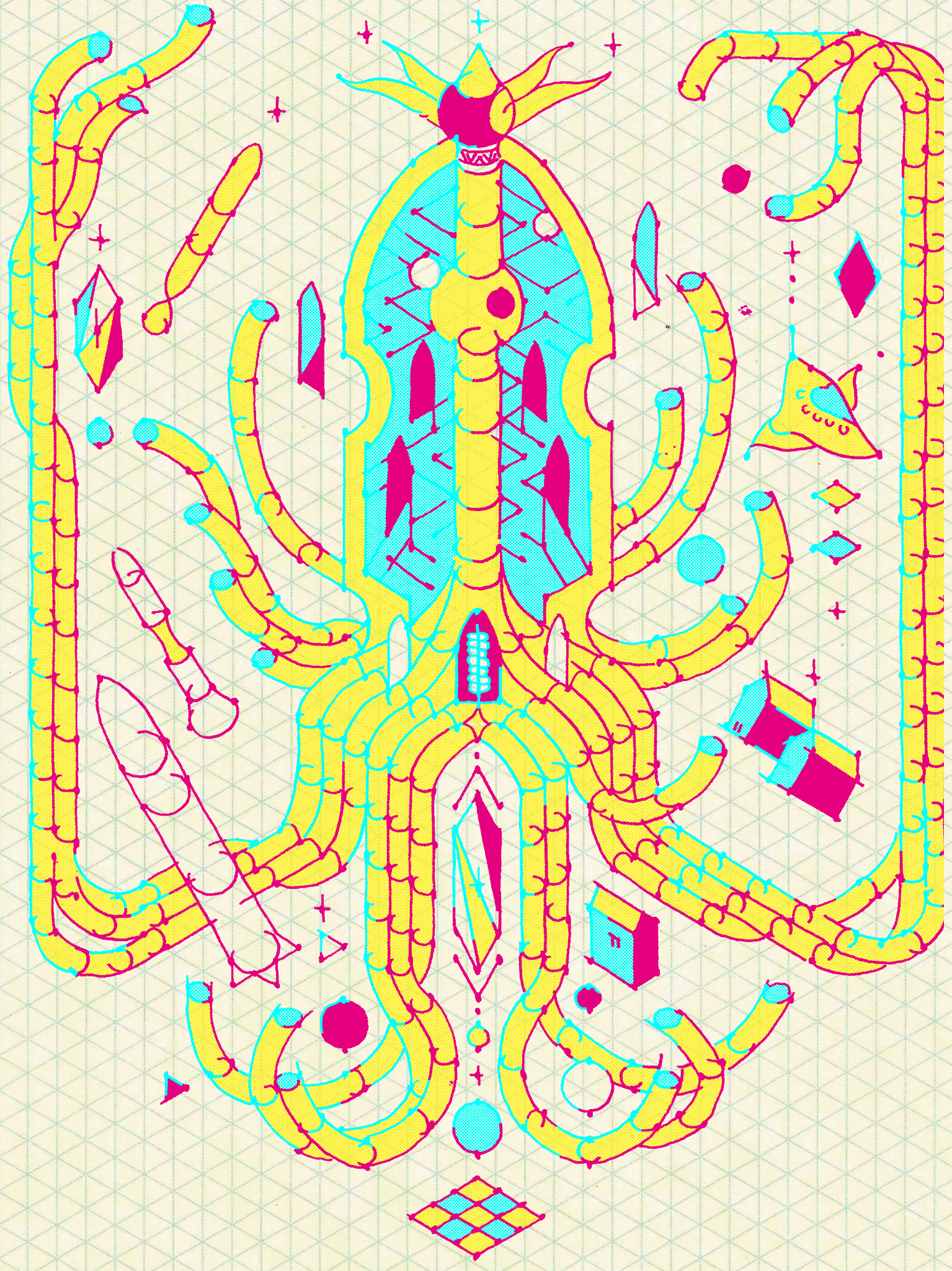




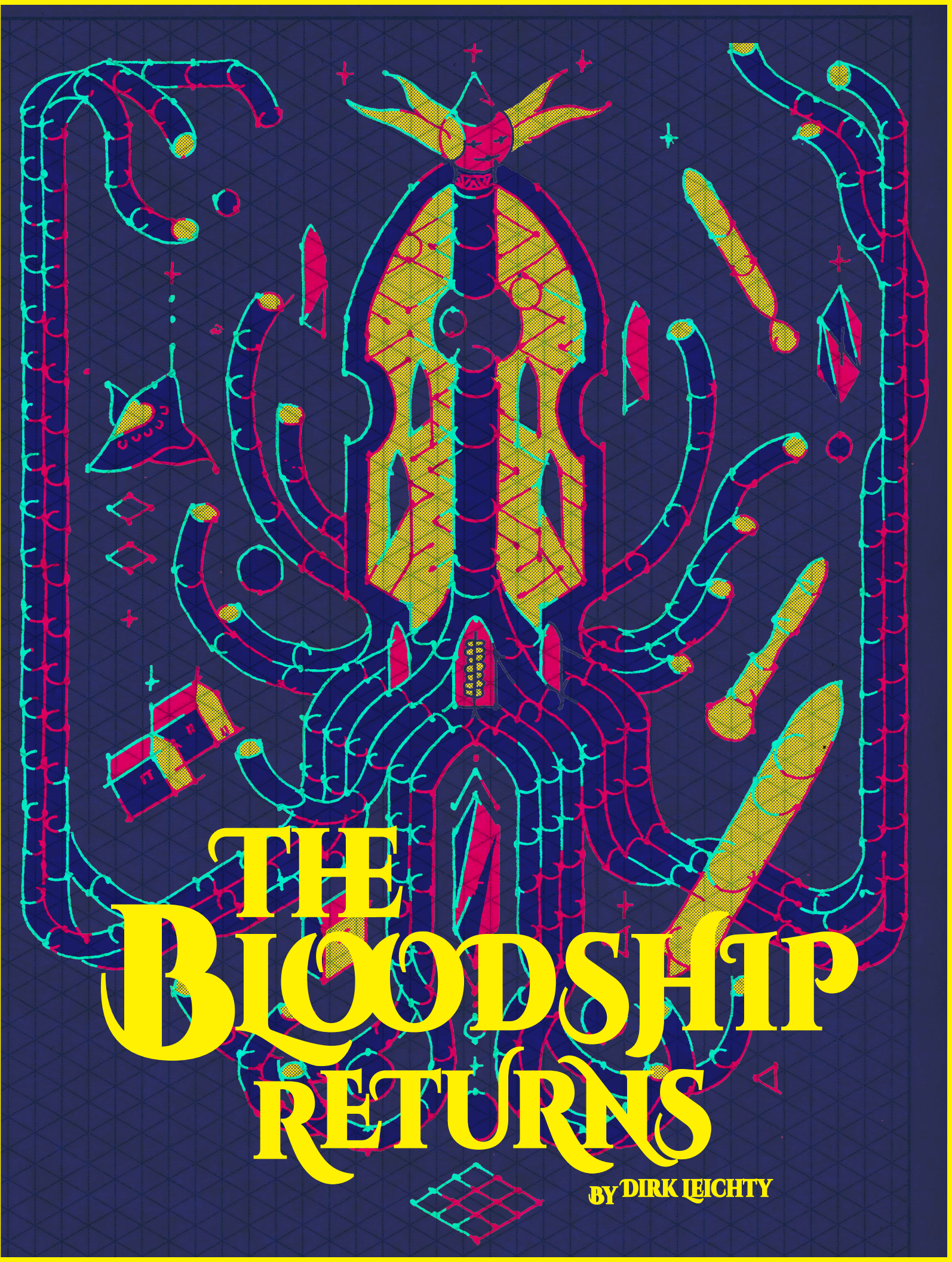
The front cover features a dark blue background with a complex, glowing red and yellow geometric pattern. Two large, stylized, yellow, bat-like creatures with red wings and faces are positioned on either side of a central yellow banner. The banner contains the game's title and a description. The entire cover is framed by a decorative border of red and yellow lines and dots.

YOU'VE
BEEN TAKEN
CAPTIVE BY THE
VAMPIRES'
TERRIBLE SPACE
FORTRESS!

CAN YOU
RESCUE THE
ROCKET
KINGDOMS
FROM THE
BLOODSHIP'S
RAMPAGE?

A TABLETOP
ROLEPLAYING
GAME FOR 1-5
PLAYERS.

SLIPPERY MIND HARVEST: THE BLOODSHIP RETURNS

The back cover features a dark blue background with a complex, glowing red and yellow geometric pattern. A large, stylized, yellow, bat-like creature with red wings and a face is positioned in the center. The creature's body is filled with a yellow and red pattern. The entire cover is framed by a decorative border of red and yellow lines and dots.

THE BLOODSHIP RETURNS

BY DIRK LEICHTY

ALL THE ROCKET KINGDOMS
BELIEVED THE VAMPIRES FOREVER
FALLEN, ALL MEMORY OF THEIR BLOOD
IMPERIUM PASSED TO LEGEND..

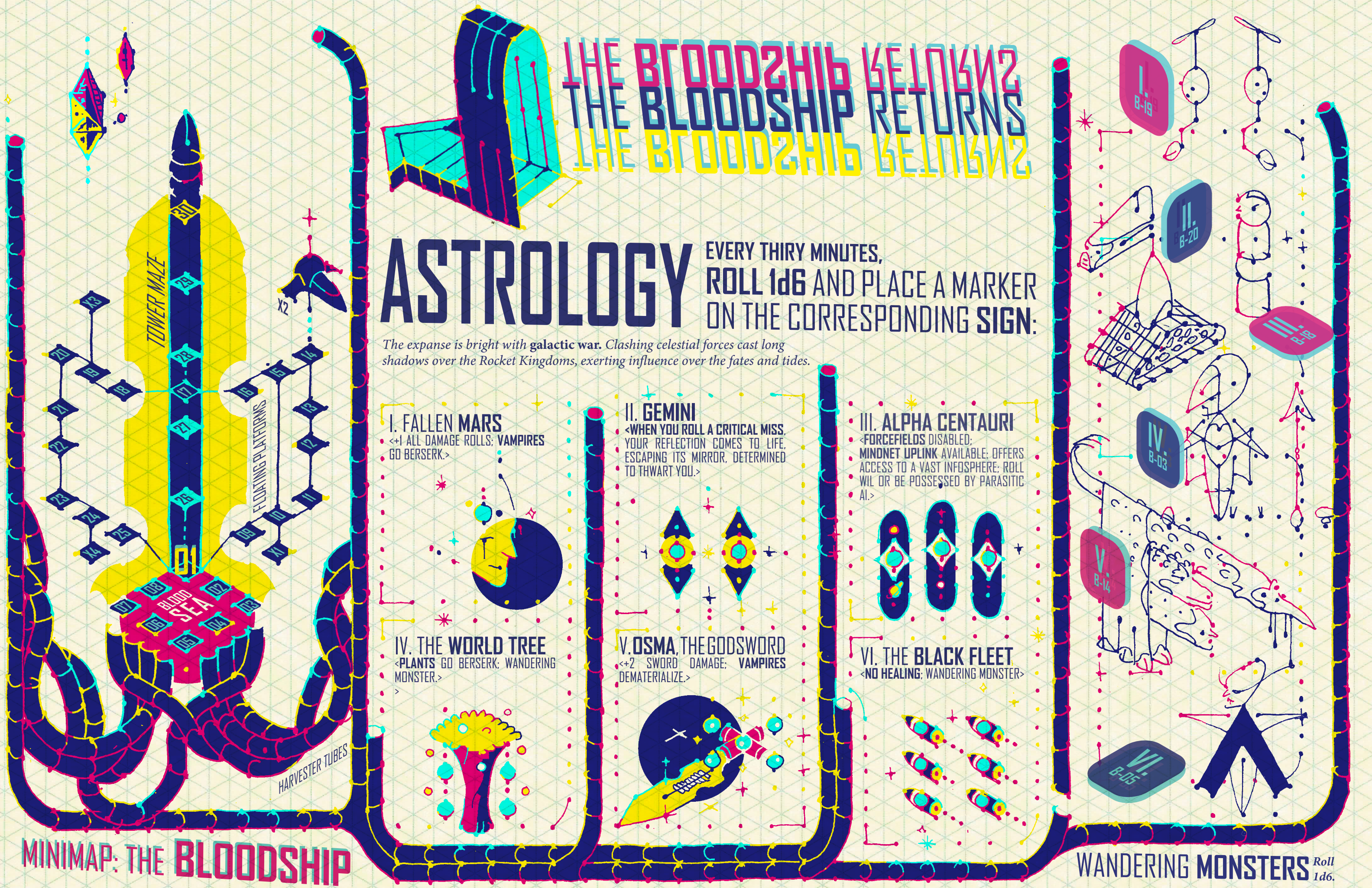
BUT FROM DARKEST NIGHT IT DRIFTED:
THE BLOODSHIP, THIRSTY, CARVING A
PATH OF CARNAGE TOWARD DESOLATE
MARS, THE ABANDONED SEAT OF LOST
DOMINION.

AND YOU AMONG THE UNLUCKY
CAPTIVES TRAWLED INTO THE SHIP'S
SLOSHING BOWEL....

THE BLOODSHIP RETURNS

THE BLOODSHIP RETURNS
THE BLOODSHIP RETURNS
THE BLOODSHIP RETURNS

A tabletop adventure game for 1-5 players.
Written and illustrated by Dirk Leichty.



THE BLOODSHIP RETURNS

ASTROLOGY

EVERY THIRY MINUTES,
ROLL 1d6 AND PLACE A MARKER
ON THE CORRESPONDING SIGN:

The expanse is bright with galactic war. Clashing celestial forces cast long shadows over the Rocket Kingdoms, exerting influence over the fates and tides.

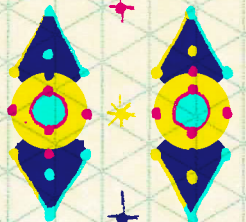
I. FALLEN MARS

<+1 ALL DAMAGE ROLLS; VAMPIRES GO BERSERK.>



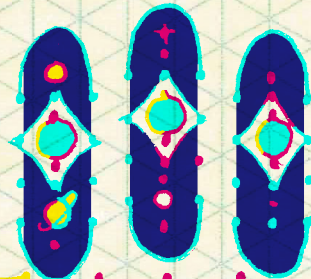
II. GEMINI

<WHEN YOU ROLL A CRITICAL MISS, YOUR REFLECTION COMES TO LIFE, ESCAPING ITS MIRROR, DETERMINED TO THWART YOU.>



III. ALPHA CENTAURI

<FORCEFIELDS DISABLED; MINDNET UPLINK AVAILABLE; OFFERS ACCESS TO A VAST INFOSPHERE; ROLL WIL OR BE POSSESSED BY PARASITIC AI.>



IV. THE WORLD TREE

<PLANTS GO BERSERK; WANDERING MONSTER.>



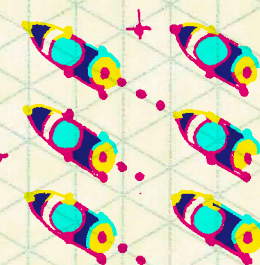
V. OSMA, THE GODSWORD

<+2 SWORD DAMAGE; VAMPIRES DEMATERIALIZ.>



VI. THE BLACK FLEET

<NO HEALING; WANDERING MONSTER>



MINIMAP: THE BLOODSHIP

WANDERING MONSTERS Roll 1d6.