

Pandora's Link

The Voyage and Wreck of the Pandora Campaign Game

When *Voyage of the Pandora* appeared as a feedback suggestion in *Ares*, it was supposed to be compatible with the game system of *Wreck of the Pandora*. *Voyage* was designed with this restriction in mind. There are a few holes in the rules that need to be covered in order to play a campaign game using both game systems. In addition to the campaign game, rules have been added for tournament games using the *Voyage-Wreck* game systems.

Combining *Voyage* and *Wreck*

To use the campaign game, a player starts out playing *Voyage of the Pandora* normally. When, during the game, a player arrives at Paragraph 232, he should use the following new text in its place.

232. Bypassing a blue-white Wolf-Rayt star on its homeward bound journey, the *Pandora* suffers massive internal damage. Set up *Wreck of the Pandora* game and place the counters using the following guidelines.

- All creatures captured during *Voyage* are used, rather than the creatures that appear in *Wreck*.

- Any artifacts picked up during the *Pandora's* exploration may be used.

- Roll 1D6-1 to determine how many crew members are awake. (Either the *Voyage* or *Wreck* ratings may be used for the crew.)

Creatures Aboard the Pandora

When the *Pandora* is damaged, the players use only those creatures that have been captured during the play of *Voyage of the Pandora*. To translate the values on the *Voyage* creature counters to *Wreck* creature counters, see the accompanying Ratings Chart to determine Weight, Port, and Shield ratings. (Speed, Aggression, and Intelligence are the same; a Combat rating in *Voyage* is the same as the Impair rating in *Wreck*).

The Rating Chart also includes a new category, Survival, which indicates how able a creature is to survive aboard the wrecked *Pandora*. The first time a creature is encountered by a character, a check must be made to determine whether or not the creature is still alive (although its atmosphere still lingers in its pod, the air might be too diluted). If the creature later does venture out into the corridor, a second check must be made. In the corridor a creature has the chance to dash back into its pod before dying; one die is rolled, and if the resulting number is lower than the creature's Intelligence rating, it stays in the pod.

Determining Victory

If the ship is saved from cold shutdown, then determine the number of victory points according to the *Voyage of the Pandora* game system. If the ship enters cold shutdown, the player automatically loses. To balance the game, the Weight, Shield and

Port ratings should also count for victory points for the creatures at a rate of one point per rating.

Tournament Games

Players may wish to compete against each other using the *Voyage* and *Wreck of the Pandora* games. Each player should have a copy of both games. The player with the highest victory point total is the winner. There are two categories of tournament games.

Tournament I: Each player records the information about each planet explored and keeps it separate. The first player to discover

and capture a new creature earns double the victory points for that creature; other players who discover that creature only get the original victory points.

Tournament II: Each player records the information about a planet he explores; when another player visits the same planet, the first player announces to that player the characteristics discovered for that planet. (This method of recording a planet's characteristics will slow down tournament play considerably.) As in Tournament I game, the first player to discover and capture a new creature earns double the victory points for this deed.

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Ratings Chart for *Voyage* Creatures

CREATURE	WEIGHT	SHIELD	PORT	SURVIVAL
Abomnid	2	2	3	B
Acracat	2	1	(3)	B
Aeron	1	1	3	C
Allidon	1	(2)	(2)	C
Aquan	1	(2)	(3)	D
Armeetle	(1)	1	1	B
Bisape	3	2	3	B
Bubbler	1	1	(2)	B
Crusher	3	3	1	B
Curder	4	1	0	C
Decapus	1	0	2	C
Docidon	1	(1)	1	C
Drada	1	1	3	C
Eleboid	(2)	1	(3)	A
Erequito	(1)	(1)	0	D
Fastitomite	2	2	(1)	C
Florist	0	0	(1)	D
Folisaur	1	0	1	C
Garbist	(2)	0	NA	D
Glassman	0	(2)	1	D
Glosper	3	2	0	C
Ironhorn	4	3	0	B
Ivy Five	2	1	3	A
Mirror Fly	1	4	0	C
Monoke	2	2	2	C
Nessie*	5	1	NA	D
Oraloid	1	0	1	B
Ornifly	(2)	(2)	(1)	C
Paraboid	(3)	(1)	(3)	C
Promite	NA	NA	NA	C
Radrod	0	0	1	C
Reeler	1	1	1	C
Scorsaur	3	1	0	C
Sholf	2	3	1	C
Snoup	1	(1)	1	D
Spiker	1	2	0	C
Unithalo*	5	0	NA	C
Urasmx	3	2	1	C
X-Wasp	(2)	1	(1)	C

Key: Weight, Shield and Port ratings are applied to creatures in *Voyage* for play in *Wreck of the Pandora*. For survival, see Survival Chart. * = Creature too large to move into corridors; (#) = number is subtracted from die roll; NA = Not applicable.

Survival Chart

RATING	FIRST ENCOUNTER	IN CORRIDOR
A	-	11-12
B	11-12	9-12
C	9-12	2-4, 9-12
D	2-5, 9-12	2-9

Explanation of Results: Determine the creature's Survival rating from the Ratings Chart, and roll two dice. If the number falls within the range indicated in the Survival Chart, the creature dies. A creature must be checked the first time it is encountered and the first time it moves out into a corridor.

Voyage of the Pandora Addenda

Map

Hex 1318 does not contain marsh terrain. Hexes 0507 and 0607 are underwater cliff hexes.

Counters

The Reconbot is considered to contain a scanner, in addition to its other attributes. When in an expedition, the Reconbot may be used to help prevent surprise as described in 8.1. There is no additional effect when the Reconbot and the scanner are both in an expedition.

Rules

(6.7) (correction and addition) Flat, hill, mountain and cliff terrain types are exclusive of one another. Only the single most expensive type (in terms of hours required to enter or explore) of these four in a hex is considered to exist for purposes of hour expenditure and expedition encounters. All other terrain is cumulative. For example, hex 0309 is a mountain only and hex 0311 is a cliff hex only.

(8.7) (correction) The last line of the first column of rules on page 6 was inadvertently omitted; it reads "A creature may be ported back to the shuttle in an..."