

# VOYAGE OF THE B.S.M. PANDORA

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## Read This First:

The rules to *Voyage 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 fol-

lowed 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. *Voyage of the Pandora* is designed to be played solitaire.

## [1.0] Introduction

*Voyage of the Pandora* is a solitaire game of interstellar exploration. The player controls the *Biological Survey Mission Pandora* as it travels the starways in search of extraterrestrial life forms. The player uses the crew, robots, and equipment of the *Pandora* to collect exotic specimens while attempting to minimize the loss of human life and return home with the *Pandora* intact.

*Voyage of the Pandora* is played in two time scales. The length of the game (or *tour of duty*) is measured in **tour months**. When a single planet is being explored by an expedition to its surface, time is measured in **expedition hours**. The passage of hours has no effect on the passage of months.

*Voyage of the Pandora* does not use a repeating sequence of play, as many SPI games do. Rather, the player refers to a series of events, represented by the 232 paragraphs following these rules, to determine the occurrences and outcomes of the journey. The player goes from event to event as a result of his decisions and as a result of chance (i.e., the roll of a die or the instructions of a chart). In this way, a chain of events is formed that gives play a narrative quality not found in other games.

## [2.0] Game Equipment

### GENERAL RULE:

The game equipment consists of the rules, including 232 paragraphs, charts, tables, and logs; the game-map; and 100 playing pieces. Two six-sided dice (included in the boxed version only) and a pencil with a good eraser are also required in order to play the game.

### CASES:

[2.1] The game-map portrays eight different environs that may be explored and other displays used during play.

Each environ is a distinct playing area, only one of which is used at any one time. A hexagonal grid is placed over the terrain features of each environ to facilitate the placement and movement of the playing pieces. Each hexagon (or **hex**) has its own identity number and represents an area one kilometer across.

The Interstellar Display is used to record the movement of the *Pandora* from planet to planet. It too is overlaid with a hex grid. Every planet the *Pandora* may explore is shown. Each planet occupies a different star system (not shown) separated from others by many light years. Also included on the map are the Time and Supply Track, Planet Attribute Track, Expedition Display, and Environ Terrain Key.

[2.2] The charts and tables are used to summarize and resolve certain game functions.

These charts and tables include the Interstellar Event Table, Planet Table, Port Capacity Chart, Terrain Effects Chart, Exploration Matrix, Encounter Strategy Table, Creature Rating Table, Combat Results Table, Pandora Crew Log, and Creature Attribute Log. Photocopies of the two logs must be made for repeated play.

[2.3] The paragraphs represent all the events that may possibly occur during the game.

The paragraphs are numbered from 001 to 232. These numbers merely identify each

## REMOVING THE RULES FROM THIS ISSUE:

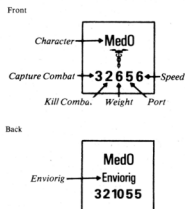
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paragraph and do not affect the sequence in which they are used.

[2.4] The playing pieces include seven characters, four bots, 21 tools, 39 creatures, five artifacts, and 24 game markers.

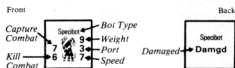
[2.5] The characters, bots, and tools are aboard the *Pandora* at the start of play and are controlled by the player. These three types of counters are collectively called units.

#### SAMPLE CHARACTER COUNTER



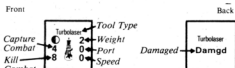
Each character is named for the position he holds aboard the *Pandora*. A character's position has no direct effect on his use. However, a character filling a certain position may be more useful in a situation described in a given paragraph. In addition to the five numerical ratings listed on their counter, each character has an **Intelligence Rating** (see 3.3) and an **Endurance Rating** of 5. These are listed on the *Pandora* Crew Log. The back of each character counter is used when the character is in an environment that requires the use of an **envioring** (see 5.2), and the ratings thereon are modified to show the effects of wearing an envioring.

#### SAMPLE BOT COUNTER



Each bot (robot) has five ratings identical in type to those of the characters. Bots do not have an Intelligence or Endurance Rating. The back of each bot counter is used when the bot is **damaged**. When this side is face-up, none of the bot's ratings (except weight) are used until the bot is repaired.

#### SAMPLE TOOL COUNTER



Each tool has five ratings identical in type to those of each bot. The back of some tool counters are used when damaged. Other tools (those with blank backs) may not be damaged, only destroyed. Each tool with a Supply symbol is considered a **supply user** (see 7.1). All tools are listed in the following paragraphs, with any special attributes.

**Armorig.** Must be worn by a character when in a **corrosive** atmosphere. Its weight is *not* ported (carried) by the character that wears it, but is *add-*

*ed* to the character's weight when in the rover or shuttle. When wearing an Armorig, all other ratings are used *instead* of the character's corresponding ratings.

**Stunbomb.** May be used in combat against creatures. Its Combat Ratings replace those of the character using it. Once used, the Stunbomb is considered destroyed.

**Netgun.** May be used in combat against creatures. Its Combat Ratings replace those of the character using it. The Netgun may not be used underwater.

**Climbkit.** Reduces the time expended to enter mountain and cliff hexes in an environment when an expedition is on foot (see Terrain Effects Chart).

**Neuroscan.** May aid an expedition when encountering intelligent life forms, as described in certain paragraphs.

**Turbolaser.** May be used in combat against creatures. Its combat ratings replace those of the character using it.

**Botkit.** May be used to repair damaged bots during an expedition (see 6.9).

**Toolkit.** May be used to repair damaged tools (except itself) during an expedition (see 6.9).

**Medkit.** May be used to heal wounded characters during an expedition (see 6.9).

**Scanner.** Reduces chance of **surprise attacks** by creatures when exploring a hex (see 8.1).

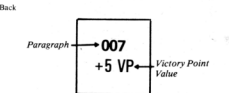
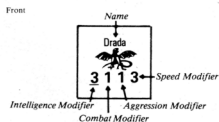
**Holographer.** May be used to create a three-dimensional analytical image of a life form when capture is prohibited, as described in certain paragraphs.

**Rover.** May be used to transport the expedition in an environment. Its Weight Rating is used only when in the shuttle. Its Port Rating is listed on the Port Capacity Chart.

**E-cage.** May be used to contain and port a captured living creature. Its weight is always one, regardless of the type of creature (if any) contained in it. One creature (only) may be contained in a given E-cage at a time.

[2.6] The creatures and artifacts are encountered in the environments during the course of play. The player may attempt to capture or acquire them for purposes of victory.

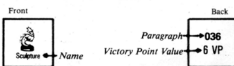
#### SAMPLE CREATURE COUNTER



The name of each creature is recorded on the Creature Attribute Log when the creature is encountered. Each modifier is used when determining a specific rating for a creature (see 8.4). Once determined, each rating is recorded on the log. If a bullet (•) appears instead of a modifier, the rating is automatically zero. The paragraph number corresponds to the paragraph describing the initial encounter with the creature. The Victory Point Value

appears on certain creatures that give the player extra VP when they are captured and returned to the *Pandora*.

#### SAMPLE ARTIFACT COUNTER



Each artifact is brought into play when found (in accordance with the paragraph listed on the back of the counter). If the player succeeds in returning the artifact to the *Pandora*, he keeps the counter and receives the listed VP's. **Note:** The **Alien Weapon** possesses five ratings like those of a tool, and may be used as such once acquired.

[2.7] The game markers are used on the game-map to show variable attributes of planets and environments, and to record the status of the *Pandora* and her expeditions.

**Pandora.** Used to show the current position of the *Pandora* on the Interstellar Display.

**Shuttle.** Placed in the environment currently being explored to show the location of the expedition's landing hex.

**Tour Time/Tour Time Exceeded.** Used on the Time and Supply Track to record how many months have passed in the *Pandora*'s tour of duty. When the tour of duty is exceeded, the counter is flipped over (see 4.6).

**Expedition Time.** Used on the Time and Supply Track to record the passage of hours when an expedition is in an environment.

**Expedition Supply.** Used on the Time and Supply Track to record how many Supply Points an expedition has.

**Shuttle Supply.** Used on the Time and Supply Track to record how many Supply Points are aboard the shuttle in an environment.

**Underground/Submerged.** Placed atop the On Foot marker when the expedition is in a cave hex, or atop the rover or On Foot marker when the expedition is underwater (see 6.7).

**Explored/Explored Underground/Submerged.** Placed in each hex in an environment and on each planet on the Interstellar Display that has been explored. The back is used to denote exploration of a cave or underwater hex.

**Gravity, Atmosphere, Hydro Quiet/Hydro Active, Life Support, Climate/Climate Fog.** Used on the Planet Attribute Track to record the specific attributes of the planet and environment currently being explored.

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The pieces are punched out and sorted according to type. All creature and artifact markers should be placed to the side, in view, so that they may be brought into play as called for. The Gravity, Atmosphere, Hydrograph, Life Support, and Climate markers are placed in the leftmost space of the Planet Attribute Track. The Tour Time marker is placed on the space of the Time and Supply Track corresponding to the chosen Tour of Duty length (see 3.1). The Expedition Time, Shuttle Supply, and Expedition Supply markers are placed in the leftmost space of the Time and Supply Track. The Explored, Shuttle, On Foot, and Underground/Submerged markers are placed aside for use during each expedition. The Pandora marker is placed in the Pandora Entry Box on the Interstellar Display. All other pieces are placed directly in front of the player; these represent the characters, bots, and tools aboard the *Pandora* that the player uses during the game.

### [3.3] The Intelligence Rating of every character is determined.

The player rolls one die for each of the seven characters *separately*. If the die result is 1, the character has an Intelligence Rating of 6; if the result is 2 or 3, he has an Intelligence Rating of 7; if the result is 4 or 5, the Rating is 8; and if the result is 6, he has a Rating of 9. As each Intelligence Rating is determined, it should be recorded in the appropriate space of the Pandora Crew Log. Once a character's Intelligence Rating is determined, it is not changed for the remainder of the game.

### [3.4] Refer to paragraph 201 to begin the voyage.

This paragraph requires the player to move the *Pandora* to any planet on the Interstellar Display by interstellar movement and possibly resolve an Interstellar Event, as explained in 4.0. After the movement is completed, the Planet Table is consulted to determine the next paragraph. Each paragraph that follows will describe a situation and lead the player to another paragraph as a result of a statement or procedure in the paragraph, a result obtained from a chart or table that the paragraph instructs the player to refer to, or a procedure in these rules that the paragraph instructs the player to conduct.

The entire voyage is carried out in this way until a paragraph is reached that declares the game over (for better or worse). Often the player will find that he is directed to the same paragraph many times (paragraph 050, for example).

### [3.5] Often a paragraph will instruct the player to choose a character, bot, or other item at random.

When instructed to do so, he may blindly draw one counter from among those eligible, or he may assign each counter a die result and roll to see which counter is chosen. For example, if one of three bots in an expedition must be chosen at random, the player could mix their three counters together and draw one without looking; or assign one a die result of 1 or 2, another a die result of 3 or 4, and the third a die result of 5 or 6, and roll one die to see which one is chosen.

## [4.0] The *Pandora* and Interstellar Movement

### GENERAL RULE:

The *Pandora* may be moved from one planet hex to another on the Interstellar Display by using Interstellar Movement whenever the player is at paragraph 201 or 050. The player chooses any planet on the display that *has not yet been moved to or explored* and conducts Interstellar Move-

ment to put the *Pandora* in orbit around the chosen planet. Interstellar Movement is also used to move the *Pandora* from or to the Pandora Entry Box. In addition, when eligible to conduct Interstellar Movement, the player may perform **On-board Actions** before moving.

### PROCEDURE:

After choosing a planet to travel to, the player moves the *Pandora* hex by hex from its current position to its destination, making note of how many hexes were entered during the move. The *Pandora* may be moved through any number and type of hexes on the Display (including hexes containing other planets). After completing the move, the player moves the Tour Time marker a number of spaces to the left (toward zero) on the Time and Supply Track equal to the number of hexes entered in the move (including the destination hex but not the hex of origin). He then rolls two dice. If the number rolled is *less than or equal to* the number of hexes entered during the move (including the destination hex and the hex of origin), an **Interstellar Event** occurs. If the number rolled is greater than the number of hexes entered during the move, the Planet Table is referred to.

### CASES:

#### [4.1] The Interstellar Display shows the size of each planet, and the relative distance of each planet from its star.

A planet may be one of four sizes: tiny, small, large, or giant. Size affects the type of gravity that a planet may be assigned. A planet's distance from its star may fall in one of four categories: close, biosphere, far, or remote. Distance affects the type of climate that an environ on a planet may be assigned. The player may use this general information when choosing which planet(s) the *Pandora* will be moved to.

#### [4.2] The Interstellar Event Table is used if an event occurs during interstellar movement to determine the next paragraph referred to.

#### [4.3] The Planet Table is used after interstellar movement to a planet hex on the Interstellar Display has been completed, to determine the next paragraph referred to.

#### [4.4] The game begins by moving the *Pandora* from the Pandora Entry Box, and ends by moving the *Pandora* to the Pandora Entry Box.

At no other times during play may the *Pandora* be moved to or from the Entry Box. An Interstellar Event may occur when moving to or from the Entry Box, and the Box counts as a hex when calculating the distance travelled. When the player completes interstellar movement of the *Pandora* from a hex on the Interstellar Display to the Pandora Entry Box (thus ending the game), paragraph 232 is referred to.

#### [4.5] Whenever the player is at paragraph 050, he may conduct any or all of the following Onboard Actions before conducting interstellar movement.

**Repair Tools and/or Bots.** Four damaged tools and bots aboard the *Pandora* may be repaired (flipped over from their damaged side to their operative side) by expending one month of Tour Time. If the maintenance officer is aboard, all damaged tools and bots may be repaired in one month. A slash is erased from the Pandora Crew Log for each tool or bot repaired (see 8.8).

**Heal Characters.** A total of four Endurance Points may be regained by characters by expen-

ding one month of Tour Time. However, no more than two Endurance Points may be regained by a single character in a month. If the medical officer is aboard (and is not being healed), a total of six Endurance Points may be regained by characters in one month (no more than three Endurance Points may be regained by a single character in a month in this case). The medkit has no effect on healing characters aboard the *Pandora*. The gain of Endurance Points by healing is indicated by erasing the appropriate marks from the Pandora Crew Log.

**Study Creatures.** The player may determine the ratings of any unknown attributes belonging to all creatures he has captured and placed aboard the *Pandora* (see 8.4). If the science officer is aboard, no Tour Time is expended to do this. If he is not aboard, one month of Tour Time is expended (regardless of how many ratings are determined).

All the preceding actions may be performed simultaneously. Thus, the number of months required to complete the longest action determines how many months total are spent on all the actions. For example, if one month were spent repairing, two months were spent healing, and no months were spent studying, two months total would be spent on all these actions. Time spent on these actions is in addition to time spent conducting Interstellar Travel; none of these actions may be performed while moving the *Pandora*. Time spent conducting these actions is recorded by moving the Tour Time marker the appropriate number of spaces to the left on the Time and Supply Track.

#### [4.6] If the Tour Time marker is moved to zero (off the Time and Supply Track) before the end of the game, it is flipped over.

The marker is then moved along the Track to the right, to show how many extra months the *Pandora* remains in space.

## [5.0] Preparing an Expedition

### GENERAL RULE:

Each time the *Pandora* is moved to a planet, the Planet Table will direct the player to a paragraph that states the planet's attributes and the types of environs that might possibly be explored. After perusing this information, the player must decide whether or not he will explore the planet. If the player chooses *not* to explore the planet, he refers to paragraph 050. If he does wish to explore the planet, he prepares an expedition by carrying out in order the instructions of the following cases.

### CASES:

#### [5.1] The player places markers on the Planet and Environ Attribute Track according to the attributes listed in the planet paragraph.

The Gravity, Atmosphere, Hydrograph, and Life Support Value markers are each placed on the space of the track corresponding to the nature of that attribute on this planet. The planet's geology (quiet or active) is shown by placing the appropriate side of the Hydrograph marker face-up. The Climate marker is not placed at this time.

#### [5.2] The player chooses the characters, bots, and tools that will explore the planet.

He may select any units from among those aboard the *Pandora*, as long as at least one character is included. As the player chooses units, he adds together their Weight Ratings.

If the planet to be explored has **no** atmosphere or a **poisonous** atmosphere, any character that the player plans to send outside the shuttle must be equipped with an **enviorg** (the character counter is flipped over). If the planet has a **corrosive** atmosphere, any character that will be sent outside the shuttle must be equipped with an **armorg** (an armorg counter is placed atop each such character).

The total Weight Rating of the units chosen may not exceed the **port capacity** of the shuttle (see 5.8). All the counters chosen are considered aboard the shuttle and ready to descend to the planet's surface.

**[5.3] The player chooses how many Supply Points will be placed aboard the shuttle.**

Each Supply Point has weight of 1. Anywhere from one to 30 (maximum) Supply Points may be placed in the shuttle, as long as its port capacity is not exceeded (including all the units already aboard). The number of Supply Points chosen is shown by placing the Shuttle Supply marker on the appropriate space of the Time and Supply Track.

**[5.4] The player determines which environment hex the Shuttle marker is placed in and which paragraph is next referred to, in accordance with the planet paragraph.**

He rolls one die and places the Shuttle marker in the hex listed for the die result. This hex is called the **landing hex**. If the player is not pleased with the environment the shuttle has landed in, he may roll the die and refer to the planet paragraph again. However, he must expend one *Tour Month* to do so (move the Tour Time marker one space to the left) and *must* abide by the result of the second die roll. He may inspect the next paragraph before making this decision.

**[5.5] The paragraph referred to when the shuttle is placed in a landing hex describes the environment.**

The paragraph states which space of the Planet and Environment Attribute Track the Climate marker is placed in. An environment that may only be explored underwater has no climate. If fog is in the environment, the Climate marker is flipped over (see the Terrain Effects Chart). In addition, the paragraph may state special changes that must be applied to the terrain in the environment or an alteration to the Life Support Value (however, the Value may never exceed 5).

**[5.6] The player chooses which characters, bots, and tools will remain aboard the shuttle, and which will be sent forth as an expedition.**

The Expedition Display is used to show the deployment of all the units brought down to the planet in the shuttle. Any units that will stay aboard the shuttle are placed in the Shuttle Box.

If the rover has been brought to the planet, and will be used to transport the expedition about the environment, units of the player's choice are placed in the **Rover Box** and the rover counter is placed in the landing hex. Any number of Supply Points (up to the amount shown by the Shuttle Supply marker) may be placed in the rover; place the **Expedition Supply** marker on the space of the Time and Supply Track matching the number chosen, and move the **Shuttle Supply** marker an equal number of spaces toward zero. The total Weight Rating of the units and Supply Points in the rover may not exceed the Port Capacity of the rover (see 5.8).

If the expedition will move about the environment *on foot*, units of the player's choice are placed in the **On Foot Box** and the **On Foot** marker is placed

in the landing hex. Any number of Supply Points may be taken with the expedition, in the manner described above. The total Weight Rating of the tools and Supply Points in the expedition may not exceed the total port capacity of all the characters and bots in the On Foot Box (see 5.8).

**[5.7] The expedition comprises all the units placed in the Rover Box or the On Foot Box of the Expedition Display.**

Units may not be placed in both boxes; the expedition may be on foot or in the rover, not both. At least one character or bot must be in an expedition at all times. If this requirement is not met, all tools and Supply Points in the expedition are considered destroyed.

The player uses an expedition to conduct all movement and exploration in an environment. The Rover or the On Foot marker (whichever is in the environment) represents the expedition. An expedition's first action (as stated in the landing hex paragraph) must be to explore the landing hex (see 6.1). **Note:** Bots may port but *may not* use any tools except on E-cage.

**[5.8] The Port Capacity Chart lists the port capacity of the shuttle and rover in each gravity type, and how the Port Rating of a character, bot or tool may be altered by the gravity type.**

See charts and tables.

## [6.0] Expedition Movement and Exploration

### GENERAL RULE:

The player moves the expedition about the environment, exploring hexes and encountering local phenomena by conducting **expedition actions**. Whenever a paragraph requires that the player choose an expedition action, he may have the expedition explore a hex, conduct **hasty movement**, or conduct one of the actions listed in 6.9. An expedition action may also be chosen after checking an **expedition encounter** paragraph or after conducting combat. An expedition action usually requires the expenditure of expedition hours.

### CASES:

**[6.1] The expedition may explore the hex it occupies or may move into and explore any adjacent hex in a single move.**

Every type of terrain in the hex "costs" a certain number of hours to explore. If the hex is also being entered, additional costs for each terrain type must be paid. These costs are detailed on the Terrain Effects Chart. For example, *eight hours* are expended to explore a hill hex with heavy vegetation. If the same hex were being moved into and explored, a total of *twelve hours* would be expended. When a hex is explored, an **Explored** marker is placed there and the player uses the Exploration Matrix to determine the next paragraph referred to (see 6.4).

**[6.2] An Explored marker is placed in a hex after expending expedition hours to explore it.**

If a cave hex is being explored underground, or a liquid hex is being explored underwater, the Exploration marker is placed face-down.

A hex containing an explored marker may not be explored again. **Exceptions:** A liquid hex or a hex containing a cave may be explored above the surface and below the surface. If an alien city hex is explored, and no intelligent life or artifact is found, it may be explored a second time (only); two Explored markers are used in the hex to denote this occurrence.

The player is not limited by the number of Explored markers provided with the game. If they are exhausted, any markers of the player's devising may be used.

**[6.3] The expedition may be moved from any hex in the environment to any other hex in the environment by hasty movement.**

The player places the expedition in the destination hex and totals the number of hours expended (as shown on the Terrain Effects Chart) to traverse a route of hexes connecting the hex of origin to the destination. For example, an expedition on foot that moved from hex 0310 to 0611 using hasty movement would expend six hours. Exploration may *not* be conducted during hasty movement. However, the Exploration Matrix is used to determine the next paragraph referred to after the move is completed (see 6.4).

**[6.4] The Exploration Matrix is used after exploring a hex or conducting hasty movement to determine which expedition encounter paragraph is referred to.**

Instructions for use and important die roll modifiers that may be applied are listed on the matrix. See charts and tables.

**[6.5] Each expedition encounter paragraph lists three or four statements that might possibly match the expedition's position or some other situation in the environment.**

If one of the statements is true, the player refers to the listed paragraph. If none of the statements are true, the player must choose another expedition action. The statements are checked in order; if one is true, those that follow are ignored.

If a hex that the expedition moved through during hasty movement applies to a statement, the expedition is moved back to that hex and only enough expedition hours to reach the hex where the interruption occurred are expended. If more than one hex entered during hasty movement applies to a single statement, the applicable hex closest to the destination hex is used. A hex containing an Explored marker that is entered during hasty movement is not considered when checking the expedition encounter paragraph.

**[6.6] The Terrain Effects Chart summarizes the number of expedition hours that must be expended to enter each hex on foot or by rover, and to explore each hex.**

The chart also lists the Supply Modifier for each terrain type. See charts and tables.

**[6.7] Many hexes contain more than one terrain type or special terrain.**

For example, hex 1620 contains flat terrain, light vegetation, and a pond. All terrain in a hex is considered when calculating the number of hours expended to enter and/or explore a hex. Terrain in a hex in addition to terrain that satisfies a statement in an expedition encounter paragraph does not negate that statement. Thus, if a statement mentions a flat hex, 1620 fulfills the requirement.

A cave hex may be entered or exited only through a hexside crossed by the cave. The





Underground marker is placed on the expedition when in a cave hex.

A liquid hex may be entered and/or explored on the surface or submerged. The Submerged marker is placed on the expedition when submerged. Vegetation in a liquid hex is considered submerged (unless specifically stated otherwise in a landing hex paragraph) and is considered in an expedition encounter statement only if that statement also mentions an underwater hex.

**[6.8] The expenditure of expedition hours is recorded by moving the Expedition Time Marker to the right, along the Time and Supply Track.**

The marker is never moved beyond the Supply Check space on the track for the gravity on the planet being explored. When the marker reaches this space, it is returned to the beginning of the track and its movement is continued. For example, if the gravity is heavy, the marker is on the 10 space and an expenditure of five hours is required, the marker is moved to the 3 space and a supply check is conducted before performing any other functions (see 7.0). If the gravity were earth-like in this case, the marker would be moved to the 15 space instead (and no supply check would be conducted). It is possible (especially in an oppressive gravity) that the Expedition Time marker would be moved into the supply check space twice in a single expenditure. In this case, two supply checks are conducted, one after the other.

**[6.9] When a paragraph states that the player may choose an expedition action, he may conduct any of the following.**

**Repair a Tool or Bot.** The player chooses a damaged tool or bot in the expedition that he wishes to repair and expends from one to six expedition hours (his choice) in the attempt. He then rolls one die; if the die result is *less than* the number of hours expended, the tool or bot is repaired (it is flipped over from its damaged side to its operative side and a slash is erased from the appropriate box on the Pandora Crew Log). If the maintenance officer is in the expedition, *two is subtracted* from the die result. If the toolkit is present, and a tool (other than the toolkit) is being repaired, *two is subtracted* from the die result. If a bot is being repaired, and the botkit is present, *two is subtracted* from the die result. Each bot or tool is repaired one at a time. Regardless of whether a repair attempt is successful or not, the number of hours committed to the attempt may not be reduced.

**Heal a Character.** The player chooses a character in the expedition that has lost at least one Endurance Point and expends from one to twelve expedition hours (his choice) in an attempt to regain one of the character's lost Endurance Points. He then rolls two dice. If the die result is less than the number of hours expended, the character gains an Endurance Point (erase one mark on the Pandora Crew Log). If the medical officer is in the expedition (and is not being healed) or the medkit is present, *three is subtracted* from the die result. If the medical officer and the medkit are present, *one die* is rolled (instead of two, with no subtraction). Each heal attempt is used to regain one Endurance Point for one character only. A heal attempt may be made only if at least one character (other than the one being healed) is in the expedition. Regardless of whether a heal attempt is successful or not, the number of hours committed to the attempt may not be reduced.

**Abandon Equipment.** Tools, bots, Expedition Supply Points, and creatures (but not characters) may be abandoned; simply remove the counter from the expedition. This may be necessary if the

total port capacity of the expedition is reduced by lost character Endurance Points or damaged bots. If the rover is abandoned, the Rover marker is replaced with the On Foot marker in the enviro. If a tool or bot is abandoned, it is recorded on the Pandora Crew Log, as if destroyed (see 8.8). These actions do not require the expenditure of hours.

**Reorganize the Expedition.** If the expedition is in the same hex as the shuttle, the player may reposition any and all units in the Expedition Display. Units, artifacts, and creatures may be moved from the expedition to the shuttle and vice-versa. A creature placed aboard the shuttle must remain in an E-space. Supply Points may be exchanged between the expedition and the shuttle by adjusting the two Supply markers. The port restrictions must be met when the reorganization is completed. These actions do not require the expenditure of hours.

**Return to the Pandora.** If the expedition is in the same hex as the shuttle, exploration of this enviro may be terminated. All units, creatures and artifacts that survived the expedition and are in the hex are removed from the Expedition Display. All counters in the enviro are removed. All counters on the Time and Supply Track (except the Tour Time marker) are removed. An Explored marker is placed on the planet on the Interstellar Display that the expedition is leaving. The shuttle and all aboard are considered to have returned to the Pandora; go to paragraph 050.

## [7.0] Expedition Supply

### GENERAL RULE:

Each time the Expedition Time marker is moved into the Supply Check space of the Time and Supply Track corresponding to the gravity of the planet being explored, the player must conduct a supply check. Anywhere from zero to eight Supply Points are expended in a single supply check, depending on the supply users in the enviro, the Life Support Value of the planet, and the terrain in the hex occupied by the expedition. If the Expedition Time marker is moved through the Supply Check space and back to the beginning of the track (see 6.8), the supply check occurs in the hex the expedition occupies at the end of its current expedition action (before proceeding to the next paragraph).

### CASES:

**[7.1] Characters, bots and certain tools are considered supply users.**

Each character is a *double* supply user. Each bot is a *single* supply user. Each tool with a *supply symbol* is a *single* supply user. The rover is a *double* supply user. When a supply check is required (see 6.8), the player determines the Supply User Total by counting each character in the *enviro* twice, and each bot and tool *not* in the shuttle once or twice (as appropriate). Tools and bots in the shuttle are not counted (but characters are). For example, if the two characters, a bot, and the turbolaser are in the rover, and one character is in the shuttle, the Supply User Total is ten. A damaged tool or bot, or a captured creature is *not* considered a supply user.

**[7.2] When a supply check is required, the result of a single die roll is applied to both of the following calculations to determine the total number of Supply Points expended.**

• The Supply User Total (see 7.1) is divided by the die number to arrive at a result (rounded down). A number of Supply Points equal to this result is expended. **Exception:** No more than four Supply Points are expended in this manner.

• The Life Support Value of the planet is added to all the terrain Supply Modifiers in the hex that the expedition occupies (see the Terrain Effects Chart). If this sum is positive, it is divided by the die number and the result is rounded down to determine the number of additional Supply Points expended. **Exception:** No more than four Supply Points are expended in this manner. If the sum is not positive, no additional Supply Points are expended.

**Example:** A 3 is rolled for a supply check. The Supply User Total is ten. Three Supply Points are expended. The expedition occupies hex 1705 on a planet with a Life Support Level of two. Adding the Level to all the Supply Modifiers in the hex results in a sum of two. Two divided by three is less than one, so no Supply Points (in addition to three) are expended.

**[7.3] The expenditure of Supply Points is recorded by moving the Expedition and/or Shuttle Supply markers the appropriate number of spaces to the left on the Time and Supply Track.**

The Shuttle Supply marker may be moved a number of spaces per Supply Check less than or equal to the number of characters in the shuttle *only*. All other supply expenditure must be satisfied by moving the Expedition Supply marker. When Supply Points for the expedition are exhausted, the required expenditure of Supply Points must be satisfied by expending *Endurance Points* belonging to characters, bots, and tools that use supply in the expedition (see 8.8). The first such Endurance Point must be taken from a character (if any), the second from a bot or tool (if any), the third from a character, the fourth from a bot or tool, and so on.

## [8.0] Creatures, Combat and Damage

### GENERAL RULE:

Most paragraphs that the player is directed to by an expedition encounter statement describe a creature, artifact, or intelligent alien that the expedition has encountered. Unless specifically excepted in the paragraph, each creature and artifact that is found has a corresponding counter; intelligent aliens have none. When encountered, the player finds the counter with a number on its back side matching the paragraph number and places it in the hex where the encounter occurs. The creature's name is recorded on the Creature Attribute Log. The instructions in the paragraph are then carried out.

### CASES:

**[8.1] If a paragraph states that the expedition may be surprised, conduct the following check.**

Roll one die. If the expedition is *exploring* and has the scanner, they are surprised on a result of 6. If they are *exploring* and do not have the scanner, they are surprised on a result of 4 to 6. If the expedition is conducting *hasty movement* and has the scanner, they are surprised on a result of 3 to 6. If they are conducting *hasty movement* and do not have the scanner, they are automatically surprised. After finding whether the expedition is surprised or not, follow the appropriate instructions in the paragraph.

**[8.2] When the player is directed to choose an encounter strategy, he declares that he will attempt to communicate, capture, kill, or flee and refers to the Encounter Strategy Table.**

The table will direct the player to the next paragraph. The die result used may be adjusted by

the creature's attribute modifiers (see charts and tables).

**[8.3] An asterisk (\*) result on the Encounter Strategy Table denotes that a special instruction may be applied.**

If the creature paragraph has an asterisk followed by the chosen encounter strategy, carry out the special instructions listed. For example, in paragraph 145 a special instruction is carried out if the communicate or combat strategy was chosen and a "\*" was achieved on the Encounter Strategy Table. If a "\*" is achieved on the Table, and the creature paragraph lists no special instruction for that strategy, the paragraph number in the result is used instead; "\*" instructions in a creature paragraph are ignored unless the player is directed to them in this method.

**[8.4] When a paragraph instructs the player to determine a creature rating, he uses the Creature Rating Table to calculate the rating and records it on the Creature Attribute Log.**

A creature rating is determined only if a paragraph requires it, or if the creature is being studied (see 4.5). Each rating is determined according to the instructions on the table (see charts and tables).

**[8.5] When a paragraph requires the player to conduct combat, he undertakes the following steps:**

1. If not already declared, choose whether the expedition will attempt to capture or kill the creatures.
2. Calculate the total Combat Rating of the expedition, using the Capture or Kill Combat Rating for each eligible unit in the expedition, as appropriate. Each bot contributes its Rating. Each creature contributes its Rating or the Rating of any one tool in the expedition.
3. Determine the Combat Rating of the creature (see 8.4).
4. Subtract the creature Combat Rating from the expedition's total Combat Rating to determine the combat differential.
5. Use the combat differential to locate the column referred to on the Combat Results Table. If any column shifts must be applied (according to the instructions in a paragraph) move to the right or left the appropriate number of columns.
6. Roll one die and cross-reference the die result with the proper column to yield a letter result.

**[8.6] The Combat Results Table is used when the player is required to conduct combat.**

The lettered combat results are explained on the table. See charts and tables.

**[8.7] A creature will be killed or captured or will escape, and the expedition will suffer Damage Points as a result of combat.**

Each letter result has two corresponding outcomes; one is used if the player declared "kill" and the other is used if the player declared "capture." In some cases, a paragraph may alter the meanings of the letter combat results. A paragraph always takes precedence.



A killed creature is removed from the environment. A captured creature may be placed in an E-cage. If the expedition does not have an empty E-cage, the creature must be immediately released.

E-cage. Once aboard the *Pandora*, the creature need not be kept in an E-cage. A captured creature may not be encountered again (if directed to its paragraph, choose an expedition action instead).

If a creature escapes kill or capture, the player must choose an encounter strategy again (see 8.2), after applying any Damage Points to the expedition.

After resolving combat and applying any Damage Points incurred to the expedition, choose another expedition action.

**[8.8] When the expedition receives Damage Points as a result of combat, the player must remove Endurance Points from units involved in the combat and/or Expedition Supply Points.**

The player may use any combination of Endurance Point loss and Expedition Supply Point loss to fulfill the incurred Damage Point result. Shuttle Supply Points and Endurance Points belonging to units not involved in the combat may not be removed.

One Damage Point equals one Endurance Point or two Supply Points.

An Endurance Point is removed from a character by placing an X in one of the character's endurance boxes on the Pandora Crew Log. An Endurance Point is removed from a tool or bot by flipping its counter over (to the damaged side) and placing a slash through one box for that unit type on the Log. **Exception:** Damage to a character's enviroir is shown by flipping his counter over. Two Endurance Points are removed from a tool or bot by removing its counter from the expedition and placing an X in one box for that unit on the Log (it is considered destroyed). Expedition Supply Points are removed in accordance with 7.3.

Occasionally, the expedition will incur Damage Points as a result of an occurrence in a paragraph (not as a result of combat). Any units in the expedition may lose Endurance Points to satisfy such an event.

**[8.9] A character with lost Endurance Points has a reduced Port Rating. A damaged tool or bot may not be used.**

A character's Port Rating is reduced by the number of Endurance Points he has lost (even if wearing an armoring or enviroir). When all six Endurance Boxes for a character on the Pandora Crew Log are marked, that character is dead; remove him from play.

A damaged tool or bot may not be used at all (but may be repaired) until repaired (see 4.5 and 6.9). **Exception:** A damaged enviroir or armoring may be worn by a character. A character wearing a damaged enviroir in an environment with no atmosphere or a poisonous atmosphere loses two Endurance Points each Supply Check. A character wearing a damaged armoring in a corrosive atmosphere dies during the next Supply Check. A character in an environment that requires an armoring or enviroir (see 5.2) immediately dies if that rig is destroyed. A destroyed tool or bot may not be repaired.

The Pandora Crew Log shows how many of each tool and bot is aboard the *Pandora* at the start of play, depending on the length of the Tour of Duty. For example, the number of *specibots* available in a 10, 20, or 30 month tour are three, five, and six, respectively. Note that the counter mix does not include all the tools and bots aboard. The counter mix limits what the player may include in a single expedition. If a tool or bot is destroyed in one expedition, its counter may still be used in the next expedition. However, if all the tools or bots of a particular type are damaged or destroyed, none of that type may be included in an expedition.

## [9.0] Victory Conditions

### GENERAL RULE:

Victory in *Voyage of the Pandora* is determined by the number of Victory Points (VP's) the player accumulates. During the course of the game, the player records VP's he has gained and lost on the Creature Attribute Log. At the end of play, these VP's are totaled to determine how well the *Pandora* fulfilled its mission.

### CASES:

**[9.1] The player gains VP's for the following:**

- One VP is earned for each creature attribute that is recorded on the Creature Attribute Log (regardless of whether the creature was captured or not). **Note:** Although the player always knows that a "\*" attribute modifier denotes a zero attribute rating, he does not earn a VP unless he would have had an opportunity to determine the attribute normally.

- One VP is earned for each creature that is captured and returned to the *Pandora*. Certain creatures are worth additional VP's if captured and returned to the *Pandora* (as noted on the back of their counter). These VP's are recorded on the VP line for each creature.

- Artifacts that are acquired and returned to the *Pandora* are worth a number of VP's listed on the back of their counter. This is recorded on the *Additional VP's* line.

- One VP is earned for each planet that is explored, regardless of what is found there. This is recorded on the *Additional VP's* line.

- Certain paragraphs describe other methods by which the player may gain VP's. If earned, these are recorded on the *Additional VP's* line.

**[9.2] The player loses VP's for the following items. All lost VP's are recorded on the VP's Lost line.**

- Ten Victory Points are lost for each character who is killed.

- One VP is lost for each Endurance Point that a surviving character has lost at the end of the game. Endurance Points lost during play that are subsequently regained by healing are not counted for this purpose.



- One VP is lost for each bot or rover that is damaged or destroyed at the end of the game.

- One VP is lost for each type of tool listed on the Pandora Crew Log that is totally expended (all available of that type are damaged or destroyed) at the end of the game.

- Five VP's are lost for each month beyond the chosen Tour of Duty that the *Pandora* remains on the Interstellar Display.

**[9.3] The number of VP's lost is subtracted from the number of VP's gained to determine the VP total.**

If the VP total is *more than twice* the number of months in the chosen Tour of Duty, the player wins. The voyage has been a financial and scientific success.

If the VP total is *twice* the number of months in the Tour of Duty or *less*, the player loses. The results of the voyage have not pleased the Galactic Survey Commission.

# EXPEDITION EVENT PARAGRAPHS

These paragraphs, arranged numerically from 001 to 232, are the heart of the game. It is recommended that the player not read through the entire Paragraphs section, to preserve the element of surprise that the game entails. Note that the symbol (¶) means paragraph.

## Go to ¶201

**001.** If the distance travelled in the current interstellar jump is three hexes or greater (including the hex of origin), the navigational error is not null. If the distance travelled is two hexes or less, no interstellar event occurs. Proceed to use of the Planet Table.

**002.** As the shuttle sets down, mechanical problems and unexpected terrain variation threaten to cause an accident. If the navigator is able to bring the shuttle to a safe landing, go to ¶148. If the navigator is not aboard, go to ¶148.

**003.** The expedition discovers a herd of small, herbivorous amphibian creatures. As the startled animals scurry off, the expedition cuts one off from the group. Choose an encounter strategy.

**\* Strategy:** An enormous predator lurking in the brush had been stalking one of the herd creatures, but now figures a member of the expedition. The amphibian escapes as the expedition confronts this creature. Go to ¶1064.

**004.** The structure is actually a gargantuan living being. Whether it is artificially created or a product of bizarre natural evolution is not known. But the construction's sudden convulsions and deadly energy emissions make it clear that it resents being disturbed. Communication with the metallic monstrosity is impossible. The expedition may attempt to flee (go to ¶187) or fight (go to ¶193).

**005.** The expedition discovers a small flying insect with reptilian-like skin — a literal dragonfly! Choose an encounter strategy.

**\* Combat:** The small creature is easily captured, no combat is conducted.

If any combat is actually conducted with this creature, and any result other than A is incurred, one combat result is not wearing an armor or being determined at random) has been bitten by the venomous insect before it dies (it may not be captured and the kill combat result is implemented). Roll one die to determine how many Endurance Points the character must immediately lose. Subtract two from the die result if the medical officer is in the expedition, and subtract two if the medical officer is in the expedition. Endurance Points lost by a character as a result of the insect bite may not be regained until aboard the Pandora (the Pandora Crew Log should be specially marked to note this).

**006.** A three-foot-long dowl-shaped metallic object is found. It appears to be a weapon of some sort. If the weapons officer is not in the expedition, go to ¶175. If he is present, roll two dice and compare the result to his Intelligence Rating. After implementing the appropriate result described below, choose an expedition action.

If the die result is less than the Rating by more than one, he correctly determines that the weapon is a high-powered energy rod. The weapon may be carried and used by any character for the remainder of the expedition.

If the die result is one less than, one greater than, or equal to the Rating, the workings of the weapon are figured out after five expedition hours are expended. The weapon may then be used as described above.

If the die result is more than one greater than the Rating, the mysteries of the weapon remain unknown. It may be ported back to the Pandora (weight of 1).

**007.** A 30-foot-long winged lizard-like creature swoops down on the expedition. If surprised (see 8.1), conduct combat, with a shift of two columns to the left on the Combat Results Table. If not surprised, choose an encounter strategy. If any damage is incurred by the expedition as a result of combat (whether surprised or not), the expenditure of four Supply Points (instead of two) equals one Damage Point (exception to 8.8).

**008.** If the expedition is on foot, one character or bot (determine which at random) falls to his death. Except for the gravity is near weightless, an affected character is wearing an armor, or the expedition has a climber, the character or bot is not destroyed. Instead, if a character, he loses a number of Endurance Points equal to the roll of one die; if a bot, it is damaged. If the expedition is in the rover, the vehicle plunges down a steep embankment and is destroyed (it may not be repaired). The

expedition immediately suffers 10 Damage Points. After applying the result, choose an Expedition Action.

**009.** The expedition discovers a tortoise-like creature. Choose an encounter strategy.

**\* Communicate:** Determine the creature's Intelligence Rating. If the Rating is six or more and the neuroscanner is in the expedition, an intelligent, peaceful message is received from the creature. Capture is not permitted. Three Victory Points are earned. If the holographer is also in the expedition, two extra VP's are earned. If the Intelligence Rating is five or less, or the neuroscanner is not in the expedition, go to ¶1016.

**010.** Creature infuriated by communication attempts. Determine its Aggression Rating.

If the Aggression Rating is four or less, determine the creature's Speed Rating. If this Rating is higher than the single highest Speed Rating among the members of the expedition, the creature flees; choose another expedition action. If the creature's Speed Rating is equal to or less than the highest Speed Rating in the expedition, conduct combat or choose an expedition action.

If the Aggression Rating is five or more, the creature attacks the expedition. Twelve Endurance Points are lost before the creature is killed. No actual combat is conducted and no time is expended.

**011.** The creature is easily captured. A number of hours equal to the sum of all the creature's positive attribute modifiers (only) is expended. No combat is conducted.

**012.** The creature shows no interest in following the expedition as they leave the encounter. Choose another expedition action.

**013.** Creature angered by communication attempts. Determine its Aggression Rating.

If the Aggression Rating is five or less, determine the creature's Speed Rating. If this Rating is higher than the single highest Speed Rating among the members of the expedition, the creature flees; choose another expedition action. If the creature's Speed Rating is equal to or less than the highest Speed Rating in the expedition, conduct combat or choose an expedition action.

If the Aggression Rating is six or more, conduct combat with a shift of two columns to the left on the Combat Results Table. This shift is only one column to the left if the science officer and/or specbot is in the expedition.

**014.** Determine the creature's Aggression Rating.

If the Aggression Rating is five or less, determine the creature's Speed Rating. If this Rating is more than one higher than the single highest Speed Rating among the members of the expedition, the creature escapes; choose another expedition action.

If the creature fails to escape, or its Aggression Rating is greater than five, conduct combat. If the creature's Intelligence Modifier is negative, shift to the right a number of columns equal to the modifier.

**015.** The creature follows the expedition warily. Determine its Speed Rating.

If the Speed Rating is more than one greater than the slowest speed of a bot or character in the party (or of the rover, if present), combat is conducted.

If the Speed Rating is one greater, equal to, or less than the slowest speed of the party, the expedition eludes the creature. One hour is expended. Choose another expedition action.

**016.** All communication attempts fail. If the commander and/or the science officer is in the expedition, one hour is expended. If neither character is in the expedition, three hours are expended. In either case, choose the Encounter Strategy Table again, choosing only Combat or Flee.

**017.** Determine the creature's Aggression Rating.

If the Aggression Rating is five or less, determine the creature's Speed Rating. If this Rating is higher than the single highest Speed Rating among the members of the expedition, the creature escapes; choose another expedition action. If the creature's speed rating is equal to or less than the highest Speed Rating, conduct combat.

If the Aggression Rating is six or higher, conduct combat shifting one column to the left if the creature's Intelligence Modifier is +2 or +3.

**018.** The creature trails the expedition. Determine its Speed Rating.

If the Speed Rating is greater than the slowest speed of a bot or character in the party (or the rover, if present), combat is conducted. Shift one column to the left, no combat is allowed.

If the Speed Rating is equal to or less than the slowest Speed in the party, the creature grows weary and the party escapes. Two hours are expended. Choose an expedition action.

**019.** An energy cage is set up into which the expedition attempts to lure the creature; one hour is expended. Decide which creature is the most intelligent.

If the Intelligence Rating is seven or more or the

creature's Aggression modifier is -3, the creature flees. Choose an expedition action.

\* If the Intelligence Rating is six or less and the creature's Aggression modifier is -2, -1, or 0, the creature is successfully captured in the energy cage (see 8.7).

\* If the creature's Aggression modifier is +2 or +3 (regardless of its Intelligence Rating), conduct combat.

**020.** Conduct combat. Add together the creature's intelligence, aggression, and Speed modifiers. If this sum is positive, shift two columns to the left. If this sum is negative, shift two columns to the right.

**021.** The creature chases the expedition. Determine its Speed Rating.

\* If the Speed Rating is equal to or greater than the speed of the slowest bot or character in the expedition (or the rover, if present), combat is conducted. Shift two columns to the left; no capture is allowed.

\* If the Speed Rating is less than the slowest Speed in the party, the creature cannot keep up and the expedition escapes. Three hours are expended. Choose another expedition action.

**022.** The creature is open to primitive communication. Determine the creature's Intelligence Rating.

If the Intelligence Rating is eight or more, immediately determine all of the creature's other Ratings. Laws of the Galactic Survey Commission prohibit the expedition from capturing or killing sentient life; the creature wanders off. Two VP's are earned. Choose an expedition action. One hour is expended.

\* If the Intelligence Rating is seven or less, conduct combat, treating kill results as capture results (ignore printed capture results).

**023.** Determine the creature's Aggression Rating.

If the Aggression Rating is four or less, determine the creature's Speed Rating. If this Rating is equal to or greater than the single highest Speed Rating among the members of the expedition, the creature escapes; choose another expedition action. If the creature's Speed Rating is less than the highest Speed Rating, conduct combat.

\* If the Aggression Rating is five or higher, conduct combat. Shift a number of columns to the left equal to the creature's Intelligence or Speed modifier (whichever is greater).

**024.** The creature hunts for the expedition tirelessly. Determine its Speed Rating.

If the Speed Rating is one less than, equal to, or greater than the slowest Speed of a character in the expedition and the expedition is on foot, that character must conduct combat with the creature on his own. Shift one column to the left. No capture is allowed. All combat results may be taken as Endurance Point loss by the character. If the character dies as a result of this combat, the creature is unharmed; combat is then conducted between the creature and the rest of the expedition (with no column shift). No capture is not allowed.

\* If the Speed Rating is one less than, equal to, or greater than the Speed of the rover (if present), combat is conducted. Shift two columns to the left, no capture is allowed. All combat results may be taken as Endurance Point loss.

\* If the Speed Rating is more than one less than the slowest character Speed in the expedition (or the speed of the rover if present), the expedition finally succeeds in evading the creature. Four hours are expended. Choose an expedition action.

**025.** The creature is enthusiastic about primitive communication. Determine the creature's Intelligence Rating.

If the Intelligence Rating is eight or more, immediately determine all of the creature's other ratings. Laws of the Galactic Survey Commission prohibit the expedition from capturing or killing sentient life. Three VP's are earned. If the holographer is in the expedition, the creature is willing to be recorded; earn two additional VP's. If the science officer is in the expedition earn two additional VP's. The creature wanders off after two hours are expended. Choose an expedition action.

\* If the Intelligence Rating is seven or less, conduct combat, treating kill results as capture results (ignore printed capture results).

**026.** Determine the creature's Aggression Rating.

\* If the Aggression Rating is three or less, the creature escapes. Two hours are expended. Choose another expedition action.

\* If the Aggression Rating is four or higher, conduct combat. Shift a number of columns to the left equal to the creature's Aggression or Speed modifier (whichever is greater). All combat results incurred by the expedition must be taken as Endurance loss.

**027.** A predatory, arboreal reptile pounces on the expedition from the dense foliage above. If surprised (see 8.1), one character (determined at random) has been temporarily stunned by the creature's initial blow and may not be used in the expedition's actions for the remainder of the counter strategy (except flee). If not surprised, choose an

### encounter strategy.

\* **Combat:** The creature has friends lurking about. Conduct combat, rolling one die to determine how many columns shifts to the left will be applied to the Combat Results Table.

**028.** A clan of cautious, invisible and intelligent beings are watching the expedition's every move with great interest. The bots and equipment in the expedition excite the aliens' sense of greed.

\* If the neuroscanner is in the expedition, the psychic waves of these unscrupulous residents are detected and the expedition wisely moves on, realizing that capture is impossible. Earn 4 VP's. Choose an expedition action.

\* If the neuroscanner is not in the expedition, go to 1189.

**029.** A large free-standing vine-like growth suddenly lunges at the expedition. It is a semi-biome carnivorous plant. If the expedition is surprised (see 8.1), conduct combat, with a shift of three columns to the left on the Combat Results Table. If the expedition is not surprised, choose an encounter strategy.

**030.** A clear globe of a maleable substance is found embedded in a pillar. A thick liquid gushes inside the sphere. The expedition may pass it by (choose an expedition action) or may investigate. Choose any one character in the expedition and compare his Intelligence Rating to the result of two dice.

\* If the dice result is less than the rating by more than one, the beautiful orb is successfully removed from the obelisk and placed in an energy cage. It may be taken back to the *Pandora*, if the expedition does not have a cage, implement the next result instead.

\* If the dice result is one less than, one greater than, or equal to the rating, the investigating character loses three Endurance Points when acidic liquid spurts out of the ruptured globe. If wearing an armor, it is damaged. If wearing armor, the break has no effect.

\* If the dice result is more than one greater than the rating, the sphere explodes, killing the investigating character. **Exception:** If wearing armor, it is damaged and character loses three Endurance Points.

After implementing the required result, choose an expedition action.

**031.** A large scorpion-like creature is disturbed in its underground lair by the expedition and leaps out to do something about it. If surprised (see 8.1), one character in the expedition (choose at random) is immediately killed, the deadly, flashing tail of the creature (even if wearing armor). Choose an encounter strategy. If not surprised, choose an encounter strategy.

\* **Combat:** The Combat Ratings of the neutrum and the expedition may now use against the armor sharp talons and shock-absorbing armor of the creature.

**032.** A seismic tremor jolts the party. Roll 2 dice to determine how many Damage Points the expedition receives. **Exception:** If all characters in the expedition are wearing armors one die is rolled. After applying the incurred result, choose an expedition action.

**033.** A saved, large fur-covered creature pounces on the expedition. It has a symbiotic relationship with the flower, which served as its food intake source until uprooted. The desperate creature attacks ferociously. Choose an encounter strategy (communication may not be chosen).

**034.** A delegation of 15-foot high quadrupeds materialize in front of the expedition. Each is armored with a scaly, ossilexoskeleton of a translucent plastic-like substance. Through parts of the coverings not embossed with symbols and colors, the complicated, bubbling internal systems of each ominous figure is suggested. Although there is no visible means of support, each alien is floating a few inches above the ground. One member of the group raises an appendage holding a glowing prism toward the expedition. The expedition may attempt to communicate (go to 1195), to fight (go to 1198), or to flee (go to 1204).

**035.** The expedition discovers a herd of mammoth, extinct creatures. One creature that has wandered off from the rest of the group is approached. Choose an encounter strategy.

\* **Communicate or Combat:** If all characters in the expedition are wearing armors or armors, resolve the encounter according to the paragraph indicated on the Encounter Strategy Table; otherwise, go to 1209.

Two E-cages are required to port this creature.

**036.** An exquisitely detailed sculpture made of a diamond-related mineral is found. It is 18 inches high, resembles an elegant fish-breathing life form and is obviously beyond practical use. It may be ported to the *Pandora* (weight of 3). Choose another expedition action.

**037.** The expedition discovers a sloth-like creature lazily munching on tree bark. Choose an encounter strategy.

\* **Combat:** The creature suddenly vanishes. If the scanner is in the expedition, the creature may be located

again. Roll two dice. If the dice result is less than the single highest Intelligence Rating in the expedition go to 1200. If the dice result is equal to or greater than the Rating or the scanner is not in the expedition, the creature has escaped; choose an expedition action.

**038.** A sudden increase in volcanic activity sends magma spurring toward the party. The intense heat and fiery rain cause the expedition to lose 12 Endurance Points (earned as the player sees fit). If the expedition is wearing armors, the expedition loses six Endurance Points only, which must be taken from bots and tools only. In either case, if the rover is present, it is damaged. After applying the incurred results, choose an expedition action.

**039.** The expedition encounters an amphibious swamp creature that stropped-legged beast blinks angrily at the party as they approach. Choose an encounter strategy.

\* **Any Strategy:** Roll one die. On a result of 1 through 4, go to the 1 indicated on the Encounter Strategy Table. However, after resolving the encounter, go to 1197. On a result of 5 or 6, go to 1205.

**040.** The expedition is greeted by a group of friendly reptilian sentients who communicate telepathically. The aliens gladly provide the characters with a short lesson in their physiology and social history in exchange for an agreement that no hostilities will be commenced. Five hours are expended. A number of VP's are earned. The Commander's Intelligence Rating (if in the expedition) is earned. If she is not present, 5 VP's are earned. Four extra VP's are earned if the holographer is in the expedition. No bot other than the expedition's alien city or structure hexes in this environment is allowed. Choose another expedition action. structure hexes in this environment is allowed. Choose another expedition action.

**041.** The silence is shattered by the wild leap of a white fur-covered creature. Its large, long limbs propel it with great speed. If surprised (see 8.1), conduct combat with a two column shift to the left on the Combat Results Table. If not surprised, choose an encounter strategy.

\* **Flee:** Go to 1216.

**042.** A colorfully decorated egg-like object the size of a cantelope is found. Whether it is natural or artificial cannot be ascertained. The expedition may pass it by (choose an expedition action) or may port it back to the *Pandora* (weight of 1). If the latter is chosen, roll one die.

\* On a result of 1 or 2, the object is easily carried. Choose an expedition action.

\* On a result of 3, 4, go to 1178.

\* On a result of 5 or 6, go to 1185.

**043.** The expedition encounters an immense, silicon-based monstrosity. Choose any encounter strategy. If combat must be conducted, only the combat strengths of any armors, specbots, and turbolaser in the expedition may be used. If the creature is captured, two E-cages are required to port it.

\* **Any Strategy:** One bot (determined at random) is pulverized by the massive creature. After the bot is destroyed (if any are in the expedition) the encounter is resolved using the result achieved on the Encounter Strategy Table.

**044.** The interstellar jump pushes an unexpected strain on the *Pandora*'s FTL systems. If the maintenance officer is aboard, roll two dice. If the result is less than or equal to his Intelligence Rating, one Tour Month is expended repairing the damage. If the result is greater than his Rating, a number of Tour Months equal to the difference is expended (up to a maximum of four). If the maintenance officer is not aboard, four Tour Months are expended repairing the damage. Proceed to use of the planet Table.

**045.** The expedition discovers a large tunneling insect. It has a carabid-like structure, recombed and scapitob ineffective in combat (each has capture and kill Combat Ratings of zero). Choose an encounter strategy.

\* **Communicate or Combat:** The creature disappears into its labyrinth of tunnels. It escapes and two hours are required to port it.

**046.** Star flares cause disturbances in faster-than-light travel routes; one extra Tour Month is expended for the current interstellar jump. Proceed to use of the Planet Table.

**047.** The Fuji 5000 Central Processor is on the blink. Before the planet that the *Pandora* is orbiting can be surveyed, the system must be put right. Subtract the Intelligence Rating of the science officer, the maintenance officer or the ground survey officer (whichever is higher) from nine. This represents the number of extra Tour Months expended getting the computer up and online. Proceed to use of the Planet Table.

**048.** The expedition discovers a butterfly-like creature nibbling on foliage. Its wings have a span of over 10 inches and are strengthened by a bird-like bone structure. Choose an encounter strategy.

\* **Communicate or Combat:** With a snap of its wings, the creature zips away. Choose an expedition action.

**049.** As the *Pandora* comes out of FTL, it encounters an asteroid storm. Subtract the Intelligence Rating of the commander, the navigator or the maintenance officer (whichever is higher) from nine. This represents the number of extra Tour Months expended repairing damage caused by the hurling planetoids. Proceed to use of the Planet Table.

**050.** All surviving characters, bots, tools, captured creatures and acquired artifacts are safe aboard the *Pandora*. Onboard Actions may be performed (see 4.5). Then conduct Interstellar Movement, checking to see if an encounter occurs (see 4.0, Procedure). Once completed, refer to the Planet Table.

**051.** An ameboid creature, about a foot in diameter, mysteriously floats by the expedition. Choose an encounter strategy.

\* **Any Strategy:** Using its unknown form of propulsion, the creature dips, darts and drifts away. Choose an expedition action.

**052.** One creature aboard the *Pandora* (determined at random) has life support needs not detected by *Pandora* exobiological analysis equipment. Despite the crew's efforts to discover the missing (or unhealthy) element in its artificial environment, the creature dies. Proceed to use of the Planet Table.

**053.** Expedition encounter.

\* A cliff or abyss hex is being explored, or was entered during hasty movement; 1 008.

\* An alien structure hex is being explored, or was entered during hasty movement; 1 004.

\* A flat hex is being explored or was entered during hasty movement, and the climate is saharan; 1 031.

\* The gravity is oppressive, and the climate is tropical; 1 153.

**054.** A feline-like predator leaps at the expedition from behind an outcrop of rock. If surprised (see 8.1), conduct combat, with a shift of two columns to the left on the Combat Results Table. If not surprised, choose an encounter strategy.

**055.** A malfunction in the jump-sleep revival mechanism causes permanent brain damage to one crew member (determined at random). All his Ratings are reduced by one, except for his Intelligence Rating, which is reduced by a number equal to the roll of one die. If his Intelligence Rating is now two or less, 4 VP's are lost and the character is no longer considered capable of fulfilling his duties. The character may be used on any expedition, but the officer function he performed no longer exists. Proceed to use of the Planet Table.

**056.** Expedition encounter.

\* If a hex adjacent to a flowing lava hex is being explored, or was entered during hasty movement; 1 038.

\* An alien structure hex is being explored, or was entered during hasty movement; 1 004.

\* A heavy vegetation hex is being explored or was entered during hasty movement; 1 027.

\* A flat hex is being explored or was entered during hasty movement and the hydrograph is 50% or 75%; 1 151.

**057.** The expedition discovers a creature composed entirely of energy, its presence made apparent by bright electric arcs emanating from a floating, organic "nucleus." Choose an encounter strategy.

\* **Communicate or Combat:** The creature zaps all bots in the expedition. Each bot is considered damaged by electrical energy. Subtract the science officer's Intelligence Rating from the Encounter Strategy Table.

**058.** Exposure to undetected extraterrestrial virus strains drives the science officer space crazy. If the science officer is not aboard, or no planet surface has yet been visited, ignore this event (proceed to use of the Planet Table). Otherwise, roll one die and subtract the result from the science officer's Intelligence Rating. A number of Endurance Points equal to this number must be lost by the other crew members (distributed as the Player sees fit). Roll the die again: On a result of 1, 2 or 3, go to 1 067. On a result of 4 or 5, go to 073. On a result of 6, go to 1 144.

**059.** Expedition encounter.

\* An alien structure hex is being explored, or was entered during hasty movement; 1 028.

\* A hex with a pond or marsh is being explored or was entered during hasty movement; 1 039.

\* A cave hex is being explored or was entered during hasty movement, and the hydrograph is 50% or 75%; 1 147.

**060.** The expedition discovers a sleeping saurian creature. The ten foot long bear struts as the party inspects it. Choose an encounter strategy.

\* **Combat:** The startled creature falls its liquid secreting claws wildly as it tries to defend itself. Go to **1180**.

**061.** After coming out of FTL, the *Pandora* is intercepted by a small fleet of renegade free traders who insist on inspecting her cargo. If the weapons officer is on board, roll two dice.

\* If the dice result is less than his Intelligence Rating, he skillfully uses the *Pandora*'s screen systems to repel the intruder's grappling beams and the *Pandora* succeeds in jumping away from the scavenger's ships. One extra month of Tour Time is expended. Proceed to use of the Planet Table.

\* If the weapons officer is not on board, or the dice result is equal to or greater than his Intelligence Rating, go to **1169**.

**062.** Expedition encounter.

\* An alien structure hex is being explored: **1 030**.

\* A light vegetation hex is being explored or was entered during hasty movement, and the gravity is heavy or oppressive: **1 179**.

\* A hill hex with no vegetation is being explored or was entered during hasty movement, and the gravity is heavy: **1 169**.

**063.** The expedition encounters a gargantuan sea-going reptile similar to the long extinct plesiosaur. If this creature is captured, three E-cages are required to port it. Choose an encounter strategy.

**064.** If the route of the current interstellar jump enters hex 14 (Opoplo) or any hex adjacent to it at any point, the *Pandora*'s sensors pick up a series of indecipherable transmissions from the planets. Galactic Survey Commission regulations require that the *Pandora* investigate. The course of the *Pandora* must be altered (if necessary) from the hex in which the transmission is received to Opoplo, and Tour Time expended is altered to fit the new destination. Consult **1 098** to determine the attributes of the planet, then organize an expedition to the planet's surface (see 5.0). Do not roll the die to determine which hex the expedition is placed in; instead place the party in hex 0817 and proceed to **1 076**. If the interstellar jump route does not pass within one hex of Opoplo, no interstellar event occurs, proceed on the planned course and use the Planet Table.

**065.** Expedition encounter.

\* An alien city hex is being explored, or was entered during hasty movement: **1 030**.

\* A cliff hex is being explored or was entered during hasty movement: **1 170**.

\* An underwater hex with vegetation is being explored or was entered during hasty movement: **1 075**.

**066.** A colorful mist suddenly makes ominous gestures. It is organic and carnivorous. There is no counter to represent this creature. Its attribute modifiers are: Intelligence, +2, Combat, +1, Aggression, +3, and Speed, +3. If the expedition is surprised (see 5.6), the party is surprised, with a shift of two columns to the left on the Combat Results Table. If the expedition is not surprised, choose an encounter strategy. This creature may not be captured (whether it surprises the expedition or not). If the holographer is in the expedition, four Victory Points are earned (unless the expedition chooses to flee).

**067.** The science officer's madness is temporary. After the expenditure of one month additional Tour Time, the virus runs its course and all is normal. Proceed to use of the Planet Table.

**068.** Expedition encounter.

\* An alien structure hex is being explored, or was entered during hasty movement: **1 030**.

\* A heavy vegetation hex is being explored: **1 173**.

\* A marsh is being explored: **1 181**.

**069.** The expedition discovers a long spindly humanoid. Its gurgling incoherence can be seen through translucent skin. Choose an encounter strategy.

\* **Communicate:** Roll one die. On a result of 1 to 3, go to **1 213**; on a result of 4 to 6, go to **1 217**.

\* **Combat:** Roll one die. On a result of 1 to 4, go to **1 220**; on a result of 5 to 6, go to **1 217**.

**070.** Roll two dice. If the dice result is...

\* two or more less than the Navigator's Intelligence Rating: skillful handling of the shuttle results in a safe landing with no structural damage.

\* one less than, equal to or one greater than the Navigator's Intelligence Rating: the shuttle is guided to a bumpy but safe landing. One bot (if any, determined as damaged) is damaged.

\* two or more greater than the Navigator's Intelligence

Rating: the shuttle crash-lands. The expedition immediately suffers five Damage Points (see 8.8).

After applying the results of the accident (if any), choose an expedition action.

**071.** Expedition encounter.

\* An alien structure hex is being explored: **1 042**.

\* The environment has a near weightless gravity: **1 051**.

\* The environment has a poisonous atmosphere: **1 043**.

**072.** The hard ground in front of the expedition suddenly becomes soft as indescribable blue life form eruptions from beneath the rock, its tendrils streaming in all directions.

\* If the expedition is surprised (see 8.1), conduct combat, with a shift of one column to the left on the Combat Results Table. If the expedition is not surprised, choose an encounter strategy. If a combat must be resolved during this encounter (either as a result of surprise or encounter strategy), see **1 206**.

\* **Flex:** The character with the lowest Speed Rating is seized by the creature. The character and the creature disappear underground, never to be seen again. The remainder of the expedition escapes. Choose an expedition action.

**073.** Roll two dice and compare the result to the medical officer's Intelligence Rating.

\* If the die result is equal to or less than the Intelligence Rating, the science officer's madness is cured. Proceed to use of the Planet Table.

\* If the die result is greater than the Intelligence Rating of the science officer, if he is not aboard, a cure for the science officer's affliction cannot be found; he is placed in suspended animation and may not be used for the remainder of the game. He is not considered killed but all his Endurance Points are lost. Proceed to use of the Planet Table.

**074.** Expedition encounter.

\* An alien structure hex is being explored, or was entered during hasty movement: **1 028**.

\* A flat hex is being explored, the gravity is heavy or oppressive: **1 009**.

\* A cave is being explored: **1 057**.

**075.** An aquatic creature of humanoid form darts toward the expedition. If surprised (see 8.1), conduct combat with the shift of two columns to the left on the Combat Results Table. If not surprised, choose an encounter strategy.

\* **Communicate:** The creature gives the expedition a larval life form and zips away. Go to **1 208**.

**076.** The shuttle has landed on a plain dotted with grass-like shrubs. Beneath the plain lies the source of the transmission. An alien structure is exposed to the underground in hexes 0715 and 1016. The climate is temperate. Deploy the characters, bots, and tools in the expedition display (see 5.6). Exploration of the landing hex is not required; any expedition action may be performed. The party may not leave the environment until hex 0715 or 1016 has been explored underground.

**077.** The expedition discovers a large starfish-like creature played across a rock. Choose an encounter strategy.

\* **Communicate:** If the neurocanner is in the expedition, go to **1 211**. If not, go to **1 016**.

\* **Combat:** Go to **1 215**.

**078.** Expedition encounter.

\* An alien structure hex is being explored: **1 006**.

\* A flat hex is being explored, and the climate is tropical: **1 009**.

\* A marsh, pond, or river hex is being explored and the climate is tropical: **1 005**.

**079.** The expedition encounters a large bear-like creature with patches of a natural exo-skeleton. Choose an encounter strategy.

**080.** Immediately after coming out of FTL, one creature aboard the *Pandora* (determined at random) suddenly evolves into a highly aggressive, powerful, intelligent being. If the creature's Intelligence and Combat Ratings are greater than 6, go to **1 81**. If its Combat Rating is above 7 and its Intelligence Rating is less than six, go to **1 82**. If its Combat Rating is 6 or 7 and its Intelligence Rating is less than six, go to **1 83**. If its Ratings fit none of the above categories, go to **1 84**. If no creature is aboard the *Pandora*, proceed to use of the Planet Table.

**081.** The creature easily escapes from its restraint pod, neutralizes all bots, kills all characters, and takes over the *Pandora* to fulfill a destiny unknown to us. The game is over.

**082.** The creature goes on a rampage of destruction, reducing the *Pandora* to a hunk of twisted metal as the creature and all aboard are killed. The game is over.

**083.** The creature destroys the pod in which it is restrained. He, and one third of the creatures aboard the *Pandora* (determined at random) are destroyed. Proceed to use of the Planet Table.

**084.** The creature wanders out of its restraint pod looking for a human. Roll two dice to compare the result to the specimen's combat or Intelligence Rating, whichever is higher. If the dice result is equal to or greater than the rating, the specimen is destroyed without doing harm. If the dice result is less than the Rating, the difference represents the number of characters (determined at random) that are killed before the creature is destroyed. Proceed to use of the Planet Table.

**085.** Orbiting Korkran. Gravity: Light. Atmosphere: Poison. Hydrograph: 75%. Geology: Quiet. Life Support Value: 1. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **1502**; 4, hex **121**; 5, hex **121**; 131; result 6, hex **0306**; 1 132.

**086.** Orbiting Picolo. Gravity: Near weightless. Atmosphere: Poison. Hydrograph: 25%. Geology: Quiet. Life Support Value: 2. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **0412**; 1 119; result 4,5 hex **0806**; 1 115; result 6, hex **1404**; 1 116.

**087.** Orbiting Suwathe. Gravity: Earth like. Atmosphere: Corrosive. Hydrograph: 75%. Geology: Quiet. Life Support Value: 2. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **1803**; 1 134; result 4,5 hex **1520**; 1 122; result 6, hex **0306**; 1 132.

**088.** Orbiting Opoplo. Gravity: Light. Atmosphere: Normal. Hydrograph: 50%. Geology: Quiet. Life Support Value: 0. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **1721**; 1 131; result 4,5 hex **1109**; 1 117; result 6, hex **1117**; 1 138.

**089.** Orbiting Mezo. Gravity: Earth like. Atmosphere: None. Hydrograph: 0%. Geology: Quiet. Life Support Value: 4. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **1109**; 1 117; result 4,5 hex **0806**; 1 124; result 6, hex **0806**; 1 115.

**090.** Orbiting Paleo. Gravity: Earth like. Atmosphere: Thin. Hydrograph: 0%. Geology: Active. Life Support Value: 4. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **1411**; 1 136; result 4,5 hex **0816**; 1 121; result 6, hex **1411**; 1 136.

**091.** Orbiting Biras. Gravity: Light. Atmosphere: None. Hydrograph: 0%. Geology: Active. Life Support Value: 4. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **1109**; 1 117; result 4,5 hex **0806**; 1 115; result 6, hex **1712**; 1 127.

**092.** Orbiting Maphisto. Gravity: Light. Atmosphere: Normal. Hydrograph: 0%. Geology: Active. Life Support Value: 2. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **1513**; 1 118; result 4,5 hex **1002**; 1 133; result 6, hex **0413**; 1 128.

**093.** Orbiting New Alto. Gravity: Light. Atmosphere: Thin. Hydrograph: 0%. Geology: Quiet. Life Support Value: 3. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **0412**; 1 119; result 4,5 hex **0806**; 1 124; result 6, hex **0909**; 1 126.

**094.** Orbiting Korkran. Gravity: Earth like. Atmosphere: Normal. Hydrograph: 50%. Geology: Quiet. Life Support Value: 0. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **1803**; 1 134; result 4,5 hex **1520**; 1 122; result 6, hex **1117**; 1 138.

**095.** Orbiting Picolo. Gravity: Near weightless. Atmosphere: None. Hydrograph: 25%. Geology: Quiet. Life Support Value: 3. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **0806**; 1 124; result 4,5 hex **0213**; 1 137; result 6, hex **1502**; 1 125.

**096.** Orbiting Suwathe. Gravity: Heavy. Atmosphere: Poison. Hydrograph: 100%. Geology: Active. Life Support Value: 1. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **0302**; 1 132; result 4,5 hex **0306**; 1 132; result 6, hex **0504**; 1 114.

**097.** Orbiting Opoplo. Gravity: Oppressive. Atmosphere: Poison. Hydrograph: 50%. Geology: Quiet. Life Support Value: 4. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **1404**; 1 116; result 4,5 hex **1320**; 1 138; result 6, hex **1117**; 1 138.

**098.** Orbiting Mezo. Gravity: Heavy. Atmosphere: Thin. Hydrograph: 25%. Geology: Quiet. Life Support Value: 2. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **1109**; 1 117; result 4,5 hex **0806**; 1 124; result 6, hex **0412**; 1 119.

**099.** Orbiting Paleo. Gravity: Heavy. Atmosphere: Normal. Hydrograph: 25%. Geology: Active. Life Support Value: 1. If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex **1513**; 1 118; result 4,5 hex **1120**; 1 129; result 6, hex **0413**; 1 128.

**100. Expedition encounter.**

- \* The landing hex is being explored: 1 002.
- \* An alien structure hex is being explored: 1 006.
- \* A vegetation hex is being explored and the gravity is heavy or oppressive: 1 207.
- \* A heavy vegetation hex is being explored and the atmosphere is thin: 1 005.

**101. Orbiting Birsa. Gravity: Earth like. Atmosphere: Thin. Hydrograph: 0%. Geology: Active. Life Support Value: 3.** If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex 1109, 1 117; result 4,5 hex 1712, 1 127; result 6, hex 0908, 1 126.

**102. Orbiting Mephisto. Gravity: Earth like. Atmosphere: Poison. Hydrograph: 0%. Geology: Active. Life Support Value: 4.** If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex 1002, 1 133; result 4,5 hex 1513, 1 118; result 6, hex 1411, 1 138.

**103. Orbiting New Alto. Gravity: Earth like. Atmosphere: Normal. Hydrograph: 25%. Geology: Active. Life Support Value: 1.** If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex 0412, 1 119; result 4,5 hex 1106, 1 141; result 6, hex 1520, 1 120.

**104. Orbiting Korkran. Gravity: Heavy. Atmosphere: Normal. Hydrograph: 100%. Geology: Quiet. Life Support Value: 0.** If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex 0306, 1 132; result 4,5 hex 0302, 1 123; result 6, hex 0504, 1 114.

**105. Orbiting Picole. Gravity: Light. Atmosphere: Thin. Hydrograph: 80%. Geology: Quiet. Life Support Value: 3.** If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex 1002, 1 133; result 4,5 hex 1409, 1 116; result 6, hex 0213, 1 137.

**106. Orbiting Suwathe. Gravity: Heavy. Atmosphere: Corrosive. Hydrograph: 50%. Geology: Active. Life Support Value: 3.** If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex 1502, 1 125; result 4,5 hex 1712, 1 127; result 6, hex 0615, 1 126.

**107. Orbiting Oposlo. Gravity: Oppressive. Atmosphere: Corrosive. Hydrograph: 0%. Geology: Quiet. Life Support Value: 4.** If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex 0806, 1 115; result 4,5 hex 1106, 1 141; result 6, hex 0909, 1 126.

**108. Orbiting Meko. Gravity: Heavy. Atmosphere: Poison. Hydrograph: 50%. Geology: Active. Life Support Value: 3.** If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex 0412, 1 119; result 4,5 hex 1411, 1 138; result 6, hex 1320, 1 139.

**109. Orbiting Paleo. Gravity: Heavy. Atmosphere: Corrosive. Hydrograph: 0%. Geology: Active. Life Support Value: 4.** If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex 0614, 1 121; result 4,5 hex 1002, 1 133; result 6, hex 1411, 1 138.

**110. Expedition encounter.**

- \* An alien city hex is being explored, or was entered during hasty movement: 1 028.
- \* A flat or hill hex is being explored and the gravity is near weightless: 1 159.
- \* An abyss hex is being explored: 1 176.

**111. Orbiting Birsa. Gravity: Heavy. Atmosphere: Poison. Hydrograph: 0%. Geology: Active. Life Support Value: 4.** If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex 1712, 1 127; result 4,5 hex 1109, 1 117; result 6, hex 0808, 1 135.

**112. Orbiting Mephisto. Gravity: Heavy. Atmosphere: Poison. Hydrograph: 25%. Geology: Active. Life Support Value: 3.** If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex 1120, 1 129; result 4,5 hex 1513, 1 118; result 6, hex 1411, 1 138.

**113. Orbiting New Alto. Gravity: Heavy. Atmosphere: Poison. Hydrograph: 50%. Geology: Active. Life Support Value: 3.** If the planet will be explored, see 5.0. Roll one die: Die result 1-3, hex 1404, 1 116; result 4,5 hex 1120, 1 129; result 6, hex 1320, 1 139.

**114. The shuttle has set down on the surface of the world. No land is in sight. Instruments show that below the surface there is lush vegetation and many artificial structures. All exploration must be conducted while submerged (see 6.7). Deploy the characters, bots, and tools in the expedition Display (see 5.6) and explore the landing hex.**

**115. The shuttle has set down on a flat barren expanse with bleak hills and mountains rising to the west. The climate is arctic. Add one to the life support value. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**116. The shuttle has set down on a grassy clearing surrounded by a dense forest. The sound of running water is heard to the southeast. The climate is temperate. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**117. The shuttle has set down on hard, cold ground shielded from a glacier originating far to the east by a snow hill. All alien city hexes are considered glacial ice hexes. The climate is arctic. Add one to the life support value. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

(see 5.6) and explore the landing hex.

**118. The shuttle has set down on the edge of a solidified lava flow. To the west, an active volcano spills across the landscape. The climate is temperate. Add one to the life support value. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**119. The shuttle has landed at the foot of a massive mountain with a flat top. The alien structure in hex 0310 does not exist. The climate is temperate. Add one to the life support value. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**120. Expedition encounter.**

- \* An alien structure hex is being explored: 1 006.
- \* A cave hex is being explored and the atmosphere is thin or none: 1 181.
- \* A flat or hill hex is being explored, the gravity is earth-like and the climate is not arctic: 1 060.

**121. The shuttle has set down on a perfectly flat, endless plain, disturbed only by a canyon to the east. No vegetation is in the area. The climate is saharan. Add one to the life support value. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**122. The shuttle has set down on a dry clearing surrounded by sluggish rivers and swamps. To the west, these waters flow into a large lake. The climate is tropical. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**123. The shuttle is floating on the surface of an ocean stilled by the giant mesa-like mountain to the west is topped with an artificial dome. The climate is tropical. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**124. The shuttle has set down on a hard plain with barren hills and mountains rising to the west. The climate is temperate. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**125. The shuttle has set down on a fern covered hill. Thick foliage surrounds the hill and a river is seen down steep slope. The climate is tropical. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**126. The shuttle has landed on a barren plain at the edge of a seemingly endless ice field. Far to the east, the glint of bright metal juts from the whiteness. All alien city hexes except hex 1012 are considered glacial ice hexes. The climate is arctic. Add one to the LSV. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**127. The shuttle has landed on a gnarled patch of solidified lava, with molten rock on either side originating from a small dome to the east and a mammoth cone to the west. The climate is temperate. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**128. The shuttle has set down on a barren plain. A huge mountain fills the view from the west. Its top is flat and hosts three constructed towers of unknown origin. No vegetation exists in the area. The climate is saharan. Add one to the LSV. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**129. The shuttle has set down on a plain dotted with patches of shrubs. A canyon with a river at its bottom lies just west. The caves do not exist. The climate is tropical. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**130. Expedition encounter.**

- \* The gravity of the planet is near weightless or oppressive: 1 188.
- \* An alien city hex is being explored, or was entered during hasty movement: 1 042.
- \* An underwater hex is being explored or was entered during hasty movement: 1 142.

**131. The shuttle has set down next to a stream running into marshland. Further west, the muddy waters turn into a still sea. The climate is temperate. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**132. The shuttle is floating on the surface of an ocean surrounded by tall growths of vegetation shooting out of the water. All heavy vegetation hexes are considered heavy vegetation above the surface, as well as below the surface. No alien city hexes are considered glacial ice hexes. The climate is tropical. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**133. The shuttle has landed on a barren slope surrounded by mountains. An angled valley leads east through the peaks to a bleak plain. The caves in hexes 1101, 1102 and 1103 do not exist. The climate is saharan. Add one to the LSV. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**134. The shuttle has set down atop an ivy covered slope. A heavy mist over the region prevents further visual information. The climate is tropical. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**135. The shuttle has set down on a snow field surrounded by hills and ice patches. Conglomerations of colorful metal and stone-like structures run south and west to the horizon. They appear to converge far to the east. The climate is arctic. Add one to the LSV. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**136. The shuttle has set down on hardened lava. A steamy glow covers the area. The glow of molten rock is seen to the west. The climate is tropical. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**137. The shuttle has set down on a plain dotted with crawling insects. The giant mesa-like mountain to the west is topped with an artificial dome. The climate is tropical. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**138. The shuttle has set down on a plain, west of a canyon. Areas of grass-like vegetation break up the area's flatness. The climate is temperate. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**139. The shuttle has landed on ice-covered ground next to a frozen river. Thick fog blankets the area. Far to the west an ocean is heard. All rivers are considered frozen and all marsh hexes are considered glacial ice. The climate is arctic. Add one to the LSV. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**140. Expedition encounter.**

- \* An alien city hex is being explored: 1 006.
- \* A marsh hex is being explored and the atmosphere is normal or poisonous: 1 003.
- \* A glacial ice hex is being explored or was entered during hasty movement and the gravity is earth-like: 1 170.

**141. The shuttle has set down on a flat, lifeless ground. A dense fog covers the area. The climate is temperate. Deploy the characters, bots, and tools in the Expedition Display (see 5.6) and explore the landing hex.**

**142. The shuttle has set down on an orange, multi-colored predator. If the creature is a predator (see 14.1), conduct combat, with a shift of two columns to the left on the Combat Results Table. If the creature does not surprise the expedition, choose an encounter strategy.**

**143. Expedition encounter.**

- \* An alien city hex is being explored: 1 006.
- \* A flat hex with light vegetation is being explored and the hydrograph is 10% or less: 1 003.
- \* A cave hex is being explored or was entered during hasty movement, and the atmosphere is poisonous or corrosive: 1 162.

**144. The science officer dies of his mysterious affliction, despite extensive treatment. Roll one die to determine how long the creature spends in its lair before succumbing to the futility attempt to save his life (treat a roll of 5 or 6 as no months expended). Furthermore, if the medical officer's Intelligence Rating is six or less or he is not aboard, the virus has infected another crew member (determined at random). Go to paragraph 058, substituting the newly infected character for the science officer. If the medical officer's Intelligence Rating is seven or greater, proceed to use of the Planet Table.**

**145. The expedition discovers a bipedal winged insect. The three foot high creature is grazing. Choose an encounter strategy.**

**146. Communicate or Combat:** The creature attempts to flee. Determine its Speed Rating. Only those characters and bots with Speed Ratings greater than the creature's may initiate combat (even if the communication strategy was chosen).

**146. Expedition encounter.**

- \* An alien structure hex is being explored: **1 030**.
- \* A cave hex is being explored: **1 045**.

\* A hill hex with light vegetation is being explored or was entered during hasty movement, and the gravity is heavy: **1 179**.

**147.** The expedition suddenly discovers that they are surrounded by a colony of tiny, meat-eating tunnel-worms. If the expedition is surprised (see 8.1), each character not wearing an armor immediately loses a number of Endurance Points equal to the roll of one die (roll once for each character). If the character is wearing an armor, subtract one from the die result (the armor is considered damaged if the character loses any Endurance Points). If the science officer is present, subtract two from each die result. If the ground survey officer is present, subtract two from each die result. All these subtractions are cumulative. After implementing the above results, or if the expedition is not surprised, go to **1 212**.

**148.** Roll two dice and compare the result to the single highest Intelligence Rating of a character aboard the shuttle.

\* If less than the Intelligence Rating, the shuttle crashlands. The expedition immediately suffers five Damage Points.

\* If equal to or greater than the intelligence Rating, the shuttle crashlands and sinks. The expedition immediately suffers twelve Damage Points.

After applying the Damage Points, choose an Expedition Action.

**149.** The expedition is suddenly confronted by a ten-foot tall fur-covered multi-limbed humanoid. If the expedition is surprised (see 8.1), conduct combat with a shift of one column to the left on the Combat Results Table. If the expedition is not surprised, choose an encounter strategy.

**150. Expedition encounter.**

- \* An alien structure hex is being explored: **1 030**.
- \* A cave is being explored and the gravity is light or earth-like: **1 045**.
- \* A solid lava hex is being explored or was entered during hasty movement: **1 162**.

**151.** The expedition encounters a large eight-legged bear-like creature. Long shaggy fur and long legs. If surprised (see 8.1), conduct combat with a shift of two columns to the left on the Combat Results Table. If not surprised, choose an encounter strategy.

**152.** One character in the expedition (determined at random) suffers a viral seizure as a result of organisms in the environment and is reported to the commander of the expedition. Choose an expedition action. **Exceptions:** \* If the medkit and the medical officer (unless the victim) are both in the expedition, the organisms are successfully removed from the victim, who must lose two Endurance Points. Two hours are expended.

\* If the medkit or the medical officer is in the expedition, the organism is controlled and the victim is sedated. The victim's Endurance Level is now 1 and may only be raised aboard the *Pandora*. The victim must be ported for the duration of the expedition. Four hours are expended.

**153.** A hideous glow of glowing jelly, propelled by powerful tentacles rears up in front of the expedition. If the expedition is surprised (see 8.1), conduct combat with a shift of one column to the left on the Combat Results Table. If the expedition is not surprised, choose an encounter strategy. If any combat is conducted with this creature (whether surprised or not) and a D or E Combat Result is obtained, every character in the expedition is killed and consumed.

**154. Expedition encounter.**

- \* An alien city hex is being explored: **1 040**.
- \* A flat hex with light vegetation is being explored and the atmosphere is normal: **1 156**.
- \* A flat hex is being explored and there is no atmosphere: **1 167**.

**155.** Destructive elements in the atmosphere cause the bots in the expedition to deteriorate.

\* If the atmosphere is *poisonous* and the maintenance officer is in the expedition, one Endurance Point must be removed from any one bot during each supply check for the remainder of the expedition.

\* If the atmosphere is *poisonous* and the maintenance officer is in the expedition, the *MeatO* is not in the expedition, *six* Endurance Points must be removed from any bots during each supply check for the remainder of the expedition.

\* If the atmosphere is *poisonous* and the *MeatO* is not in the expedition, *six* Endurance Points must be removed from any bots during each supply check for the remainder of the expedition. Choose an expedition action.

**156.** The expedition spots a large winged mammalian creature flying lazily in circular patterns. It stays near the ground. Choose an encounter strategy.

\* **Communication or Combat:** If the ambot or the turbolaser is present, the frightened creature soars away; choose an expedition action. If neither of these items are present, go to **1 223**.

**157. Expedition encounter.**

\* An alien city hex is being explored, or was entered during hasty movement: **1 038**.

\* A glacial ice hex is being explored, or was entered during hasty movement: **1 072**.

\* A light vegetation hex is being explored, or was entered during hasty movement, and the atmosphere is normal: **1 054**.

\* The geology of the planet is active: **1 032**.

**158.** The creature is intelligent and friendly. It telepathically relates a sad tale of a great civilization that once mastered this planet. It is the lone survivor. Five VP's are earned. Two additional VP's are earned for each of the following in the expedition: the commander, the neuro-scanner and the holographer. The alien is left to his memories. Choose an expedition action. Any other intelligent alien life encountered in this environment is ignored.

**159.** The expedition discovers a large insect-like creature entirely covered with a hard, reflective carapace. Choose an encounter strategy. If combat is conducted, the creature's exterior repels the beam of the turbolaser; its Combat Ratings may not be used.

**160. Expedition encounter.**

- \* An alien structure hex is being explored: **1 036**.
- \* A flat hex is being explored, there is vegetation in the environment and the gravity is heavy: **1 060**.
- \* The atmosphere is corrosive and the climate is saharan: **1 153**.

**161.** The expedition is confronted by a group of five-foot tall bipedal insects. There is no counter for these sentients and they are not recorded on the Creature Attribute Log. Roll one die to determine how many creatures are in the group (treat a die result of 1 or 2 as one). Each individual creature has a modifier of +3 for each of its four attributes. The expedition may attempt to communicate (go to **1 222**) or to fight (go to **1 225**). Escape is impossible.

**162.** The expedition encounters a two-foot tall humanoid creature. Its unchangeable jaw allows its mouth to be used twice as often as a normal mouth. The creature is lined with row upon row of teeth and other sharp protrusions. If surprised (see 8.1), go to **1 226**. If not surprised, and the Ground Survey Officer is present, choose an encounter strategy. If the ground survey officer is not in the expedition, roll two dice. The result is added to the single highest Intelligence Rating of a character in the expedition, choose an encounter strategy. If the result is equal to or greater than the rating, go to **1 226**.

**163.** The shuttle is about to be devoured by a colony of hardy metal-loving insects. If a character were present, he would easily drive them off with magnetic repellant. Alarm systems in the shuttle send an alert to the expedition. If they are able to return to the shuttle before the next supply check, the creatures are repelled before serious damage is done; choose an expedition action. If this move cannot be made in time, the shuttle is eaten. The characters (only) in the expedition returned to the *Pandora* by rescuecraft. Go to **1 050**. No further planet exploration is possible at all.

**164.** One of the peaks in the mountains being explored is smooth-sided. Slight but steady expansions and contractions in its size are detected; it is alive. As the expedition aspects it, tentacles suddenly sprout from its sides. There is no counter for this creature. Its modifiers are: Intelligence, +2; Combat, +1; Aggression, +1; Speed, \*. The creature may not be captured. Choose one of the following strategies.

- \* **Communicate:** Roll one die. On a result of 1-4, go to **1 214**; on a result of 5 or 6, go to **1 221**.
- \* **Combat:** Roll one die. On a result of 1 or 2, go to **1 218**; on a result of 3 or 4, go to **1 221**; on a result of 5 or 6, the entire creature vanishes. Choose an expedition action.
- \* **File:** Go to **1 221**.

**165. Expedition encounter.**

\* An alien structure hex is being explored: **1 036**.
- \* A light vegetation hex is being explored and the gravity is earth-like: **1 145**.

\* A flat hex is being explored or was entered during hasty movement and the hydrograph is 25%: **1 151**.

**166.** If the gravity is near weightless, carelessness sends members of the party tumbling near and far. If the gravity is oppressive, a deceptively gentle slope feels members of the party. In either case, roll two dice to determine how many Damage Points the expedition incurs. If the Ground Survey Officer or the Reconitor is in the expedition, only one die is rolled. If the rover is present, Damage Points

must be applied to it first; if any Damage Points remain, they are assigned as follows:

\* If the characters are wearing Environments, all Damage Points must be taken as character Endurance loss. The Environment of each character that loses Endurance in this manner is considered damaged.

\* If the characters are wearing Environments, all Damage Points must be taken as supply loss or bot and tool Endurance Point Loss.

After applying the incurred result, choose an expedition action.

**167.** The expedition discovers what appears to be a metallic sculpture of an antelope-like creature. After expending one hour to inspect the seemingly lifeless statue, it winks and vanishes. Choose an encounter strategy. The netgun and the stunbomb have no Combat Strength (capture or kill) against this creature.

**168. Expedition encounter.**

\* The Supply Modifier of a *pand* has been used at any point during the current expedition: **1 152**.

\* An alien city hex is being explored: **1 036**.

\* A glacial ice hex is being explored or was entered during hasty movement: **1 041**.

\* A flat hex with no vegetation is being explored or was entered during hasty movement, and the atmosphere is normal: **1 066**.

**169.** Ships from the unregistered fleet attach themselves to the *Pandora*. The commander attempts to bargain with the pirates in the hopes that they will be satisfied with a small part of the cargo. If the commander is on board, roll two dice.

\* If the dice result is less than the Intelligence Rating by more than one, the criminals are duped by a gift of useless surplus and computer printers, and go their merry way. Proceed to use of the Planet Table.

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**176.** The expedition discovers a massive network of tundra and web-like strands stretching from rock face to rock face. The multi-colored crazy-organized cords form a single living entity awaiting unsuspecting prey. There is no danger to represent this creature. The creature may not be captured, nor may it harm the expedition (as long as they don't wander into the strands). If the holographer is in the expedition, three VP's are earned. Choose an expedition action.

#### 177. Expedition encounter.

\* An alien city hex is being explored, or was entered during heavy movement: **1 042**.

\* A mountain hex is being explored, or was entered during heavy movement, and the gravity is near weightless or light: **1 007**.

\* A vegetation hex is being explored, or was entered during heavy movement, and the climate is tropical: **1 149**.

**178.** The object is an egg that breaks open soon after it is picked up, hatching a vicious little creature. Roll one die: on a result of 1 or 2, go to **1 142**; on a result of 3 or 4, go to **1 159**; on a result of 5 or 6, go to **1 162**.

**179.** A huge, feathered four-legged beast charges the expedition. A forbidding collection of sharp horns protrudes from its head. It is surprised (see 8.1), one character (determined at random) is ripped apart by the deadly horns (even if wearing the armor). Choose an encounter strategy. If not surprised, choose an encounter strategy.

#### Combat: Go to 1 227.

**180.** One character (determined at random) is gored by a poison dew claw. Roll two dice to determine the number of Endurance Points the character immediately loses. If the medical officer is in the expedition, subtract three from the dice result. If the medkit is in the expedition, subtract three from the dice result. If the character is wearing an enviroir, subtract two from the dice result (the enviroir is then damaged). All these modifiers are cumulative. If the character is wearing an armor, he loses no Endurance Points. After applying the required result, go to **1 017**.

**181.** The expedition discovers a small creature that appears to be a mixture of a rodent and a wingless bird. Choose an encounter strategy.

\* Communicate: If the neuroscanner is in the expedition, go to **1 230**. Otherwise, go to **1 016**.

#### 182. Expedition encounter.

\* The shuttle is in a hex not occupied by a functioning character: **1 153**.

\* An alien city hex is being explored: **1 036**.

\* A mountain or cliff hex is being explored or was entered during heavy movement, and the climate is arctic: **1 041**.

\* The atmosphere is corrosive: **1 043**.

**183.** All-out combat with the pirates is the only choice left. Roll one die.

\* On a result of 1-3 the pirates are driven off. Roll two dice to determine how many Endurance Points the characters must lose (assigned to the characters as the player sees fit). One extra Tour Month is expended repairing slight damage to the *Pandora*. Proceed to use of the Planet Table.

\* On a result of 4 or 5, go to **1 191**.

\* On a result of 6, the pirates trash the *Pandora* and capture or kill all characters. The game is over.

#### 184. Expedition encounter.

\* The atmosphere is poisonous or corrosive, and at least one bot is in the expedition: **1 155**.

\* An alien structure hex is being explored: **1 042**.

\* A hill hex is being explored or was entered during heavy movement, and the climate is saharan: **1 031**.

\* A heavy vegetation hex is being explored or was entered during heavy movement: **1 029**.

**185.** The object is an alien communication device that is activated and self-destructs when disturbed by the expedition. Roll one die: on a result of 1 to 3, go to **1 161**; on a result of 4 to 6, go to **1 034**.

#### 186. Expedition encounter.

\* An alien structure hex is being explored: **1 042**.

\* A heavy vegetation hex is being explored or was entered during heavy movement and the atmosphere is normal: **1 027**.

\* The expedition is not submerged or underground and the gravity is light: **1 051**.

**187.** Roll two dice once for each character and bot in the expedition. If the dice result is greater than the character or bot's Speed Rating, the character or bot is destroyed by searing laser-like beams emitted from the structure. If the rover is in the expedition, all characters and bots are considered to have a minimum Speed Rating of 8. Two is subtracted from every dice roll. The "turbolaser" in the expedition. Two is subtracted from every dice roll if the scanner is in the expedition. Two is subtracted from each

dice roll for a character that is wearing an armor. After completing all dice rolls and implementing the required action, choose an expedition action.

#### 188. Expedition encounter.

\* An unexplored alien city anywhere in the enviroir: **1 034**.

\* A marsh hex is being explored or was entered during heavy movement, and the atmosphere is poisonous or corrosive: **1 039**.

\* An underwater hex is being explored or was entered during heavy movement: **1 142**.

**189.** After putting the characters in the expedition in amnesia: hypnosis, the pesky unseen hosts use trap doors, trick walls, grappling beams and other methods of stealth to relieve the expedition of their equipment. Roll one die to determine the number of bots or tools that are pilfered. Bots must be lost first, then tools (except the rover, armors and enviroirs) determined at random. The items are not missed by the expedition until well after leaving the hex. Choose another expedition action.

#### 190. Expedition encounter.

\* An alien city hex is being explored: **1 172**.

\* A heavy vegetation hex is being explored: **1 037**.

\* A mountain hex is being explored and there is no atmosphere: **1 164**.

**191.** After a hard-fought battle, the pirates retreat. One die is rolled to determine how many characters (chosen at random) are killed. One of every type of tool and bot that possesses a Kill Combat Rating is lost (cross off one box for each on the *Pandora* Crew Log). Roll one die to determine how many extra tour months are expended repairing the *Pandora*. If the maintenance officer is still alive, two is subtracted from the dice result. Proceed to use of the Planet Table.

#### 192. Expedition encounter.

\* An alien city hex is being explored: **1 161**.

\* A heavy vegetation hex is being explored and the gravity is light: **1 037**.

\* A mountain or cliff hex is being explored and there is no atmosphere: **1 159**.

**193.** The dense living structure can only be neutralized by cutting into its circuit-like brain system.

\* If the turbolaser is in the expedition, use the Intelligence Rating (only) of any one character in the expedition to determine the column that is referred to on the Combat Results Table (instead of a differential). Resolve combat, with only kill results possible. After applying any required results to the expedition a small piece of the structure may be ported back to the *Pandora* (weight of 3). Choose another expedition action.

\* If the turbolaser is not present, the expedition suffers an immediate loss of ten Endurance Points and must then attempt to flee; go to **1 187**.

#### 194. Expedition encounter.

\* An alien city hex is being explored: **1 172**.

\* A liquid hex is being explored: **1 063**.

\* A river hex is being explored and the climate is tropical: **1 069**.

**195.** The aliens are obviously of a far superior intellect and quickly discern the nature of the expedition. They communicate together in high-pitched tones for a moment. Roll one die. Subtract one from the result for each of the following in the expedition: The commander, the science officer and the neuroscanner.

\* If the die result is 1 or less, the aliens grant the expedition permission to continue their explorations, as long as no alien structure or city hex in the enviroir is entered (after leaving the currently occupied one). If this edit is broken while in the enviroir, the player must immediately go to **2 110**. Seven VP's are earned. Choose an expedition action.

\* If the die result is 2, 3 or 4 the glowing prism flares and all turbolasers, specibots, netguns and stunbombs in the expedition cease to exist. The edit listed above is then declared. Six VP's are earned. Choose another expedition action.

\* If the die result is 5 or 6, the prism explodes. Go to **2 110**.

#### 196. Expedition encounter.

\* An alien city hex is being explored: **1 161**.

\* A glacial ice hex is being explored and the gravity is light or earth-like: **1 079**.

\* A vegetation hex is being explored and the climate is temperate: **1 048**.

**197.** One character in the expedition (determined at random) is covered by a parasitic fungus that formerly resided on the Allidion. The character will lose one Endurance Point during each Supply Check until the expedition returns to the *Pandora* (where sophisticated equipment will cure him). If the character is wearing an armor, the infection does not occur. Choose an expedition action.

#### 198. Expedition encounter.

\* An alien city hex is being explored: **1 040**.

\* An underwater hex is being explored: **1 077**.

\* A vegetation hex is being explored and the atmosphere is normal: **1 079**.

**199.** The light from the prism increases as the expedition brings its weapons to bear on the enemy. Roll one die.

\* If the die result is 1, the weapons do not function. Go to **1 195**.

\* If the die result is 2 or 3, the prism flares and all turbolasers, specibots, netguns, stunbombs and all Supply Points in the enviroir cease to exist. Five VP's are earned. Choose an expedition action.

\* If the die result is 4, the prism emits a blinding flash. All bots, all equipment except armors and enviroirs, and all Supply Points in the enviroir cease to exist. Five VP's are earned. Choose an expedition action.

\* If the die result is 5, the prism explodes. Go to **2 110**.

#### 200. Expedition encounter.

\* An alien city hex is being explored: **1 028**.

\* An underwater hex with cliffs or an abyss is being explored: **1 077**.

\* A light vegetation hex is being explored and the atmosphere is thin or normal: **1 035**.

**201.** Outfitted, checked and rechecked, the *Pandora* departs from the Watkins Memorial Exploration Depot in the Creighton System. The FTL drive is activated and the mission heads for the first planet in its assigned exploration sector (the area shown in the Interstellar Display). Choose a planet on the display and conduct Interstellar Movement. Proceed to use of the Interstellar Event occurs (see 4.0). Once completed, refer to the appropriate row of the Planet Table to determine the next paragraph.

#### 202. Expedition encounter.

\* An alien city hex is being explored: **1 034**.

\* A flat hex with light vegetation is being explored and the gravity is earth-like: **1 035**.

\* Molten lava is in the enviroir and the climate is saharan: **1 057**.

**203.** The pirates will depart if they are given one of every type of bot and tool aboard the *Pandora*. If this sounds reasonable, cross off one box for each bot and tool on the *Pandora* Crew Log and proceed to use of the Planet Table. If this does not sound reasonable, go to **1 183**.

**204.** The aliens show no sign of movement as the expedition begins its retreat. Roll one die.

\* If the die result is 1, the aliens do not pursue. The expedition may continue its explorations. However, if any alien structure or city hex in the enviroir is subsequently entered, the expedition must immediately go to **2 110**. Five VP's are earned. Choose an expedition action.

\* If the die result is 2 or 3, the aliens easily alter their positions, blocking all routes of escape. If the rover is in the expedition, it ceases to exist. Go to **1 195**.

\* If the die result is 4 or 5, the expedition is imprisoned and studied by the aliens for one Tour Month. After expending this time, the aliens transport the entire expedition (and any creatures captured) to the shuttle, but all Supply Points are confiscated. Five VP's are earned. Choose an expedition action.

\* If the die result is 6, the glowing prism explodes; go to **2 110**.

**205.** The creature's Aggression Rating is actually +2. Using the chosen strategy, roll the die and refer to the proper column of the Encounter Strategy Table again, to determine the next referred to. Ignore "1".

**206.** Combat with the Unithalo is resolved in two rounds. In the first round, the combat results are read as follows (instead of as listed on the Table):

\* A: no effect, proceed to the second round of combat.

\* B: one character (determined at random) loses three Endurance Points. If this causes the character to die, the creature's Combat Rating is increased by three for the second round of combat.

\* C: one character (determined at random) is consumed. The creature's Combat Rating is increased by three for the second round of combat.

\* D or E: two characters (determined at random) are consumed. The creature's Combat Rating is increased by five for the second round.

After completing the first round, recalculate the combat differential. Then conduct the second combat round using the normal combat results.

**207.** The expedition discovers an unusually beautiful flower resembling an orchid. Its petals are slowly opening and closing. There is no counter representing this specimen. The petal may be easily opened and taken by the expedition for three Victory Points. If this is done however, one die must be rolled. On a die result of 1-3 (or if the plant is not taken), choose an expedition action. On a die result of 4-6, go to **1 033**.



**206.** If the science officer is in the expedition, the larval form may be taken back to the *Pandora* at no risk; two Victory Points are earned. If the science officer is not in the expedition, roll one die. If the die result is 3-4, the larval form dies, no VP's are earned. If the die result is 4-6, the larval form suddenly metamorphosizes into a deadly, ferocious manta-like creature. Choose an encounter strategy.

**209.** One character (determined at random) suddenly enters into convulsions. The creature's limbs stiffen while the expedition attempts to aid the stricken character, who has been infected by a germ indigenous to the alien herd. The character immediately loses two Endurance Points and each time a Supply Check occurs during this expedition, the infected character loses an additional Endurance Point. (Exception: If the medical officer is in the expedition, this loss is not assessed.) Furthermore, no character in the expedition may gain Endurance Points (by being healed, see 6.9) until aboard the *Pandora*. (Exception: If the medical officer is in the expedition, all characters except the infected character may gain Endurance Points.) Choose an expedition action.

**210.** All characters in the environment are instantaneously transported to the shuttle, which is ready for lift-off. All bots, tools, captured creatures and Supply Points in the environment have vanished. Five VP's are earned (unless already earned for encountering this alien). Choose an expedition action (return to *Pandora* is strongly recommended).

**211.** The Garbist contacts the expedition telepathically, requesting that the explorers move on. Four Victory Points are earned. If the holographer is in the expedition, another two VP's are earned. Choose an expedition action.

**212.** The expedition may attempt to capture one of these pests. If the science officer is present, a worm is successfully captured. If he is not present, roll two dice. If the die result is less than the single highest Intelligence Rating in the expedition, a worm is successfully captured. Unless the actually captured, no VP's may be earned for learning the creature's attributes. After attempting capture (or if capture was not attempted), choose an expedition action.

**213.** The Glassman's attempts at communication make it obvious that it possesses a greater than primitive intelligence. The Galactic Survey Commission Code prohibits capture of the creature. If the neuroscanner is in the expedition, four Victory Points are earned. If the Holographer is in the expedition, two VP's are earned. If the science officer is in the expedition, two VP's are earned. These VP's are cumulative. The creature wanders off. Where it came from and where it goes remains a mystery. Choose an expedition action.

**214.** The creature slowly fades away, from the bottom up. Finally, all that remains is its apex, which glitters before it too disappears. If the holographer is in the expedition, three VP's are earned. If the neuroscanner is in the expedition, two VP's are earned. Choose an expedition action.

**215.** The Garbist emits a mental force field that damages all bots and tools in the expedition. If already damaged, a tool or bot is not affected. After implementing the required results, conduct combat.

**216.** The Abornid buds quickly after the expedition. As the rover is being used, or at the characters' discretion, armors, conduct combat. If the expedition is on foot, the character with the lowest Speed Rating that is not wearing an Armor is leapt upon and torn apart by the beast. The creature then scrambles speedily away. Choose an expedition action.

**217.** The Glassman is much more hostile and intelligent than assumed. It suddenly produces a high-energy weapon and destroys one character and one bot in the expedition (determined at random). If there are no bots in the expedition, one character (only) is killed. After applying these losses, roll combat with the creature. Combat is conducted. The Glassman's combat modifier is considered to be +3 (instead of +1 as printed on the counter).

**218.** Conduct kill combat. If the turbolaser is in the expedition, all "B", "C" and "D" combat results are treated as an "A" result with the following exception: The turbolaser is considered destroyed. All "A" and "E" combat results are treated normally. If the turbolaser is not in the expedition, shift two columns to the left on the Combat Results Table. All Damage Points incurred must be taken as character Endurance Point loss.

**219.** Careful study of the mushroom reveals that it is intelligent and secretes a corrosive, deadly poison when threatened with. The growth may not be captured. If the neuroscanner is in the expedition, three VP's are earned.

If the holographer is in the expedition two VP's are earned. Roll one die to determine how many expedition hours are expended then choose an expedition action.

**220.** The Glassman attempts to escape; determine its Speed Rating. If this Rating is equal to or greater than the single highest Speed Rating among the members of the expedition, the creature escapes; choose another expedition action. If the creature's Speed Rating is less than the high Speed Rating, conduct combat.

**221.** The creature emits a powerful psionic force field that renders all characters in the expedition unconscious. Roll one die to determine how many expedition hours pass before the characters come to. The Intelligence Rating of every character in the expedition is permanently reduced to six (adjust the *Pandora* Crew Log). The creature has vanished. Choose an expedition action.

**222.** Determine the Aggression Rating of one of the creatures.

\* If the rating is four or less, all the creatures leave in a hurry. Four VP's are earned. Go to T 231.

\* If the rating is 5-8, the creatures are open to communication. A number of VP's equal to the commander's Intelligence Rating is earned. If there is not in the expedition, four VP's are earned instead. One VP is earned if the neuroscanner is present. One VP is earned if the holographer is present. No further exploration of alien city or structure happens in this environment is allowed. Choose an expedition action.

\* If the rating is nine or higher, two more creatures join the hostile-looking group. Go to T 225.

**223.** The aeron swoops down, grabs a bot (determined at random) and zooms away. If there are no bots in the expedition, the creature decks one character as if soars by the character, determined at random, loses two Endurance Points. The creature disappears in the distance; choose an expedition action.

**224.** The character chosen to investigate the mushroom is sprayed by a corrosive, deadly poison. If he is wearing an environment, it is damaged. Until returned to the *Pandora*, the character will lose three Endurance Points during each Supply Check. If the medical officer or the medkit is in the expedition, the character loses only two Endurance Points each Supply Check. If the medical officer or the medkit is in the expedition, the character loses only one Endurance Point each Supply Check. All Damage Points incurred as a result of wearing an armor, the poison has no effect. Choose an expedition action.

**225.** Determine the Combat Rating of each creature in the group and add all these ratings together. Conduct kill combat (only) using this combined total as the creature's Combat Rating. All Damage Points incurred as a result of combat must be taken as Endurance Point Loss. If an "E" combat result is incurred, the creatures are killed at a cost of twelve Damage Points. If the expedition survives the combat, five VP's are earned. Go to T 231.

**226.** The Orakoid has a taste for metal and quickly rips the rover to pieces (it is destroyed). If the rover is not present, the creature consumes one bot (determined at random). Choose an encounter strategy. The netgun has no Combat Rating (capture or kill) against this creature.

**227.** Conduct combat, with the following changes to the combat results:

A, B: No change. All Damage Points incurred must be taken as character Endurance Point loss.

C, D or E: The glooper tears one character to pieces (determined at random). The listed result is then applied. All Damage Points incurred must be taken as character or bot Endurance Point loss.

**228.** The creature, the imbibitor survivor of a lost civilization, is concerned that the expedition is somehow to blame for the demise of its world, and has set a suicidal trap. An unseen lever is pulled and the walls and the ceiling of the hallway collapse inward. Roll two dice for each bot and character in the expedition. If the die result is less than or equal to the bot or character's Speed Rating, he/she it escapes the falling structure. If the die result is greater than a bot's Speed Rating, it is destroyed. If the die result is greater than a character's Speed Rating, he immediately loses a number of Endurance Points equal to the difference. If the rover is present, it may not be used to aid escape, and is automatically destroyed. If any characters survive the disaster, five VP's are earned. Choose an expedition action. Any other intelligent alien encountered in this environment is ignored.

**229.** As the expedition retreats, the monke follows. It keeps up a steady but shows absolutely no signs of hostility. The friendly critter allows itself to be easily captured, if the player wishes. One expedition hour is expended. Choose an expedition action.

**230.** The expedition finds that the radrod has some sort of mental powers. If further study is not desired, leave the creature and choose an expedition action. Otherwise, roll

two dice. If the result is less than the Intelligence Rating of any one character in the expedition (player's choice), three extra VP's are earned and the creature is easily captured (one expedition hour is expended). If the result is equal to or greater than the rating, the neuroscanner and the creature are destroyed by the creature's brain waves and the chosen character immediately loses two Endurance Points and is rendered unconscious. Roll two dice to determine how many expedition hours pass before the character is revived. If the science officer is chosen to study the radrod, two is subtracted from the initial dice roll. After implementing the incurred result, choose an expedition action.

**231.** The race to which the encountered creatures belong are now aware of the expedition and are not feeling friendly. Each time the expedition enters an alien structure or urban hex, or is required to undergo a Supply Check in this environment, one die must be rolled. If the die result is a 1 or 2, the entire expedition is ambushed and destroyed by local security forces. Choose an expedition action.

**232.** The *Pandora* docks at Watkins Memorial; its voyage is completed. Calculate the Victory Point total (see 6.9) to see how well the crew completed the requirements of their mission.

## Inventory of Game Parts

Each game of *Voyage 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  
Voyage of the Pandora  
257 Park Avenue South  
New York, N.Y. 10010

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Michael Moore, Bob Ryer

[4.2] **Interstellar Event Table**

DIE	1 NR	Each time interstellar movement is conducted, the player determines if an interstellar event occurs (see 4.0, Procedure). If one does occur, two dice are rolled and the result is applied to this table to determine the next paragraph (1) referred to.
2	080	
3	061	
4	055	
5	049	
6	046	
7	001	
8	044	
9	047	
10	052	
11	058	
12	064	

[4.3] **Planet Table**

PLANET	1,2	DIE 3,4	5,6
Korkran	085	094	104
Picole	086	095	105
Suwathe	087	096	106
Opoplo	088	097	107
Mezo	089	098	108
Paleo	090	099	109
Birss	091	101	111
Mephisto	092	102	112
New Alto	093	103	113

After the *Pandora* is moved to a planet by interstellar movement, the player rolls one die and cross-references the die result with the planet the *Pandora* is now orbiting to determine the paragraph next referred to.

[5.8] **Port Capacity Chart**

GRAVITY	SHUTTLE	POWER	CHARACTER BOT/DROID
Near Weightless	120	50	P × 2
Light	100	40	P + 2
Earth-like	80	30	P
Heavy	60	20	P - 2
Oppressive	30	-	1/2 P

When preparing an expedition, use this chart to determine how the gravity of the planet affects the port capacity of the shuttle, the rover, and each unit with a Port Rating.

**Notes:** (1) **P:** The printed Port Rating of the unit. A tool with a zero Port Rating always has a zero Port Rating. (2) The rover may not be used on a planet with oppressive gravity. (3) When the expedition is submerged (see 6.7), or the rover is being used on the surface of a liquid hex, the gravity is considered to be one category lighter than listed for the planet for purposes of determining port capacity (e.g., heavy gravity would be considered earth-like). (4) When a character is wearing an envigor or armor, his Port Rating is considered to be that of the rig. (5) The Port Rating of a character in a thin atmosphere is reduced by one (the character is wearing a respirator).

[6.4] **Exploration Matrix**

2ND DIE	1	2	3	4	5	6
1	053	056	059	062	065	068
2	071	074	078	120	100	110
3	130	140	143	146	150	154
4	157	160	165	168	171	174
5	177	182	184	186	188	190
6	192	194	196	198	200	202

Roll one die to determine the column used. Roll one die again to determine the row used. The column and row are cross-referenced to yield the number of the next paragraph referred to.

**Die Modifiers:** (1) If hasty movement has just been conducted, one is subtracted from each die result. A modified result of less than 1 is treated as 1. (2) If an alien city hex is being explored for the second time (see 6.2), one is added to each die result. A modified result of greater than 6 is treated as 6.

[6.6] **Terrain Effects Chart**

SUPPLY MODIFIER	TERRAIN TYPE	Hours Expended to:		
		ENTER ON FOOT	ENTER BY ROVER	EXPLORE
+1	Flat	1	1/2	2
+1	Hill	2	1	3
+2	Mountain	3 <sup>A</sup>	2	5
+3	Cliffs	5 <sup>A</sup>	P	8
-1	Light Vegetation	-	-	2
-2	Heavy Vegetation	2	2	5
0	Abyss	-	-	2
+3	Cave	2	P	3
-1	River	-	-	2
-1	Pond	-	-	1
-1	Liquid Surface	4	1	5
+1	Liquid Submerged	4	1	6
-1	Marsh	2	P	5
+3	Glacial Ice	2	1	3
-	Flowing Lava	P	P	P
+4	Solid Lava	2	2	4
-	Alien Structure	-	-	2
+2	Alien City	1	1	10

When a hex is entered, the **on foot** or **rover** column is used to calculate the number of hours expended. When a hex is entered and explored, the **explore** column is used. When a hex is entered and explored, the **on foot** or **rover** column and the **explore** column are used. The **supply modifier** column is used whenever a **supply check** is conducted. **P:** Entry prohibited. **(-):** No effect or not applicable. **A:** If the expedition has the climbkit, a mountain hex costs 2 and a cliff hex costs 3 (no effect on rover movement and exploration). If **fog** is in the environ, each hex costs 1 extra to enter and 2 extra to explore.

[8.2] **Encounter Strategy Table**

DIE	COMMUNICATE	CAPTURE	OR FLEE
-1	010	011	012
0	013	014	015
1	013	014	015
2	016*	017*	018*
3	019	020	018
4	019	020	018
5	016*	017*	018*
6	016	023	021
7	022	023	021
8	025	026	024

When directed to use this table, choose one of the listed strategies and roll one die. Cross-referencing the die result with the chosen strategy will yield the next paragraph that is referred to. \*See 8.3

**Modifiers to Die Result:** (1) If communication is chosen, add the creature's Intelligence modifier and subtract the absolute value of its Aggression modifier. (2) If capture or kill is chosen, add the creature's Intelligence and Aggression modifiers to the die result. (3) If flee is chosen, add the creature's Aggression modifier to the die result.

#### [8.4] Creature Rating Table

DIE	RATING
2,3	1
4	2
5	3
6	4
7	5
8	6
9	7
10	8
11	9
12	*

Roll two dice and add the modifier for the rating to be determined (found on the creature's counter) to the dice result. If the modifier is underscored, it is subtracted from the dice result instead. The number listed under the modified dice result is the rating for that attribute. \*Roll one die again (the modifier is not applied). On a result of 1 or 2, the rating is 9; on 3 or 4, it is 10; on 5, it is 11; on a 6, it is 12.



Note that underscored modifiers are subtracted

### [8.6] Combat Results Table

Combat Differential										
DIE	-4 or less	-2 or -3	-1	0	+1	+2 or +3	+4 or +6	+7 or +10	+11 or more	
1	D	C	C	B	B	A	A	A	A	
2	D	D	C	C	B	B	A	A	A	
3	E	D	D	C	C	B	B	A	A	
4	E	E	D	D	C	C	B	B	A	
5	E	E	E	D	D	C	C	B	B	
6	E	E	E	D	D	C	C	C	B	

Determine the combat differential (see 8.5). Roll one die, cross-referencing the die result with the proper differential column to yield a result. Any column shifts to the right beyond the **+11** column, or to the left beyond the **-4** column are ignored.

**Combat Results** (see 8.7 for further explanation):

**A:** Creature is killed or captured (as declared), 1 Damage Point is incurred.

**B:** Creature is killed, 2 Damage Points; **or** creature is captured, 4 Damage Points.





















**C:** Creature is killed, 4 Damage Points; **or** creature is captured, 8 Damage Points.





















**D:** Creature is killed, 8 Damage Points; **or** creature escapes capture, 8 Damage Points.





















**E:** Creature escapes kill, 8 Damage Points; **or** creature escapes capture, 12 Damage Points.





















The **Voyage of the Pandora** counters are reproduced here to aid players in reproducing lost or mutilated counters.





















**Voyage of the Pandora Counter Section Nr. 1 (100 pieces):** Front  
Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in games: 1

 33058	 32656	 32766	 43778	 N/A	 N/A	 N/A	 N/A	 N/A	 N/A
 32667	 32669	 42656	 N/A	 N/A	 N/A	 N/A	 N/A	 N/A	 N/A

 2111	 0111	 2313	 0002	 2000	 2000	 0000	 0000	 0000	 N/A
 1113	 2233	 3113	 0002	 0020	 1000	 1000	 1000	 1000	 1000

 3113	 3133	 3120	 1112	 2222	 0223	 3123	 2333	 1103	 1233
 1123	 0100	 0111	 2221	 1234	 2302	 3222	 0303	 0000	 1323

 2113	 2433	 2122	 2321	 0013	 2203	 N/A	 N/A	 N/A	 N/A
 2301	 0311	 1011	 1121	 2311	 2223	 N/A	 N/A	 N/A	 N/A

 N/A	 N/A	 N/A	 N/A	 N/A	 N/A	 N/A	 N/A	 N/A	 N/A
 N/A	 N/A	 N/A	 N/A	 N/A	 N/A	 N/A	 N/A	 N/A	 N/A

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333P41

**Voyage of the Pandora Counter Section Nr. 1 (100 pieces): Back**

[illegible]



# Voyage of the Pandora Counter Section Nr. 1 (100 pieces): Front

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CO ★ 33558	MedO ⚔ 32656	GSO ☂ 32766	WO ✂ 43778	Specbot 7 9 6 3 7 7	Ambot 1 9 2 9 3 3	Armorig 4 +9 4 8 4 7	Armorig 4 +9 4 8 4 7	Armorig 4 +9 4 8 4 7	Armorig 4 +9 4 8 4 7
Nav ⚓ 32667	MntO ⚙ 32669	SO ⚓ 42656	Tour Time (months)	Reconbot 4 9 4 3 5 5	Imrebot 2 9 3 3 4 4	Stunbomb 6 1 4 0 0 0	Stunbomb 6 1 4 0 0 0	Netgun 5 2 2 0 0 0	Climbkit 0 2 0 0 0 0

Erequito 🐱 2 1 1 1	Scorsaur 🐉 0 1 1 1	Decapus 🦋 2 3 1 3	Neuroscan 0 2 0 0 0 0	Turbolaser 4 2 8 0 0 0	Botkit 0 3 0 0 0 0	Toolkit 0 2 0 0 0 0	Medkit 0 2 0 0 0 0	Scanner 0 2 0 0 0 0	Holographer 0 2 0 0 0 0
Allidon 🐼 1 1 1 3	Ivy Five 🌿 2 2 3 3	Drado 🦋 3 1 1 3	Paraboid 🦋 0 0 0 2	Pover 0 20 0 10 0 10	E-cage 0 1 0 0 0 0	E-cage 0 1 0 0 0 0	E-cage 0 1 0 0 0 0	E-cage 0 1 0 0 0 0	E-cage 0 1 0 0 0 0

Crusher 🐉 1 3 1 1	Bisape 🦋 3 3 3 3	Unithalo 🦋 1 1 2 0	Armeette 🦋 1 1 1 2	Dodicon 🐉 2 2 2 2	Acrcat 🐉 0 2 2 3	X-Wasp 🦋 3 1 1 2	Florist 🦋 2 3 3 3	Aquan 🐉 1 1 0 3	Reeler 🐉 1 2 3 3
Fastitomite 🐉 1 1 2 3	Eleboid 🐉 0 1 0 0	Curder 🐉 0 1 1 1	Folisaur 🐉 2 2 2 1	Garbrist 🐉 1 2 3 0	Shelf 🐉 2 3 0 2	Spiker 🐉 3 2 2 2	Nessie 🐉 0 3 0 3	Promite 🐉 0 0 0 0	Abomnid 🐉 1 3 2 3

Snoup 🐉 2 1 1 3	Ornifty 🦋 2 0 2 3	Glassman 🦋 2 1 2 2	Ursamax 🐉 2 3 2 1	Bubbler 🐉 0 0 1 3	Aeron 🦋 2 2 0 3	Living Structure 🦋 9 9	Alien Weapon 🦋 1 0 9 0	Globe 🌞 0 0	Shuttle 🚀
Mirror Fly 🦋 2 3 0 1	Oraboid 🦋 0 3 1 1	Ironhorn 🦋 1 0 1 1	Monoke 🦋 1 1 2 1	Glosser 🐉 2 3 1 1	Radrod 🐉 2 2 2 3	Sculpture 🦋 0 0	Egg 🦋 0 0	Pandora 🦋 0 0	On Foot 🦋 0 0

Expdtn Time (hours)	Shuttle Supply 🚀	Gravity ⬇	Hydrgrph Geology Quiet	Climate	Explored	Explored	Explored	Explored	Explored
Expdtn Supply 🚀	Under Ground	Atmsphr ☂	Life Support	Explored	Explored	Explored	Explored	Explored	Explored



# Voyage of the Pandora Counter Section Nr. 1 (100 pieces): Back

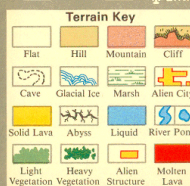
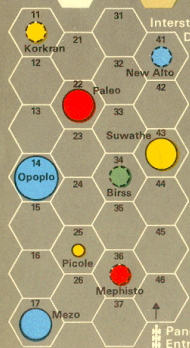
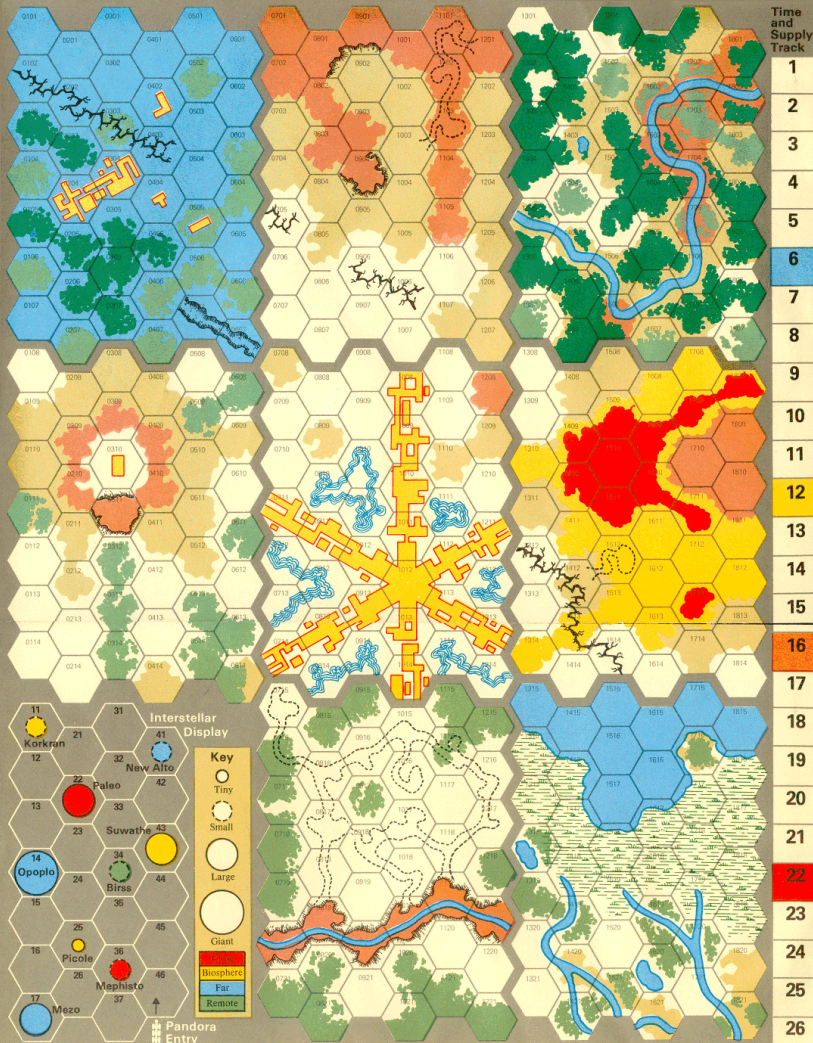
Armorig Damgd	Armorig Damgd	Armorig Damgd	Armorig Damgd	Ambot Damgd	Specbot Damgd	WO Enviorig 4 3 11 7 7	GSD Enviorig 3 2 11 6 5	MedO Enviorig 3 2 10 5 5	CO Enviorig 3 3 9 5 7
Climbkit Damgd	Netgun Damgd			Imrebot Damgd	Reconbot Damgd	Tour Time Exceeded	SO Enviorig 4 2 10 5 5	MntO Enviorig 3 2 10 6 8	Nav Enviorig 3 2 10 6 6

Holographer Damgd	Scanner Damgd	Medkit Damgd	Toolkit Damgd	Botkit Damgd	Turbolaser Damgd	Neuroscan Damgd	142	060	145
					Rover Damgd	051	007 +5 VP	029 +3 VP	039

208	075 +2 VP	033 +3 VP	005 +2 VP	054 +2 VP	003	045	072 +3 VP	149 +5 VP	043
041	147	063 +4 VP	031	079	077	027	035	057 +2 VP	009

	030 5 VP	006 5 VP	004 6 VP	156 +2 VP	153	151 +2 VP	069 +3 VP	048	037
		042 5 VP	036 6 VP	181	179	170	167 +2 VP	162	159

Explored Undergrnd Submergd	Explored Undergrnd Submergd	Explored Undergrnd Submergd	Explored Undergrnd Submergd	Explored Undergrnd Submergd	Climate FOG	Hydrgrph Geology Active		
Explored Undergrnd Submergd	Explored Undergrnd Submergd	Explored Undergrnd Submergd	Explored Undergrnd Submergd	Explored Undergrnd Submergd	Explored Undergrnd Submergd		Submergd	



**Planet and Environ Attribute Track**

Gravity:	Near Weightless	Light	Earth-Like	Heavy	Oppressive
Atmosphere:	None	Thin	Normal	Poison	Corrosive
Hydrograph	0	25%	50%	75%	100%
Life Support	0	1	2	3	4
Climate:	Arctic	Temperate	Tropical	Saharan	-



# VOYAGE OF THE B.S.M. PANDORA

