY	Foot broken. +1d10 dmg.	Arm broken. +1d10 + 5 dmg.	Internal bleeding. +1d10 dmg/round for 1d10 rounds.	1d5 ribs broken. +2 dmg per rib. -1d10 Speed and Strength.	Abdomen cut deeply. +1d10 damage per hr. +1d5 dmg.	Collarbone broken. -3d10 Strength. +1d10 dmg.	1d5 ribs broken. +2 dmg per rib. -1d10 Speed and Strength.	Knocked unconscious. Roll on Unconsciousness Table.		
6: MAJOR WOUND	1d5 toes severed/mangled. -2d10 Speed. +1 dmg per toe.	1d5 fingers severed/mangled. +1 dmg per finger.	System shock. Body save reduced by half. + 2d10 dmg.	Pain overload. Body save to stay conscious. +5d10 dmg.	Belly pummelled. +4d10 dmg and knocked down.	Sternum cracked. +2d10 dmg.	Slipped disc. -2d10 Combat, Strength, and Speed. +2d10 dmg.	Throat destroyed. Can't speak. +3d10 dmg.		
7: PERMANENT INJURY	Foot severed or mangled. Speed halved. +2d10 + 5 dmg.	Hand severed or mangled. Combat halved. +2d10 + 5 dmg.	Kidneys impaled. 1dx10 dmg/round for 1d10 + 1 rounds.	Torso impaled. +2dx10 dmg.	Chunk of flesh ripped out. Horrifying scar. +1dx10 dmg.	Breast/pectoral muscle torn off. 1dx10 - 5 dmg.	Spine cracked. Paralyzed from the waist down. Speed 0.	Eyes gouged out. +2d10 dmg.		
8: <i>BLEEDING OUT</i>	Femoral artery cut. +4d10 dmg.	Brachial artery cut. +4d10 dmg.	Massive internal bleeding. +6d10 dmg in 1d10 hours.	Lung punctured. +1d10 dmg/round until healed.	Gut punctured. +2dx10 dmg.	Sucking chest wound. 2dx10 dmg/round for 1d10 rounds.	Spinal column shattered. Permanently paralyzed.	Brain hemorrhage in 1d10 days. Body save or die. Shows up on scan.		
9 <i>FATAL WOUND</i> (death in 1d10 min.)	Leg severed. Speed 0. +2dx10 dmg.	Arm severed. +2dx10 dmg.	Guts spooled out in large ropes. +1dx10 dmg.	Stomach explodes. Acid spills through organs. +1dx10 dmg.	Body split in two. Instant death.	Heart pierced. Instant death.	Back broken in half. Instant death.	Entire head pulped and splattered over wide area. Instant/Irrevocable death.		

SPACE TRAVEL TIMES^{27.1}

SHIP SPEED	INTERPLANETARY	INTERSTELLAR	INTERGALACTIC
10-30	Weeks	Years	Millennia
31-50	Days	Months	Decades
51-80	Hours	Weeks	Years

FUEL^{27.6}

- Refined Fuel costs 10,000 credits per unit.
- Unrefined Fuel can be found in asteroids.

ACTION	FUEL USE	UNREF. FUEL USE
Normal Travel	1 per day	2 per day
Hyperspace Jump	1 per Jump level	2 per jump level
In Orbit	1 per week	2 per week
Launch from Average Gravity Planet	3	6

- **Bleeding Out:** If you get this twice, Body save or die. Bleeding can be stopped with First Aid.
- **Fatal Wound:** Die in 10m unless you get medical attention (or First Aid with disadvantage).