

M3: GRADIENT DESCENT

ANDROID DOGS [C:65 Bite 1d10 DMG I:50 W:1(10)]

BEE DRONE [C:30 Titanium Foam Gun 3d10 DMG I:25 W:1(20)]

- **Titanium Foam Gun:** Body Save [-] or be trapped in the molten metal foam (3d10 DMG per round).
- **Explosive Foam Tank:** Damaging a Bee Drone causes a spray of Titanium Foam.

BUTCHER, THE [C:65 Surgical Saw 5d10 DMG I:45 W:2]

CHERUBIM [C:30 Machete 2d10 DMG I:50 W:2(20)]

CHILD-ANDROID [C:45 Stun-Lance 3d10 DMG or unarmed I:50 W:1]

- Only want to escape.

CHOSEN [C:10 I:50 W:1]

DIVER [C:50 As Weapon (25% armed) I:75 W:2]

DWELLER, THE [C:55 'Coil-n'Crush' Tentacles 3d10 DMG + Fear Save I:65 W:2(20)]

ELITE SECURITY [C:60 Punch 3d10 DMG or SMG 2d10 DMG I:50 AP:10 DR:3 W:2(20)]

- EMP Shielding, Internal SMGS, Combat Armor.

FORGOTTEN ANDROID [C:30 Scavenged Tools 2d10 DMG I:35 W:2(5)]

FREIGHT ANDROID [C:50 Hook Hands 3d10 DMG I:35 W:3(30)]

- Silently mouth "I'M SORRY BUT THIS IS A RESTRICTED AREA" as they attack.

GHOST IN THE MACHINE

- They pass through all physical barriers. Sanity Save upon first witnessing.
- **Trauma Relay:** transmits traumatic memories through pulses of light beamed from their eyes into the eyes of their victims. **Sanity Save [-] to separate the memories from crewmember's own:** gain 1 Stress, -1d5 Sanity, gain 1d10 Bends. Try and give the victim some helpful new info about The Deep when this happens.
- **Displacement:** Ghost claws at their victims, but their incorporeal form passes harmlessly through. However, they project an image as if they had genuinely torn through the flesh. Sanity Save or be convinced the pain is real. 1d10 DMG per round from internal trauma as the body's cells die. DMG continues until someone demonstrates the injuries are not real.

HUNTER, THE [C:65 Scythe 4d10 DMG + Fear Save or Steel Web 1d10 DMG + Body Save or be knocked down S:60 I:65 W:4(40)]

INFILTRATOR ANDROID [C:65 I:80 W:2(10)]

- Infiltrators are indistinguishable from humans except upon death with the use of a cybernetic diagnostic scanner.
- Highly adaptive, intelligent, and capable.

MIND THIEF, THE [C:65 I:90 W:1]

MINOTAUR, THE [C:0 I:90 W:10(100)]

- **Hideous Form:** Panic Check upon first sight each time encountered.
- **Mute:** cannot speak without first interfacing through a willing android.
- **Pacifist:** will not harm anything and takes action to ensure no harm comes to any living thing (biological or synthetic).
- **Metamorphosis:** if removed from The Deep, or if Monarch is deactivated, the Minotaur gains the ability to take any form it pleases. It takes one extremely beautiful and pleasing to all viewers, subtly adjusting itself in response to biometric feedback.

PSEUDOFLESH JELLYFISH [C:0 Nervebite I:0 W:1]

- **Nervebite:** Body Save [-] or paralysis and 2d10 DMG/round. Crewmembers who die of this spew a gas which reduces the Body Saves of all Nearby by 1d10.

PSEUDOMILK EELS [C:60 Bite 1d10 DMG + Drain I:50 W:1]

- Drains 2d10 Sanity from androids.

PUPPETEER [C:50 Needle Fingers I:60 W:5(40)]

- **Needle Fingers:** Hijacks victim's body for 1 round. Sanity Save to resist or the owner watches their body rebel (Fear Save [-] or take 1d5 Stress).

SECURITY ANDROID [C:60 SMG 2d10 DMG or GPMG 4d10 DMG I:50 W:2(20)]

SECURITY ANDROID, CORRUPTED [C:60 Smash 3d10 DMG or Ensnare (Body Save or grappled) I:50 W:3]

SNAKE DROID [C:60 4d10 DMG + Ignite (Thermal Lance) or Titanium Foam Gun 3d10 DMG I:65 W:6(40)]

- **Audible Burrowing:** Reaches crew in 1d10 minutes. This is audible and the heat increases in the Warrens as it nears (Fear Save).
- **Ignite:** 4d10 DMG per round, flaming.
- **Titanium Foam Gun:** Body Save [-] or be trapped in the molten metal foam (3d10 DMG per round).

SPIDER DRONE [C:30 Surgical Tools 2d10 DMG I:20 W:2]

- **Reinforcements:** For every 2 rounds of combat 1d10 more arrive to investigate.

SPIDER TANK [C:80 Twin GPMGs 4d10 DMG or Microrocket 1d10x10 DMG I:75 W:5(50)]

STUNTED ANDROID [C:30 Crushing Hug 3d10 DMG I:20 W:3]

TROUBLESHOOTER [C:65 I:45 AP:10 DR:3 W:3]

- **Team Leader:** Revolver 1d10+1 DMG and SMG 2d10 DMG
- **Scout:** Smart Rifle 4d10 DMG (AA)
- **Assault:** Combat Shotgun 4d10 DMG
- **Gunner:** Pulse Rifle 3d10 DMG
- **Support:** Revolver 1d10+1 DMG and cybernetic diagnostic scanner.

ADVICE FOR CONVERTING 0E MODULES

In general, Mothership 1e is more dangerous than the 0e edition. Because of the Wounds system, characters can die much quicker. To compensate for this, we reduced the damage across the board in 1e.

If you already own 0e modules either by TKG or 3rd Party Publishers, you may want to consider reducing damage by 1d10 or 2d10 to keep it in line with Mothership 1e's established baseline. You can also choose to leave it as it is and enjoy the increased deadliness of 0e horrors.

0e also didn't have Armor Points, Anti-Armor, or Damage Reduction, and you may want to add that for particularly difficult opponents.

However, always remember that the game is not about balance, it is about choices. If you always tell your players how dangerous a particular enemy is, then they can make informed decisions about how they would like to proceed. So be encouraged, that whatever you choose to do, it won't break the game unless you let it.



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MOTHERSHIP™

SCI-FI HORROR RPG

MODULE CONVERSION KIT

M1: DEAD PLANET

ALPHA GAUNT [C:75 Horrific Scream and Bite & Claw 5d10 DMG I:65 W:6(50)]

- **Horrific Scream:** Alpha Gaunt always screams before an attack. The scream forces a Fear Save and adds 1d5 Stress upon failure.
- **Telekinetic Drain:** 1 Wound, -5 Intellect and -5 Sanity, Sanity Save or 1d5 Stress.

BREAKERS [C:35 Pulse Rifle 3D10 DMG I:30 W:1]

DEATH WORMS [C:20 Bite 2d10 DMG I:30 W:1]

- **Burrow:** When causing 10+ DMG, victim must make a Body Save or the worm starts implanting itself into their face.
- Swims through the air.

GAUNT CRAWLER [C:15 Bite 1d10 DMG or Ranged Spike 1d5 DMG I:10 W:1]

- **Hive Mind:** For each Crawler beyond the first, Combat and Instinct are increased by 5.
- **Has one of the following three abilities:**
 - Paralyzing Spike forces Body Save or become paralyzed for 1d10 rounds.
 - Acid Spray released in 3 m long cone and adds additional 1d10 DMG.
 - Toxic Gas released in 5 sq m cloud and adds 1 Stress per round in cloud and 1d10 DMG.

GAUNT HOUNDS [C:60 Bite & Claw 2d10 DMG or Howl I:45 W:2(20)]

- **Howl:** Adds 2 Stress and 5% chance of forcing a Panic Check.
- Can glide through the air.

GAUNT WALKERS [C:65 Infernal Scream and Bite & Claw 3d10 DMG I:30 W:2(30)]

- **Infernal Scream:** A group of Gaunt Walkers always screams before an attack: Fear Save or 1d5 Stress.

GLOW SKULL [C:15 I:50 W:1]

- **Blinding Flare:** Flashes brightly and moans when non Gaunt are spotted. Forces Sanity Save. 40% chance they explode when attacked (2d10 DMG to those Close Range).

GRABBER TREE [C:10 I:10 W:4(40)]

- **Seedpod:** Body Save or be pinned to the ground by the seed's exploding roots. Strength Check to escape.
- **Infection:** 25% chance the Tree is infected by Death Worms. Infected Seedpods release black, caustic sludge (2d10 DMG/round until freed).

SLIME MOTH [C:25 Bite 2d10 DMG and Slime I:15 W:2]

- **Slime:** Produces copious amounts of slime when attacking. Body Save or -1d10 Speed.

TRI-WORM [C:50 Tongue Attack 2d10 DMG I:20 W:1(15)]

- **Tongue Attack:** Body Save or additional 1d10 DMG per round until laceration is wrapped.

Tuesday Knight games

M2: A POUND OF FLESH

ANGUS [C:25 Revolver 1d10+1 DMG I:75 W:2(20)]
AUGMENTED TOYS [C:55 SMG+ 2d10 DMG + Frag Grenades I:20 W:2(10)]
BABUSHKA, THE [C:25 Sawed-Off Combat Shotgun 2d10+2 DMG or MegaTranq Rifle 1d10 DMG and Body Save [-] or fall unconscious I:90 W:2(45)]
• **Cyber Savant:** When she hits with any weapon, she can shut down any one of the target's cybermod for the duration of the encounter.
• **Colossal Exosuit (Phase 3):** DR:5 AP:20 and shoulder-mounted railguns 2d10x10 DMG.

BRUNHILDH [C:70 Blunderbuss 6d10 DMG I:65 W:3(45)]
CALIBAN [C:50 I:85 W:2(200)]
• **Reinforcements:** Caliban himself cannot fight, though he can call Chokespawn, Husks, or attempt to compel Infected Level 6+ to do his bidding (Sanity Save to resist). Reinforcements arrive within 1d10 rounds.

CALIBAN, AVATAR OF [C:80 Tendril x2 2d10 DMG + Infection I:65 W:5(50)]
• **Awful Crown:** Can command any machine to do wearer's bidding. Characters with cybermods/ slickware and androids get Sanity Saves to resist.

CALIBAN, GUILF OF [C:40 Slash x2 2d10 DMG or Tranq Lash 1d10 DMG or Bloodsucker Bite I:65 AP:10 (Camouflage) W:3(35)]
• **Tranq Lash:** Body Save or knocked unconscious for 1d5 rounds.
• **Bloodsucker Bite:** 1d10 DMG, doubled if target is unconscious. Heals the Guilf for 1 Wound.
• Fast crawling beast with six arms. Silent movement. Can crawl on walls and ceilings as fast as the floor. Ambushes and then retreats. Always runs away after gaining a Wound.

CALIBAN, JEALOUSY OF [C:80 Bash 5d10 DMG or Fleshcannon 3d10 DMG I:20 W:5(45)]
• **Fleshcannon:** Shoots disgorged limbs, viscera, and blood at target. Infection Check [-].

CALIBAN, RAGE OF [C:80 Bash 3d10 DMG or Mutated Arm Cannons 1d100 DMG I:65 W:40(30)]
CANYONHEAVY MERCENARIES [C:35 Pulse Rifle 3d10 DMG I:35 W:2]
CONSOLE-COWBOYS [C:35 I:65 W:1]
CUTTER [C:75 Pulse Rifle 3d10 DMG I:55 W:3(50)]
CYBERLEECHES [C:45 Infection Check W:1]
CYBERNETIC DRONE BEES (SWARM) [C:Wx10 Stinger Wd10 DMG I:20 W:1d10(1)]
• **Flyer.**
• **Swarm:** This creature's Wounds represent the number of creatures in the Swarm. Combat and damage are based on its current Wounds.

CYBERNETIC TONGUES [Body Save [-] or 1d10 DMG/round W:1(30)]
DOCKET, THE: ACCUSED / ACCUSER [C:25 Vibechete 3d10 DMG (AA) or Spear 1d10+1 DMG I:35 W:1]
DOCKET, THE: ADVOCATE [C:55 Rigging Gun 1d10 DMG I:45 W:2]
DOCKET, THE: DOPTOWNIANS [C:20 Unarmed 1d5 DMG I:20 W:1]
DOCKET, THE: EXECUTIONER [C:55 Electrolash 2d10 DMG I:35 W:3]
DOCKET, THE: EXECUTIONER PROBATE [C:30 Vibechete 3d10 DMG (AA) I:35 W:1]
DOCKET, THE: TRAITORS [C:45 Spear 1d10+1 DMG I:35 W:1]
DR. BANCALI [C:65 Scalpel 1d10 DMG + Infection Save I:65 W:2(20)]
GUNDRONE [C:60 SMG 2d10 DMG I:25 W:1(150)]
• **Special:** Flying

HUNGLUNGS [C:25 Spears 1d10+1 DMG or Old SMGs 2d10 DMG I:25 W:1]
HUNGLUNG SNIPER [C:75 Smart Rifle 4d10 DMG (AA) I:55 W:2]
HUSKS (SWARM) [C: Wx10 Mindless Clawing Wd10 DMG I:20 W:1d10(5)]
• **Swarm:** This creature's Wounds represent the number of creatures in the Swarm. Combat and damage are based on its current Wounds.

INDYL [C:35 Retractable Nanoblade 2d10 DMG or Laser Pistol 1d100 DMG I:85 W:5(15)]
• **Pheromone Transmitter:** Body Save or [-] to acting against Indyl.
• **Poison Tongue:** After a successful hit Indyl can use their tongue like a poisonous stinger. Body Save [-] or be paralyzed for 1d10 hours.
LOSHE [C:55 Exoskeleton Bash 4d10 DMG I:60 W:3(40)]
• **Exoskeleton:** Four arms, each capable of attacking or firing a weapon in one round. Reapable. Worth 300kcr.

NOVO DROOGS [C:55 Knives 1d10 DMG or Shotgun 4d10 DMG I:25 W:1]
PIT CREATURE: BRUTE, THE [C:65 Swipe 5d10 DMG I:75 W:5]
Swipe hits multiple targets.
PIT CREATURE: DIAMOND DOGS [C:65 Bite/Bite/Claw 1d10 DMG I:35 W:1]
PIT CREATURE: INFECTED CYBERFREAK [C:20 Unarmed 1d5 DMG + Infect I:20 W:3]
PIT CREATURE: SLEEVEWRAITH [C:70 Rusty Blade 2d10 DMG I:35 W:2]
PIT CREATURE: SLICKSQUID [C:65 Tentacle 4d10 DMG I:85 W:3]
PIT CREATURE: SPECIMEN 869 [C:85 Psi-Blast Sanity Save or Xd10 DMG (X=rounds spent concentrating) + 1d10 Stress. I:95 W:2]
Q-TEAM [C:25 Disinfectant Foam Gun (Body Save or be knocked down) or Pulse Rifle 3d10 DMG I:25 W:2(20)]
REAPERS [C:45 I:35 W:2]
REIDMAR [C:35 Spanner 2d10 DMG I:55 W:3(20)]

ROOM 7 [C:65 Surgical Tools 3d10 DMG I:20 W:1(100)]
SERAPHS OF VIRTUE [C:70 Electrified Lash 2d10 DMG or Smart Rifle 4d10 DMG (AA) I:65 W:3(20)]
SHIPBUILDERS [C:45 Grotesque Tools 2d10 DMG I:30 W:2(20)]
SOLARIAN GARDENER MONKS [C:15 Stick 1d10 DMG I:20 W:1]
SURGICAL BEDS [C:65 Surgical Tools 3d10 DMG + Sycorax Gas I:40 W:2(20)]
• **Chipper Personality:** Fear Save.
TEAMSTERS [C:35 Unarmed or Improvised Weapons 1d10 DMG I:30 W:1]
TEMPEST: ARMORED TROOPER [C:65 GPMG 4d10 DMG I:45 DR:5 AP:13 W:3(20)]
TEMPEST: OPERATOR [C:20 Stun Baton 1d5 DMG I:20 W:1]
TEMPEST: PARANOID OPERATORS [C:25 SMG 2d10 DMG I:25 W:2]
TEMPEST: PLATOON COMMANDER [C:65 Revolver 1d10+1 DMG I:65 W:2]
TEMPEST: PROBIE [C:25 SMG 2d10 DMG I:25 W:2(35)]
TEMPEST: RECRUIT [C:20 Stun Baton 1d5 DMG I:20 W:1]
TEMPEST: SADISTIC SNIPER [C:75 Smart Rifle 4d10 DMG (AA) I:55 W:2]
TEMPEST: SQUAD LEADER [C:45 Combat Shotgun 4d10 DMG I:35 W:2]
UKKO/UKKA [C:20 Unarmed I:60 W:2(20)]
URCHINS [C:35 I:30 W:1]
WIRE MAN, THE [Massive Swipe 1d100 DMG (Body Save to avoid) W:5(200)] Retreats after gaining a Wound.
YANDEE [C:65 Laser Pistol 1d100 DMG I:80 W:4(55)]

1D10	CHOKESPAWN BASE FORM	UNIQUE FEATURE	SPECIAL ATTACK
01	DISFIGURED HUMAN CHILD [C:20 1d5 DMG I:20 W:1]	HIDEOUS: GAIN 1 STRESS ON VIEWING. FEAR SAVE OR COWER FOR 1D5 [+] rounds.	Begs You To Kill It: Sanity Save each round it begs.
02	1D10 SKITTERING RATS [C:30 1d10 DMG I:25 W:1]	Survivor: +10 to Combat, +1d10 DMG, +1 Wounds, +5 Health.	CRAWLS ALL OVER YOU: FEAR SAVE [-].
03	1D10 FERAL DOGS [C:45 2d10 DMG I:55 W:1(15)]	Machine-mesh: Overflowing with cybermods. AP: 10.	Howl: 50% chance 1d5 identical Chokespawn arrive in 1d10 rounds.
04	INFECTED HYBRID HUMAN [C:50 2d10 DMG I:45 W:2(10)]	Conjoined: Roll 2nd Base Form, take highest Stats, +1 Special Attack.	Acid Vomit: Body Save or Armor destroyed.
05	2D10 THROBBING EGGS [C:0 I:0 W:2(20)]	Cocoon: Inert. Hatches after 1d10 rounds with +10 Combat and +10 DMG.	Noxious Spray: Body Save or raise your Infection Level by 1.
06	CENTIPEDE OF DISCARDED LIMBS [C:65 3d10 DMG I:70 W:3(40)]	Mass of Limbs: Can act 1d5 times/round. +1 Special Attack.	Swallow: Body Save or be ingested whole. 1d10 DMG/round until it takes a Wound.
07	MECHANICAL SPIDER [C:70 3d10 DMG I:75 W:4(12)]	Egg sack: After taking 20 DMG the sack splits and spews 1d10 Chokespawn.	Infect: Make an Infection Check (pg. 7) whenever you are hit.
08	TANGLED WIRES & CABLES [C:75 4d10 DMG I:50 W:3(30)]	Morph: After 1d5 rounds changes Base Form. Add new form's Wounds and DMG.	Snatch: Body Save or be grabbed and knocked prone. Next attack auto hits.
09	PULSATING FLESH SACK [C:0 I:10 W:1(100)]	Mitosis: Every 1d10 rounds divides into a copy of the first creature.	Pseudopod: New limb sprouts. Chokespawn gains +1 action/round.
10	GROTESQUE (2 Unique Features) [C:65 1d100 DMG I:45 W: 3(50)]	Engorged: 3x as large as normal. +3 Wounds. Double damage.	BODY SNATCHER: BODY SAVE [+] or have your next turn taken by the Warden.