SAUCER ESCAPE
A Spacemen and Scribbles Adventure

Humanity had explored the stars, colonized other worlds, and was finally at peace…until Fermi's Paradox was erased from the history books when the Libertarian Union of Planets was attacked by an alien race bent on the subjugation of humankind. It began with abductions and terror attacks, and eventually exploded into all-out interstellar war. One of the most decorated spacefaring warriors that Humanity had to offer, Commander Deckard, set off with his crew to follow a damaged alien orb-saucer back to its home world using experimental technology. Humanity is nothing if not lucky, and the impossibly large, moon-sized vessel was actually a command and control vessel which housed the Alien's leader, a Hivemind which telepathically controlled the entirety of the alien species.

Before the stoic human crew could react, their ship was hit with a plasma bolt and heavily damaged. They had no choice but to crash land in one of the biospheres within the alien ship, hoping to find and capture or kill the Hivemind. Unfortunately, their ship was destroyed and the only chance to get home would be to fuel and launch the Escape Pod.

This is their story.

REQUIRED MATERIALS
1 Sharp pencil with a good eraser
4 six-sided dice
This book
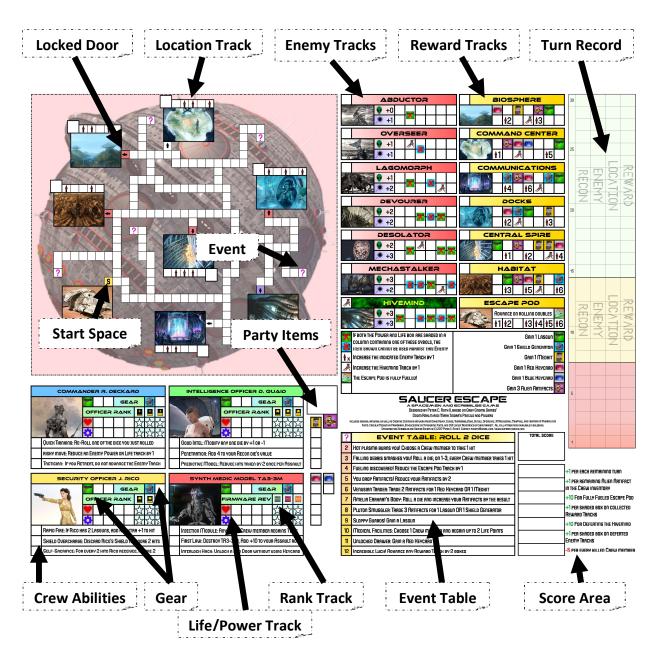A printed copy of the game sheet

OBJECT OF THE GAME
In 30 turns, kill all six of the Enemy leaders, kill the Hivemind, and fuel your Escape Pod. Saucer Escape is a score-based solo game and thus the better you do, the higher your score will be.

SETUP

Roll 3 dice until each has an unique value, then do the following:

1. Choose one of the dice and assign that value to the top Enemy Track, writing that number in the box left of the enemy's name. Continue down the list, writing the next number.
2. Do the same with the Reward Track, which is the column of boxes to the left of the enemies.
3. For the last die, write that number into the large box in your Party Items area – that is the number of Alien Artifacts you begin the game with.
4. For each Crew Member, darken one of the three Crew Ability boxes.
5. Finally, write each number in the Reward Track into the box on each matching image on the map. This will help you easily find them while playing the game.

KEY AREAS OF THE GAME SHEET

Labeled areas: Locked Door, Location Track, Enemy Tracks, Reward Tracks, Turn Record, Event, Start Space, Party Items, Crew Abilities, Gear, Life/Power Track, Rank Track, Event Table, Score Area

Enemy Tracks (left column):
- ABDUCTOR — +0 / +1
- OVERSEER — +1 / +1
- LAGOMORPH — +1 / +2
- DEVOURER — +2 / +2
- DESOLATOR — +2 / +3
- MECHASTALKER — +3
- HIVEMIND — +3 / +3

Reward Tracks (right column):
- BIOSPHERE — ↑2 / ↑3
- COMMAND CENTER — ↑1 / ↑5
- COMMUNICATIONS — ↑4 / ↑6
- DOCKS — ↑2 / ↑3
- CENTRAL SPIRE — ↑1 / ↑2 / ↑4
- HABITAT — ↑3 / ↑5 / ↑6
- ESCAPE POD — Advance on rolling doubles ↑1 ↑2 / ↑3 ↑4 ↑5 ↑6

Legend:
- If both the Power and Life box are shaded in a column containing one of these symbols, the item shown cannot be used against this enemy
- Increase the indicated Enemy Track by 1
- Increase the Hivemind Track by 1
- The Escape Pod is fully fueled!

Rewards:
- Gain 1 Lasgun
- Gain 1 Shield Generator
- Gain 1 Medkit
- Gain 1 Red Keycard
- Gain 1 Blue Keycard
- Gain 3 Alien Artifacts

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A SPACEMAN AND SCRIBBLES GAME
Designed by Peter C. Ruth II, based on Grey Gnome Games'
Doom Realm and Mark Andre's Pencils and Powers

Includes original artwork, as well as Creative Commons artwork from David Revoy, Corelixs, TheKrakelenZirk, Satkulo, Openicons, JTKRecruiting, MtnPixel, and creators at Pixabay.com. Fonts: Carolus (Medium) by PrimaGraph, Ethnocentric by Typodermic Fonts, and DSF Locust Resistance by Chris Garrett. All Full attribution is available in rulebook. Spaceman and Scribbles and Saucer Escape is (C) 2017 Peter C. Ruth II. Contact: pcruth@gmail.com / www.superfuncircus.com

Crew Members:

COMMANDER R. DECKARD
GEAR / OFFICER RANK
- Quick Thinking: Re-Roll one of the dice you just rolled
- Risky Move: Reduce an Enemy Power or Life track by 1
- Tactician: If you Retreat, do not advance the Enemy Track

INTELLIGENCE OFFICER D. QUAID
GEAR / OFFICER RANK
- Good Intel: Modify any one die by +1 or -1
- Penetration: Add 4 to your Recon die's value
- Predictive Model: Reduce hits taken by 2 once per Assault

SECURITY OFFICER J. RICO
GEAR / OFFICER RANK
- Rapid Fire: If Rico has 2 Lasguns, add an extra +1 to hit
- Shield Overcharge: Discard Rico's Shield to ignore 2 hits
- Self-Sacrifice: For every 2 hits Rico receives, reduce 2

SYNTH MEDIC MODEL TA3-3M
GEAR / FIRMWARE REV
- Injection Module: Any Crew member regains 1...
- First Law: Destroy TA3-3M, Add +10 to your Assault ro...
- Interlock Hack: Unlock a Door without using Keycard...

EVENT TABLE: ROLL 2 DICE

Roll	Event
2	Hot plasma burns you! Choose a Crew member to take 1 hit
3	Falling debris smashes you! Roll a die; on 1-3, every Crew member takes 1 hit
4	Fueling discovered! Reduce the Escape Pod Track by 1
5	You drop Artifacts! Reduce your Artifacts by 2
6	Venusian Trader: Trade 2 Artifacts for 1 Red Keycard OR 1 Medhit
7	Amelia Earhart's Body: Roll a die and increase your Artifacts by the result
8	Pluton Smuggler: Trade 3 Artifacts for 1 Lasgun OR 1 Shield Generator
9	Sloppy Guards! Gain a Lasgun
10	Medical Facilities: Choose 1 Crew member and regain up to 2 Life Points
11	Unlocked Drawer: Gain a Red Keycard
12	Incredible Luck! Advance any Reward Track by 2 boxes

Score Area:

TOTAL SCORE

- +1 Per each remaining turn
- +1 Per remaining Alien Artifact in the Crew inventory
- +10 For fully fueled Escape Pod
- +1 Per shaded box on collected Reward Tracks
- +10 For defeating the Hivemind
- +1 Per shaded box on defeated Enemy Tracks
- -5 Per every killed Crew member

Turn Record (right side): REWARD / LOCATION / ENEMY / RECON (repeated), with numbers 30, 25, 20, 15, 10, 5, 1

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HOW TO PLAY

Each turn, you will roll all four dice and then assign each one to a different area by darkening boxes in different areas. With the exception of Recon, you can only affect the Enemy, Location, or Reward Track that matches the value of the die assigned to that area. As you assign the dice, be sure to write the assignment in the appropriate box in the Timer Track.

Recon: Darken boxes on the map which are adjacent to previously explored boxes.
Location Track: Darken a box, from left to right, in the assigned Location's track.
Enemy Track : Darken a box, from left to right, in one of the assigned Enemy's tracks.
Reward Track: Darken a box, from left to right, in the assigned Reward's track.

➢ If you roll doubles, immediately darken the leftmost available box in the Escape Pod track, moving you one step closer to escaping the alien nightmare.
➢ You may buy re-rolls of individual dice **ANY TIME YOU ROLL ANY DIE, FOR ANY REASON,** by spending Artifacts or by using the Commander's Quick Thinking power if you have it unlocked. Each use or purchase allows you to re-roll <u>one die</u>, but you can spend as many Artifacts or Power points as you are able to buy additional re-rolls of the same die or different dice.
➢ If you cannot assign a die, or choose to assign a die to an area that is already filled, you may do so without penalty. This comes in handy to slow the buildup of Enemy strength, but it also doesn't advance anything, potentially costing you points.

After assigning the dice and taking the appropriate actions, you may then choose to do additional actions, in any order you wish, as many times as you wish or are able:

Use an Ability: Darken a box on a Crew member's Power Track to use an unlocked Ability.Power points are an exceedingly valuable commodity; <u>they are never regained once used</u>.
Use a Medkit: If you have Medkits available in your Party Items, simply choose a Crew member to regain one Life point then erase a darkened box from that Life track as well as one box in the Medkit track.
Trade Gear : While only the living can trade gear, if you wish to assign a Lasgun or Shield Generator to a different Crew Member, simply erase the box containing a Lasgun or Shield Generator and darken a box for the same item on the other Crew member's.
Advance a Crew Member: If you wish to increase the Rank of a Crew member, you must spend 7 Artifacts. After spending the Artifacts and recording the new value, simply darken the leftmost box in that Crew member's Rank track, and choose a new Ability to unlock by darkening that box as well. Each Rank entitles that Crew member to an additional Life and Power point as well.
Assault an Enemy: When it comes time to kill an enemy, this is the action you take to do it. You may attempt as many Assaults as you wish on a turn, provided you have explored the space adjacent to the Location it occupies on the map. The entrance to this Location is indicated with a black arrow, and in five of the seven Locations on the map, a door is required to be unlocked to access it. See "ASSAULT" on page 5 for details.
Escape the Saucer: If your Escape Pod is fully fueled, you may choose to Escape at any point, thereby ending the game.

RECON

Recon is the main exploration mechanic in all Spacemen and Scribbles games, and is used to advance your Crew's position on the map. Unlike board games where you move from one space to another, you are able to travel freely within boxes that are darkened, in effect being at all of the explored areas at any given time, simultaneously. ***To assign a die toward Recon, simply darken a number of boxes, up to the value of the assigned die or none at all, that are adjacent to either the Start space or an already darkened box.***

- ➤ If you darken one or more Events during your Recon action, after darkening all boxes and prior to assigning other dice, you **must** roll two dice, totaling the result and referring to the Event Table to determine the outcome of the Event, for each Event you triggered during exploration. Once an Event is explored, it may never be explored again.
- ➤ If you plan to explore an Event, you should assign the Recon die last so that the other dice are spent and you don't need to remember their values to continue the turn.
- ➤ If you wish to darken a box that contains a Red or Blue Door, <u>you must first reduce your Red or Blue Keycard track by 1</u>. Once a door is opened, it is open forever.
- ➤ You may, at any time during your exploration, use any Crew Abilities to modify your Recon die's value.

LOCATION TRACKS

When assigning a die to the Location track, you are essentially adding to the number of Artifacts you'll recover at that Location when the Enemy who occupies it is killed. ***To assign a die to a Location Track, simply darken the leftmost box on the Location Track whose number matches the die you assigned.***

- ➤ If the space you darken has an Arrow symbol, you must increase either the Life or Power track belonging to Enemy whose number matches the Location you chose.

ENEMY TRACKS

Assigning a die to an Enemy Track makes the enemy either harder to kill or do more damage to you. In addition, some spaces on some tracks will disable some of your gear temporarily or strengthen the Hivemind. ***To assign a die to an Enemy Track, simply darken the leftmost available box in one of the two tracks that belong to the Enemy whose number matches the die you assigned.***

- ➤ The top track for each Enemy is their Life points, and the bottom track is their Power points.
- ➤ <u>A Life or Power track can never be more than 2 spaces fuller than the other</u>. For example, if you assign a die an Enemy whose Life track is 4 and whose Power track is 2, you could not increase the Life track to 5; you could only raise the Power track to 3.
- ➤ If the Power and Life tracks on an Enemy Track are darkened and "sandwich" the Lasgun Negation or Shield Negation icon, you may not use one of the illustrated items when battling that Enemy.
- ➤ If the Claw icon is ever darkened, you must immediately darken a box in either the Hivemind's Life or Power track.

REWARD TRACKS

When assigning a die to the Reward track, you are essentially adding to the number of items recovered at that Location when the Enemy who occupies it is killed. ***To assign a die to a Reward Track, simply darken the leftmost box on the Reward Track whose number matches the die you assigned.***

➢ If the space you darken has an Arrow symbol, you must increase either the Life or Power track belonging to Enemy whose number matches the number of that box. If a Claw icon is ever darkened, you must immediately darken a box in either the Hivemind's Life or Power track.

ASSAULTING AN ENEMY LOCATION

As one of the free actions available after assigning your dice and resolving their effects, you may choose to attempt to kill one of the Enemies, provided you have explored the space adjacent to it which bears the entry arrow or unlocked door. This is a simple process but requires a little bit of basic math – and here's how it's done:

Roll For The Enemy: Roll one die for the Enemy, then add up the following:
   ➢ The bonus shown next to the Alien Life icon on its Life track. (+2 below)
   ➢ The darkened Life points in its Life Track. (+5 below)
   ➢ The die value. (+3 below)
   ➢ Example below (2+5+3): **The Crew must roll a 10 or better to kill this Enemy.**

Use Abilities or Spend Artifacts: After doing that math, you may decide that the die roll could've been lower, so you may use Artifacts or Abilities to re-roll or modify the result until you are out of Power or Artifacts, or are happy with the result.

Lock Target: After you have modified the Enemy's die as best you can, write the new total target value next to the Enemy's name to remind you. You'll erase it later, but it's a good habit to get into. Once you've written that number, though, you can no longer modify it in any way.

Roll For The Crew: Roll two dice, summing them, and then, just as shown above, modify your roll if you wish, using Abilities and Artifacts.

Add Lasgun Bonus: For each Lasgun your crew has, add +1 to your die roll total. Remember that (as below) if a Lasgun has darkened box above and beneath the icon, you cannot use one of your Lasguns for each icon that is surrounded like that.

Resolve The Assault: If your total value is equal to or greater than the value you wrote for the Enemy, you have killed it. If not, you have failed.

TAKING HITS AFTER ASSAULTS

No matter whether you win or lose, you will always take hits after an Assault. To determine how many hits your Crew will receive, just like above when you calculated the Enemy's Life, you must calculate its Power, and remember that you <u>do not add the die value to its Power</u>:

> **Sum Enemy's Power: A**dd up the following:
> - ➤ The bonus shown next to the Alien Power icon on its Power track. (+2 above)
> - ➤ The darkened Power points in its Power Track. (+5 below)
> - ➤ Example above (2+3): <u>**The Crew has taken 5 hits.**</u>
>
> **Use Abilities or Spend Medkits:** After doing that math, Abilities to lower the result until you are out of Power and Medkits or are happy with the result.
>
> **Subtract Shield Protection:** For each Shield your crew has, subtract 1 from the total hits. Remember that (as above) if a Shield has darkened box above and beneath the icon, you cannot use one of your Shields for each icon that is surrounded like that.
>
> **Resolve The Hits:** If any hits remain that were not blocked by Shields, Abilities, or Medkits, those hits may be spread across the Crew members in any manner you see fit.
>
> **Crew Death:** If any Crew member's last Life point is darkened in, that Crew member is killed. Draw a large X through the Crew member's box. All Gear that the Crew member was carrying is forfeit, destroyed in the battle.
>
> **All Crew Killed:** If all four of your Crew members are killed, the game immediately ends.

CONTINUE THE ASSAULT OR RETREAT

If you did not kill the Enemy, you may choose to try again immediately without penalty, or you may choose to end the Assault.
- ➤ If you chose to continue the Assault, simply do all the same steps again.
- ➤ If you chose to Retreat, you must darken a box on either the Power or Life tracks of the Enemy as a penalty. This can be immediately mitigated by activating Commander Deckard's *Tactician* Ability if you so desire, provided he has remaining Power points and the Ability is unlocked.

VICTORY AND REWARDS

If you killed the Enemy, you are entitled to immediate rewards:
- ➤ Draw a large X through the Enemy's number box (to the left of its name).
- ➤ Gain 1 Artifact for each box darkened in the Location track that matches the killed Enemy's number. Then draw a large X through that Location's number box on the Location track.
- ➤ Gain any items indicated by icons above darkened boxes in the Reward track whose number matches the killed Enemy's number. Then draw a large X through that Location's number box (to the left of the its name).

SCORING

Once the game ends, add up the scores as follows and write it in the Score Box:
- **-** Gain 1 point for each darkened box on all killed Enemy tracks and collected Reward Tracks
- **-** Gain 10 points for killing the Hivemind
- **-** Gain 1 point for every remaining 4 Alien Artifacts (rounded down) in the Crew's inventory.
- **-** Gain 1 point for every round left when the game ended.
- **-** Lose 5 points for every Crew member that was killed during the mission.

ATTRIBUTIONS

This game was designed by myself in whole, but is also wholly derivative of Grey Gnome Games' Doom Realm as well as the original Roll-and-Write, Mark Jindra's Pencils and Powers. Thanks to both of them for giving me such inspiration.

ART

Any art which is not original was found on some of my usual haunts for Creative Commons-shared art. While not all the art requires attribution per the license, I cannot let such fine artists go unnoticed, so I'm providing it anyhow:

Enemies

ABDUCTOR				
🟢 +0		❌		
💥 +1				

OVERSEER				
🟢 +1				
💥 +1		❌		

LAGOMORPH				
🟢 +1			❌	❌
💥 +2				

DEVOURER				
🟢 +2		❌	❌	❌
💥 +2				

DESOLATOR				
🟢 +2		❌	🪝	❌
💥 +3				

MECHASTALKER				
🟢 +3		❌	❌	🪝
💥 +2				

HIVEMIND				
🟢 +3	❌	❌	❌	❌
💥 +3				

Locations

BIOSPHERE				
⬆2			⬆3	

COMMAND CENTER				
⬆1	🪝		⬆5	

COMMUNICATIONS				
⬆4		⬆6	🪝	

DOCKS				
⬆2			⬆3	

CENTRAL SPIRE				
⬆1	⬆2	🪝	⬆4	

HABITAT				
⬆3	⬆5	🪝	⬆6	

ESCAPE POD
Advance on rolling doubles
⬆1 ⬆2 ⬆3 ⬆4 ⬆5 ⬆6

Legend

❌ If both the Power and Life box are shaded in a column containing one of these symbols, the item shown cannot be used against this Enemy

⬆x Increase the indicated Enemy Track by 1

🪝 Increase the Hivemind Track by 1

The Escape Pod is fully Fueled!

Gain 1 Lasgun
Gain 1 Shield Generator
Gain 1 Medkit
Gain 1 Red Keycard
Gain 1 Blue Keycard
Gain 3 Alien Artifacts

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Crew

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GEAR · OFFICER RANK
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- Rapid Fire: If Rico has 2 Lasguns, add an extra +1 to hit
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SYNTH MEDIC MODEL TA3-3M
GEAR · FIRMWARE REV
- Injection Module: Any living Crew member regains 1 Life
- First Law: Destroy TA3-3M, Add +10 to your Assault roll
- Interlock Hack: Unlock a Red Door without using Keycard

? EVENT TABLE: ROLL 2 DICE

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10	Medical Facilities: Choose 1 Crew member and regain up to 2 Life Points
11	Unlocked Drawer: Gain a Red Keycard
12	Incredible Luck! Advance any Reward Track by 2 boxes

Score Track

Right column: 30, 25, 20, 15, 10, 5, 1
REWARD / LOCATION / ENEMY / RECON

TOTAL SCORE

Scoring

+1 per each remaining turn
+1 per 4 Alien Artifacts (rounded down) remaining in Party Items
+1 per shaded box on collected Reward Tracks
+10 For Defeating the Hivemind
+1 per shaded box on defeated Enemy Tracks
-5 per every killed Crew member