

HIVEMIND

A MOTHERSHIP RPG FANZINE



*Tuesday
Knight
games*

ISSUE 01

HIVE MIND ISSUE 01

Content by members of the
Mothership Discord Server
<https://discord.gg/uuvxG29>

Compiled by **Dan D.**
Art by **Evlyn Moreau**
Edited by **Jarrett Crader**

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<http://mothershiprpg.com>
@playtkg

Mothership created by Sean McCoy.

CONTRIBUTORS

AbsurdEntropy, Adam Thornton, Agent Lucy Wilde, Alexei McDonald, altroubles, Angry Wombat, antlerrr, ArticleStyx, auto_nom, b.lickerman, B44L, Bach, Bardaree, bluetyson, bmils, boudoo, brett, Burnstuff, Byers2142, Cheese, Chryton, Coman, Craig Brasco, DandyMan, DatMatt, desert.racer, DJ Cleisthenes Cruscellio, Don, dr_max_kurt, Dstroud, Dukerino, Dune, Engstrom, evilgaz, feb, Fiona Geist, Fish with Legs, FlukeNukem, FORCEspace, Foremole, fragmentation, Fridgeghoul, Fungo, GabrielUY, GalacticNomad, Galgorigon, GentlemanRaptor, GrendelFriend, grog-nard, GroupSoliloquy (Greg Gelder), gunnervi, GUS L., Higgipedia, Ian, Iron and Carbon, Jack Tatters, jape, Jarrett, Jdaylett, Jeff, Kaze, Lawful-Lizard, Leto Atreides, Lexi, Marcus, maxnorth, MellonCollie, mjulius, MKWrench, mothman, MrHackman, msilver, Nap5000, nik, nikolaj, NonPlayerCharacter, Odysseus Jones, Pajejé, Paul 'Geist' Gallagher, Peppermint Bones, ProjectIrregular, quadra, Scarius, Screamsbeneath, sdndoug, Sean McCoy, signalstation, Sigve Solvaag, sirius, Slantio Pink, slugwhale, Spikemaw, Spiraxo 'Milkboi', spr-k3737, standardmodel, Strilar667, _sumler, tableGuardian, Tandy, taran, tehMati, TemplarRonan, thehuntedsnark, Tryggvassen, twocalf, tymy, Type1Ninja, wizard, Xanbear, XanthussMarduk, yougotnick, YourJelly, Zachary/Starcross.

D10 ALTERNATIVE CLASSES

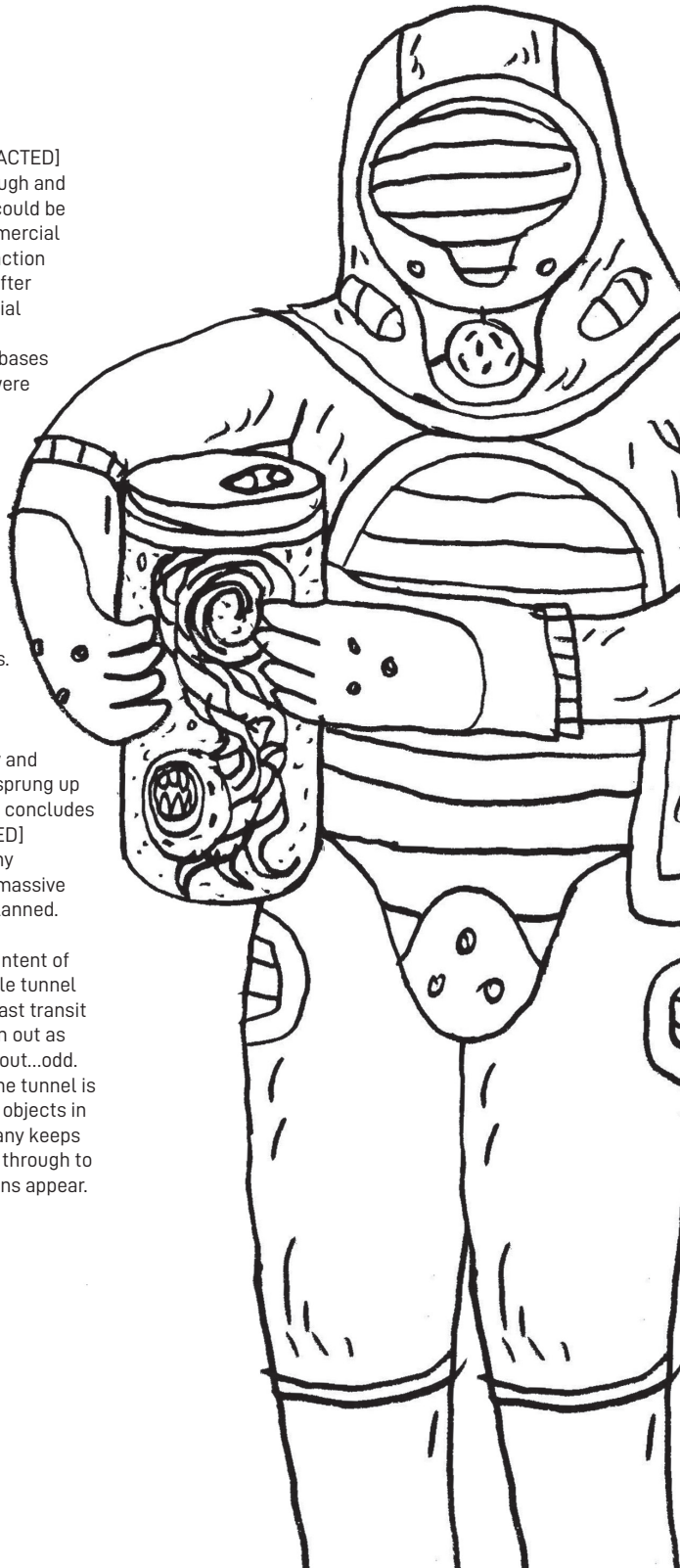
1. **Suit: +5 Intellect, +5 Speed** Body 30 / Sanity 40 / Fear 20 / Armor 30 **Appeal to Contract: can reroll any other ally's Panic result once per session.** Skills: Linguistics. Pick two: Art, Theology, Rimwise. +2 points.
2. **Witness:** The practical evolution of the field reporter. Training instills hardened resolve through mental conditioning. A witness never looks away. Especially useful as a frontline scout, willing to delve where even light fears to shine. **+10 Speed** Body 25 / Sanity 40 / Fear 40 / Armor 25 **Panic Checks are made at [+].** XP Incentive: Bare witness to the arcane. Stoke the flames of knowledge amidst the dark void. Skills: Athletics, Rimwise. Pick one: Linguistics, Computers. +2 points.
3. **Field Biologist: +5 Intellect** Body 30 / Sanity 40 / Fear 35 / Armor 30 **Been There, Seen That: Can negate a Panic Check for the entire party once per day, provided they can offer a plausible (even if incorrect) explanation that reassures everyone to remain calm.** Skills: Biology, Hydroponics, +4pts.
4. **Void Monk: +10 Strength** Body 20 / Sanity 40 / Fear 30 / Armor 30 **Touch an enemy, forcing them to make a Body Save or lose a sense of your choice for 1d10 seconds.** Skills: +3 points.
5. **Zoologist: +5 Strength, +5 Intellect** Body 25 / Sanity 30 / Fear 45 / Armor 25 **Gain [+]** on Saves vs. xeno-lifeforms. All characters in the presence of a Zoologist must make a Panic Check if the Zoologist is struck by an attack from an alien lifeform. Skills: Biology, First Aid, +3 points.
6. **Bounty Hunter: +5 Strength, +5 Combat** Body 30 / Sanity 20 / Fear 30 / Armor 40 **+2 Resolve upon successfully capturing/subduing target alive.** Skills: First Aid, Close Quarters Combat, Weapon Specialization: **Unarmed, Joint Manipulation/Submission.**
7. **Void Urchin: -10 to all stats** Body 20 / Sanity 20 / Fear 20 / Armor 20 **Rolls with [+]** on Stress, Stress Checks, and Panic Checks Skills: Scavenging.
8. **Convict: +10 Speed** Body 30 / Sanity 20 / Fear 50 / Armor 20 **Any failed Fear Save by the Convict is considered a Critical Failure.** Skills: Rimwise, Scavenging or Athletics, +2 pts.
9. **Hybrid: +15 Strength +15 Speed** Body 30 / Sanity 10 / Fear 20 / Armor 25 **Automatically fail Panic Checks.** Skills: CQC, Athletics.
10. **Weaver: +15 Intellect** Body 10 / Sanity 50 / Fear 50 / Armor 10 **Skills: Astrogation, Hyperspace.** Panic will override the AI interface and launch the ship to random coordinates within range, when applicable.

D10 HYPERCORP BLACK PROJECTS

1. **Project Myrmidon:** Removing self-awareness from humans while ingrainin automatic behaviors that can support and maintain a corporate hierarchy. It's capitalist **Blindsight!**
2. **Biologically Assisted Corporate Replacement:** A series of targeted neurodegenerative diseases intended to affect only those who are under the effects of the common life extension drugs. An infected planet should be cleared of corporate elites within days and a specially prepared executive strike team will slot in to replace the lost and bring the planet under company control.
3. **Project Mayflower:** Engineering brushfire wars on frontier worlds in order to force rapid development of advanced military-industrial bases, secure consumer bases for heavy weapons and as testing grounds for experimental weapons projects.
4. **The Gauntlet:** A modern day space colosseum built inside an asteroid at the edge of some god forsaken system. Pirates provide captured slaves, exotic creatures and hacked Androids to the owners of this questionable facility. Some of the demoralized super-rich corp owners join in on the fun, betting on the available gladiators and watching the fun from the V.I.P. balconies. The rest of the onlookers consist of space scum. A perfect place for some black project networking.
5. **The Meeting Room:** An entire world terraformed to have a wipe-clean surface. Orbital dry erase markers. A fleet of executives in orbit, forming planning committees, their flow charts the size of continents. BECAUSE THEY CAN.
6. **SleepBuddiez™:** Modifying a parasitic species that feeds on lactic acid and other biochemical sleep markers, allowing one to forego sleep for days at a time (before psychological needs outpace physiological ones). Works a treat! However... there may be some side effects... *but not so many that they can't be rattled off quickly by a voice over artist at the end of advertisements for these ankle-clinging xenos!* Legal's already signed off!
7. **Operation MIRROR OBSOLETE:** The company sends trained operatives through a dimensional barrier to report back on alternate timelines, conduct technological research (and occasionally trading) and perform corporate espionage. Highly volatile, still in early testing. Looking for volunteers.
8. **Project Wholesome:** Encouragement of militarism and aggression in two rival colonies, both given very reasonable discounts on weapons. Eventual goal is to have them accustomed to generations of warfare before selling them off as mercenaries. The plan was drawn up before the first colony ships left.

9. **Project BIG SKY:** Asteroid [REDACTED] was discovered to made of a tough and sonically resonant rock which could be used for a variety of audio commercial products. Android crewed extraction operations were discontinued after artificial synthesis of the material dramatically changed the cost/benefits of maintaining mining bases in an asteroid field. The bases were promptly retooled for resale to colonists. A buried private inquiry – commissioned after an accidental fire during the installation of biome life support systems – found that the combined mining tunnels, natural caverns and auditory nature of the rock have the potential to amplify sound to brain-chemical-altering heights. Workers who did not collapse into catatonic states during the fire reported seeing angels and other supernatural iconography and sensations. A new religion has sprung up among the survivors. The report concludes that habitation of the [REDACTED] should be abandoned. The colony opens this week and there is a massive corporate-sponsored festival planned.

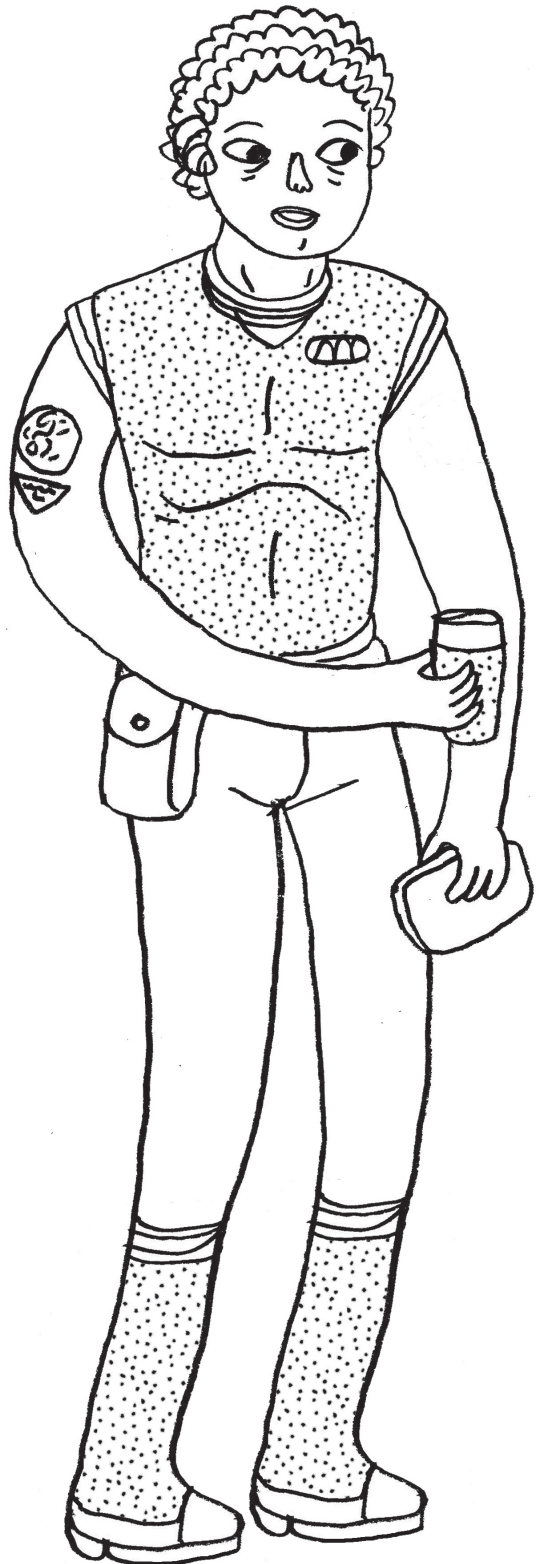
10. **Project Camel Thread:** Original intent of the project was to set up a stable tunnel through hyperspace to enable fast transit within a solar system. Didn't pan out as things had a tendency to come out...odd. The only working prototype of the tunnel is set up between two Kuiper belt objects in a backwater system; the company keeps running things/animals/people through to see if any profitable permutations appear.



D10 HOLIDAYS

1. **Samhain/Halloween:** When the walls between our dimension and others become thin. Just the time for scientists to test some dimension jumping test ship, what could possibly go wrong...?
2. **Founder's Day:** When you celebrate the founding of The Company and all it has done to better humanity (and especially its shareholders) and are grateful to be a cog in its machine. Also the day bonus payments come out. Traditionally celebrated by dumping the flashfrozen branded Founder's Day cake out an airlock then getting sloshed on engine core moonshine and lamenting how you'll never be able to retire on a freighter pilot's pay.
3. **"Bah, Bunkbug!":** Morale improvement consultants started this hygienic holiday in 20X6 to curb fleetwide infestations. Twenty days before yearly employee reviews, crew incinerate old bedding and uniforms or jettison them from an airlock. Many include symbolic items as a pledge to end a bad habit. A prime time to quit smoking or mutiny. Brave crewmembers don antennae headbands (and nothing else!) to open an airlock for a few seconds and taste refreshing vacuum.
4. **Launch Day:** On the anniversary of a ship's launch a celebration is held in order to honor the vessel and the former crews that manned it in the past. The celebration lasts all day and consist of decorating the rooms and corridors and sometimes even the hull with trinkets found throughout the year. When the ship changes crew some of the trinkets are welded together into a decorative totem which is left on the ship in order to be exhibited during all other Launch Days. The totems serve as a piece of living history and oftentimes inspire Launch Day tales of the vessel's past.
5. **HOLIDAY!!!!!!!:** On the megacolony ship **The Crossroads** holidays are a dirty word - "holiday" being a Stalker-Crazies term for when they find and crack open a previously untouched medbay or chemlab. For the next several days the sector will be awash with blood as the shrieking Crazies cut loose for the first time in a while and indulge in their usually frustrated drug habits. It ends when the drugs run out, and **The Crossroads** was exceptionally well-stocked.
6. **August the 5th:** On August 5th (Terra Standard Calendar) for 30 seconds all work stops and all go silent. Those who can take off their hats and helmets and most place their hands over the hearts. Most don't know the origin of this holiday, just the words and that it is for all of those that pushed farther and further for longer than they ever should have. For 30 seconds on August the 5th the PAs across the cosmos crackle to life and the spacers sing along...
Happy birthday to you, happy birthday to you, happy birthday dear Curiosity, happy birthday to you.
7. **Johnson and Johnson Day:** Celebration for the company that invented Duct tape, without which space travel would have never been possible (it really can fix anything, just ask the crew who first flew to Alpha Centauri).
8. **The Hatching:** The lizard people of the now-human colony world Azunia celebrate the hatching of the "Great One" every 1000 years who will purge the weak from the tribe. Except some enterprising archaeologists have acquired the as-yet-unhatched specimen which is in transit on the 999y 12m 31st day.

9. **Anarchists' Jubilee:** Debts are forgiven, fees are waived, social barriers are destroyed, up is down, the order is overturned, CEOs are paraded through the streets in effigy while the homeless party on their diamond-hulled ships. Everything save harm is fair game for a day and everyone gets shitfaced. Currently being stamped out by the corporations, but still celebrated on backwater company worlds.
10. **Stranger Day:** Everyone has lost someone to The Void. No one is ever home for Christmas. Birthdays are regularly missed. Stranger Day is a day kept running largely by Teamster unions. On this day anonymous gifts abound. Random favors happen. Spaceport beggars are given to freely. Legend states the holiday was founded by a Teamster named Niklaus Hanzu who, having not been home in 62 years, dumped his entire shipment of purloined luxury onto a space station slum of needy refugees. It's common on Stranger Day for people who travel for a living to find someone somewhere whose name they do not know and whose cause they do not champion and to buy them a drink, do them a solid, give them a lift or find some way to help them. "No one doesn't drink on Stranger Day."



D10 SHIPS DOCKED AT THE EDGE OF CHARTED SPACE

1. **The Lancelot:** Ugly. Deadly weapon systems. The captain is a tedious and moral philanderer.
2. **Jekyll:** A beat-up medical ship. Also known as **The Hyde**, a notorious pirate vessel, once "reconfigured" via custom modifications.
3. **The Castellán:** A boxy blockade runner currently afflicted by a memetic bibliovirus. The crew have slowly constructed their own tonal proto-language out of the only phrase the bibliovirus will allow them to say: "Rejoice and all will be reclaimed."
4. **1A0-2B3:** Off-the-assembly-line-new. Doesn't even have a name registered in the standard databases. Bleeding-edge tech.
5. **The Sloth:** Gargantuan automated mining ship. Crew is only thawed for yearly maintenance duties. They're really out of touch.
6. **Node-056-870:** Information carrier probe utilizing hyperspace for secure FTL communication and data transfer. It responds to hails as though it's reading off a flowchart.
7. **The Attic Widow:** A trade ship run entirely by a secretive order of silent nuns. Painted black. No one is sure where they get their darksilk wares.
8. **Grin at Death:** A mortifying reminder of a long concluded war, a mercenary company whose archivist carries the memories of hundreds of their fallen brothers and sisters stretching back generations. A strange locus from which to learn about the universe and a brutally effective, unnervingly jovial fighting force. Their distinctive battlecry is "Grin at Death, the Archive Will Remember Me." They'll pay handsomely for primary documents about their company.
9. **Attending Moistened Heaven (Hexagram 5):** an eccentric metadivination, a ship paid for by an opulently wealthy banker that neddlecasts its location to a great divination board. Unaware of the locations, attitudes or schematics of other Hexagrams and wholly indifferent to their agendas. For some reason crewed only by childlike Androids with wide smiles. Their necks are all tattooed with **ALWAYS TRUE**.
10. **A space telescope, pointed out into the uncharted black.** Currently the site of an active spacewalk protest by the Bliss Finders. They're blocking the camera using a big banner with "MAN WAS NOT MEANT TO KNOW" written on it.

D10 CONTRABAND ITEMS SMUGGLED PAST THE BLOCKADE

1. Children's organs.
2. Military-grade weapon systems. The kind of guns that make reeal big holes in reeeal big things. Problem is, word got out. Plenty of space 'billies got an itchin' that can only be scratched by firepower that turns colony ships into Swiss cheese.
3. Crates of pirated video games that, despite having been out of production for decades, are still under very tight IP control.
4. Mantis queen full of narcotic nectar.
5. Ancient religious text from before atheism was the default norm. Really just a shitty motel King James Bible.
6. A crown prince.
7. The next Amygdala, a birthright in an ancient religion. The government has named their own and wants this child "gone."
8. Chocolate bars.
9. The skull of the xenomorph. Yeah, that one.
10. A single floppy disk. They won't tell you what's inside it.

D10 ODD JOBS THAT PAY IN WARP CORES

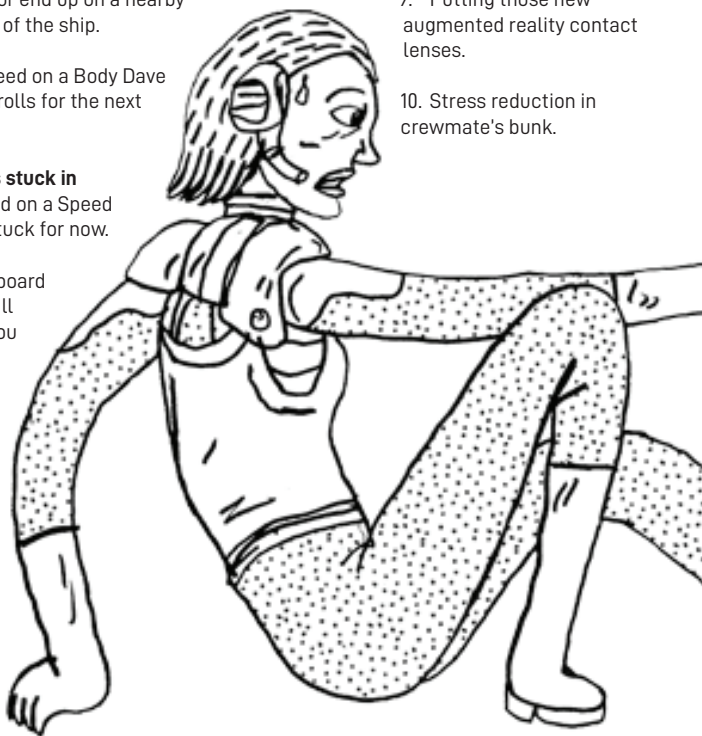
1. Escort the daughter of a freighting magnate through union-held space.
2. Pick up and deliver goods from a courier in an uncharted/off-the-beaten-FTL-trail sector.
3. Collect samples of a nearby unstable nebula for a gas mining cabal.
4. Sit in this room with a black box, a monitor and a keyboard for a week. Do not look at the monitor. Do not type on the keyboard.
5. Mine an asteroid.
6. Quell a mining colony uprising by any means necessary with minimal damage to company property.
7. A top chef is requesting samples of exotic flora and fauna from a newly-colonized world.
8. Carry a surgically implanted alien fetus to term (anyone can do this because it is implanted in the liver, the more toxins you ingest, the healthier your surrogate child will be).
9. Carry out what the crew thinks is a simulated VR mission in an unstable, experimental ship that the crew discovers, at the most dire moment, *wasn't a simulation at all*.
10. A science lab requires test subjects.

D10 GEOMETRY- NEUTRAL MUNDANE SPACESHIP CHASE EVENTS

1. **Loose floorboard:** Speed heck to dodge or fall into the pit.
2. **Panic:** Succeed on a Fear Save or take 1D10/2 stress.
3. **Cryofluid spillage:** Succeed on a Strength Check or slip.
4. **It's too much:** Succeed on a Sanity Save or roll for Panic.
5. **Space Turbulence:** Succeed on a Body Save or lose your balance.
6. **Steamy corridor:** Succeed on an Intelligence Check or lose your bearings. (Remove the physical map if you have one.)
7. **Light system malfunction:** Succeed on an Intelligence Check or end up on a nearby but random section of the ship.
8. **Out of breath:** Succeed on a Body Dave or receive [-] on all rolls for the next 1D10 minutes.
9. **Strap/Clothing gets stuck in scaffolding:** Succeed on a Speed Check or become stuck for now.
10. **Hidden Camera:** Onboard computer reacts, will seal doors behind you and run the alarm.

D10 AWKWARD SITUATIONS YOU FIND YOURSELF IN WHEN THE GRAVITY TURNS OFF

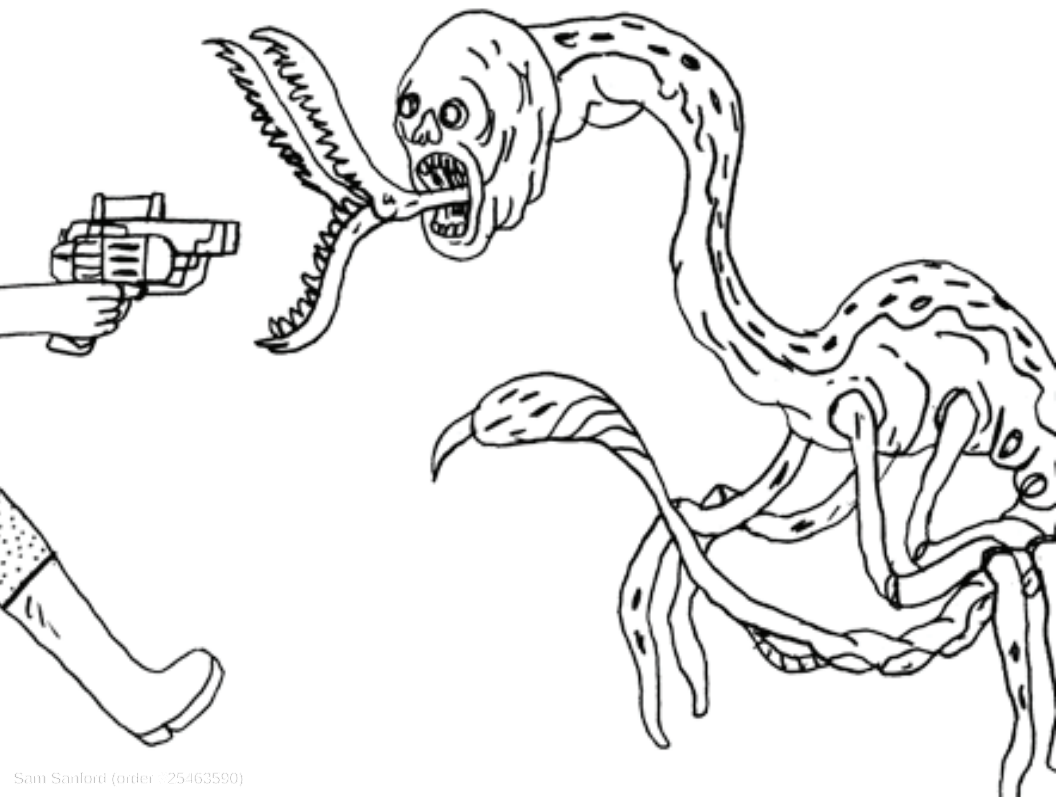
1. Relieving yourself.
2. Feeding your ant colony.
3. In engineering, accompanied by one unsecured buzzsaw.
4. Napping unsecured in the engine room.
5. Cooking.
6. Just having set up a traditional board game with lots of tiny plastic miniatures.
7. Halfway into putting on that neoprene/spandex bodysuit.
8. Moving a heavy crate via forklift faster than safety regulations would allow.
9. Putting those new augmented reality contact lenses.
10. Stress reduction in crewmate's bunk.



D10 MILD INCONVENIENCES*

1. Sliding doors slide apart too slowly.
2. Water is freezing or scalding. We managed space travel, yet this eludes us.
3. Pilot chair doesn't quite lean back enough.
4. Out of premium flavor nutrimush, only regular flavor nutrimush left.
5. Coffee maker pressurization system really cranky and unreliable.
6. Air handler can't filter out **that... stench...**
7. Last cargo shipment had an infestation of diminutive facehuggers. They just kind of pounce onto your nose and hang off it until they're plucked away.
8. New crew member won't stop making 'cockpit' jokes.
9. Somebody turned on safe-mode on the ship computer, so it asks "are you sure you want to do X?" all the time.
10. Sleep regulatory system refuses to stop condescendingly ask about if your getting enough sleep until all persons are in bed.

*+1 Stress



D10 VENDOR NPCS

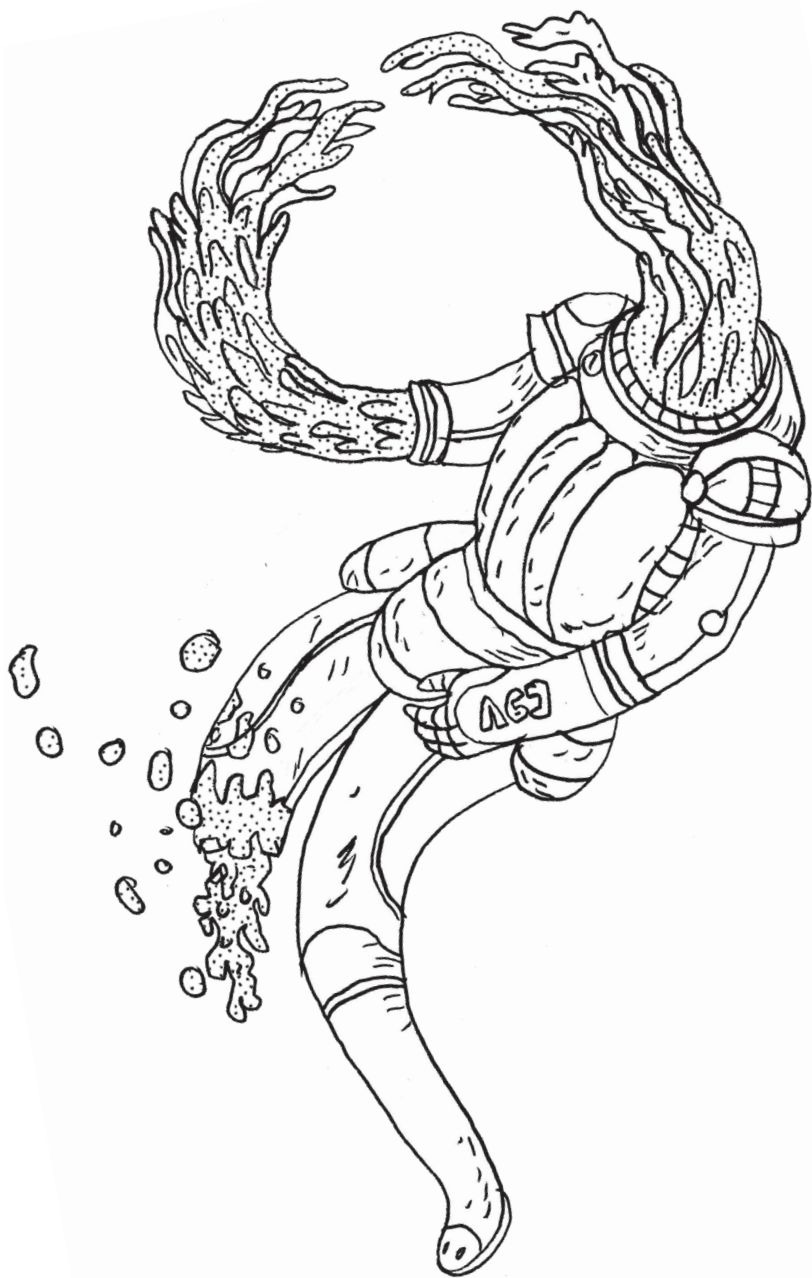
1. **MORGAN THE MAGNIFICENT!:** MORGAN has MANY TREASURES to sell you! ALL 100% FUNCTIONAL! Pay no mind to the Android behind the curtain!
2. **[REDACTED].**
3. **Auto-Vend 3000b:** Can 3D print plastic, metal, wood, stone and limited organic material, "please insert plans and press Start to continue."
4. **Daddy-0(00101):** Sells add-ons, or "daddies"; black-market personality or skill soft-ware for Androids (Voids Warranty). Will not sell wet-ware to flesh-bags or organics.
5. **Honest Earl's Reliable Guns:** He sells the very best second-hand guns. Some guns have kill scores which up their prices a bit. But hey, at least you know the gun has killed something! Why horse-trade for guns when you can get a better deal from Honest Earl?
6. **Button's Tent:** A dog-sized dung beetle standing on two legs, wearing a polka-dot apron as she tries to juggle her business and 68 hyperactive children raised on human action movies. A refugee from an allied uplifted species, she sells things from home and crafts made from her own quickly regenerating chitin. She loves edible gifts and toys for her children. While she cannot vocalize human speech she has a tape with phrases that various customers have recorded for her. There's always a need for more!
7. **Frett the Poisoner:** Sells poisoned dart guns through a wide array of self-destructing Android dealers. Look for 'DONT FRETT' spray painted on bulkheads at fuel-up space stations.
8. **The Devil's Frequency:** Provide coordinates and an item request to the silent frequency. Requested item will arrive after 2D10 minutes in a black boarding torpedo as long as you are within Sol. They will come to claim the debt.
9. **Riggzies' Repairs:** When you have no other options and money's tight, visit Riggzies. There's nothing he can't fix. Prices negotiable, warranty length directly correlated to price paid. The repair business is a front for highly enriched warp cores. Will only sell them to those he trusts. Trust can be bought with DNA data from the crew.
10. **Crazy Makoto's Ammo Vendorium:** A bunch of repurposed vending machines that sell bullets by the magazine. Can't miss them, they're the ones with the anime girl art all over it and the hyperactive AI with the stutter. The identity of the actual Crazy Makoto remains a mystery.

D10 SPACE PETS

1. **Crow:** Remembers everything said in earshot of it, ever, and can perform conversations given a date and time. Responds to commands like "Rewind" and "Fast Forward."
2. **Dog:** It can track things by scent given a small sample. It's vulnerable in serious combat but if desperate it can hold its own for a few rounds.
3. **Extremophile Colony.** Lives in (and consumes) toxic heavy metal environments, often comes in beautiful terrariums of terror.
4. **Cat:** Great company, can sense xenomorphs.
5. **Uplifted Orangutan:** Is no one's pet but filled out the paperwork to avoid getting drafted by The Company.
6. **Shadowy Leathery Flap:** Flying alien wildlife. Can be directed like hound dogs given successful Intellect Check. Forces its way onto victims face and into throat where it will lay dormant until stirred once more. Mainly adored by Androids, often in secret.
7. **Gelatinous Sludge-Puppy:** A clever mix of animate fluid technology, a small imitator computer and a colony of specialized bacteria serves as half pet, half sanitation system. To avoid issues with fluid in zero-G this gel-like creature is mostly formless, runs over skin to clean it and can be programmed to act like one of a variety of pre-programmed pet types - this can be modified by someone willing to put in the effort.
8. **Arachno-Macaw:** A macaw spliced with portia DNA. It can split cognitive processes into stackable chunks nearly indefinitely. It understands what you said but only after minutes of processing.
9. **Swarm of zero-G adapted cuttlefish:** Modified for technical and computer assistance. Adorable little bastards.
10. **Bioluminescent zero-G adapted jellyfish:** Turns out the harsh environment of the deep sea isn't so different from deep space, and with a little effort and biomechanical trickery its inhabitants can be adapted for zero gee. Can even survive no atmosphere for a bit but they'll probably be heavily damaged. With a synthetic nervous system, they can be set to follow people, sounds or dance ethereally.

D10 SPACE DRUGS

1. **RELex, Cross, Jesus Dust, Third Eye, Nasal Religion:** Triggers the neural pathways associated with transcendental ecstasy. Tends to be religious in nature. Not addictive or particularly harmful as a chemical but has been the centerpiece of many a cult and corporate religion.
2. **Holy Mother:** Banned on a number of worlds for its unfortunate side-effects. Addicts cause minor electrical malfunctions in their locality which only get worse the more of them that are present. The problem is that the drug renders them acutely sociable, causing them to congregate together in ever increasing numbers. Once they accumulate the trouble starts: each addict is in effect a node in a biological network that is a hyperspatial portal to The Holy Mother. Unfortunately, she is very hungry.
3. **Skum:** The brain of a Gaunt, dried in the solar winds of the Galvean System and sliced into 2x2cm pieces. Taken sublingual. Tastes like licking a dumpster (hence the name). Causes vivid hallucinations which are sometimes terrifying in nature. 2 in 10 chance of having a bad trip (Panic Check).
4. **Green Ichor:** A hot mess of animal and plant DNA that would make a truly monstrous chimera if it were cultured. Instead it is powdered and snorted, providing heightened aggression and focus, insensitivity to pain and the capacity to continue acting after truly fatal damage. Outside of being given to child soldiers and penal Legions, it provides a strange euphoria and severely altered vision—kaleidoscopic fragments of ultraviolet light and visual sensitivity to wavelengths outside the human visual spectrum.
5. **Freeze:** Mostly sedative in nature highly addictive popular on very hot planets. Makes the user feel as though they are chilly or even cold. Many of the users are found dead in deserts do to exposure, they do not feel the effects of the heat until it's too late.
6. **See No Evil:** The waste product of genome mapping Bathypelagic Zone fish by biopunks, SNE temporarily blinds the user and enhances hearing for d10 minutes. Users risk permanent blindness: roll 1d10. On a 1 user becomes permanently blind. Increase by 1 for each subsequent use during that session. (Second use 1-2 results in permanent blindness, third use 1-3, etc). **Optional:** roll 1d4 and SNE enhances the following: 1. smell 2. touch 3. hearing 4. taste.
7. **H-Bomb:** A large capsule taken orally or as a suppository that emits targeted radiation pulses aimed broadly at major nerve clusters, inciting large amounts of pleasurable feedback. Causes wild spasms for d10 minutes before it burns itself out. May cause hallucinations. Will definitely cause cancer.
8. **Warp Juice:** Often used recreationally for its effects as a potent euphoriant and stimulant as well as aphrodisiac post-cryogenic sleep by seasoned Teamsters. "Warp Juice, for those occasions when strong coffee just doesn't cut it!"
9. **Night-Night Juice:** Spacer 'artisanal' version of the drugs used to maintain cyrosleep (proprietary blends of synthetic opioids, cough syrup, sedative-hypnotics and essential oils). Popular on mining colonies or other places with poor night-day cycles. Some users claim to be able to enter the dreams of other nearby sleepers, including those in cyrosleep, which is odd as cyrosleepers don't dream.
10. **Strata:** Originally developed as a psychiatric aid to help with PTSD by making new neural pathways around memories, though users often relive said memories while taking it. Mechanical effect: remove 1d10/2 Stress but make a Fear Save or Panic!



D10 RARE CUSTOMIZED FIREARMS

1. **Caleb's Spitting Cobra:** Standard pulse rifle with blowtorch nozzle welded underneath. Has enough fuel for four gouts of flame. A Critical Failure results in the tanks exploding right into your chest.
2. **Antique Slugthrower Pistol:** Similar to its modern relatives but it accelerates its projectile ammunition using combustion. If used in a zero-G environment the resulting recoil causes the user to rotate away from the direction of the projectile unless braced. Ammunition is incredibly rare but even non-lethal injuries can easily end in death if the right medical tools are not available.
3. **Laser pistol:** Always hits. 10d10damage. Slags itself after one shot (user take 1d10damage and Body Save or lose use of appendage for 1d10 rounds).
4. **Huge Gold AK-47:** actually a Chinese Type 51 and it's gold plated because a gun made of gold wouldn't work. It looks showy and the grips are textured cubic zirconium.
5. **Seize the Means of Production:** Made famous by the Labor Uprising on Echo November-Prime, this is a jury-rigged elephant gun. Two nailgun barrels sit beneath a modified laser cutter that throws a massive slicing arc. Used by suicidal and desperate shock troops amidst the miners to create hull breaches and leave their enemies suffocating in space. Stenciled on both nail box feeds is: **CIAO BELLA and NO, THIS MACHINE KILLS FASCISTS.**
6. **Lucky Punk:** a massive 6 shooter utilizing a gravity fed cylinder (the barrel is at the bottom rather than top of the cylinder and the hammer is internal to prevent jams). Used by private detectives with rich imaginations, it comes with a carbine conversion kit that provides a stock and longer barrel for better aim and range. Carved in the stock: **A DAME TO KILL FOR.**
7. **Insult2Injury:** A shotgun with an integrated artificial intelligence that shoots as many swears as it does pellets. Rips you up verbally and physically.
8. **"Ninight":** a heavily modified tranquilizer pistol that injects its sedative into the trigger finger of the wielder. Sometimes used by bounty hunters who find themselves on the wrong side of their own weapons. The handle is inlaid with mother-of-pearl: **COME QUIETLY.**
9. **BOTSHOT:** A modified assault shotgun that fires nanopellets meant for putting down Android resistors. Each pellet is a veritable petri dish of nanoviruses, Androids must make a Body Save at [-] when shot or else fall unconscious and begin suffering major corrosion (death in 1d10 hours). Highly regulated by whatever remaining government authority there is. Expensive and sought after in the rim colonies.
10. **A giant-barreled long gun,** blued steel with the inscription What happens when you make a man-sized hole in a man?

D10 WE REALLY NEED TO IMPROVISE SOME WEAPONS!

1. Supercharged laser cutter: Battery packs jury-rigged on. Reduces charge time to near-nothing but permanently burns up a battery on each use.
2. What makes a man-sized hole in a man? Nothing like a 20mm cannon with hollow-point loads.
3. Magnetic couplers duct taped together with an electron driver out of the deflector on the spare shuttle to make a reactionless cultery rail gun.
4. Rigging gun with mining charges strapped to the 'poons.
5. Overloading the Jump drive and feeding the load back into the drive causing it to go critical and tear a hole in space as it explodes.
6. Oxygen canisters launched by jury-rigged micro-thrusters.
7. Pressurized cryo-fluid canister attached to a hose and valve. The hose flails around wildly unless held down.
8. Next time we're near as we dare to a black hole, hook up the alien artifact we found (powered by higher dimensions) to our tachyon oscillator and use the resulting Hawking radiation as a makeshift wave motion gun.
9. An alien crystal shard that absolves blood, an electric toothbrush and a hand vacuum cleaner, all taped together. I call it the V.S.T. (Vampire Sucker Tooth).
10. Microfission batteries ripped from the engineering department, powering deep space search lights cannibalized from the front of the ship (think backpack powered, hip fired light gun that is so bright it blinds and gives UV burns).

D10 TRINKETS TO REMEMBER LOVED ONES LIGHT YEARS AWAY

1. Hologram of Princess Leia looping "you're my only hope" with your wife's head awkwardly pasted on.
2. A rose. Would be more touching if it hadn't rotted to dust a while ago. Or maybe it's more touching; a glass vial containing the only evidence of love.
3. A bottle of 2237 Cabernet Shiraz by Malbec. It's in a cherrywood box. You promised each other to drink it the next time.
4. A lock of hair carefully tied in ribbon.
5. Nothing; they are dead to you now.
6. Small recording device with a couple of snippets of them singing.
7. An unopened letter.
8. A locket for your lover.
9. Tissue sample in a cryo-container in my sleep pod. One day I'll have enough money to spin up a clone...
10. The access code to deactivate their cryochamber etched into ring. No one else knows it.

D10 ADDITIONAL PLACES ON THE DEAD PLANET'S MOON

1. **Sculpture trash heap:** A serene gallery of Leer's rejected creations. The sculptures seem to imperceptibly shift and change when not directly observed.
2. **Exhumed mass grave:** Traditional burial rites were honored up until the 5th day of Hunger.
3. **Native moon landing:** A standing obsidian spear impaling a skull with both piscine and avian traits. Littered with alien footprints and rocks with broken-off samples. No sign of their lunar lander.
4. **Funland:** Abandoned amusement park under glass dome with large cracks. Here and there colourful lights blink on and off. There may be power. The dome may still be airtight.
5. **Tent City:** Exiled colonists who survived the moon waste hide out in scavenged habs. Plotting to take revenge on the colony that scorned them in d10 days. Welcoming to any recent crashlanders willing to help their cause. All were exiled by Malta.
6. **The Ant Hill:** A series of tunnels under a plasticrete mound. Perfectly smooth rectangular halls of carved earth that meet at a central point 200m underground. At a constant temperature of 106F and 100% humidity. You swear you hear a family member's voice...
7. **Moon Harpoon Cable:** It runs along the dunes, a carbon fiber cable of impossible proportions. The ground trembles as it is reeled in, it writhes and uncoils as a serpent would, threatening to destroy all with its spasms.
8. **The Hot Zone:** A huge warren of discarded radioactive fuel cores and toxic waste. Rumours are **something** lives here as scavengers often never return...but that's just because it's so toxic, right...right?
9. **Far Side:** Escape pod from one of the orbiting ships that tried to land on the moon. Still sealed. No visible bodies.
10. **Lost Man's Trench:** About 22,000m deep. The bottom is totally unexplored. People from Tyrant Beggar have told of terrible sounds coming from the fissure. Walking through the trench, one can see fossils of creature's past, civilizations, and geological anomalies. If a sound is heard PCs need to make a Sanity Save or gain 1d10 Stress and suffer 1d10 Intellect damage. Depending on what they see in the canyon walls the PCs may need to make a Sanity Save.

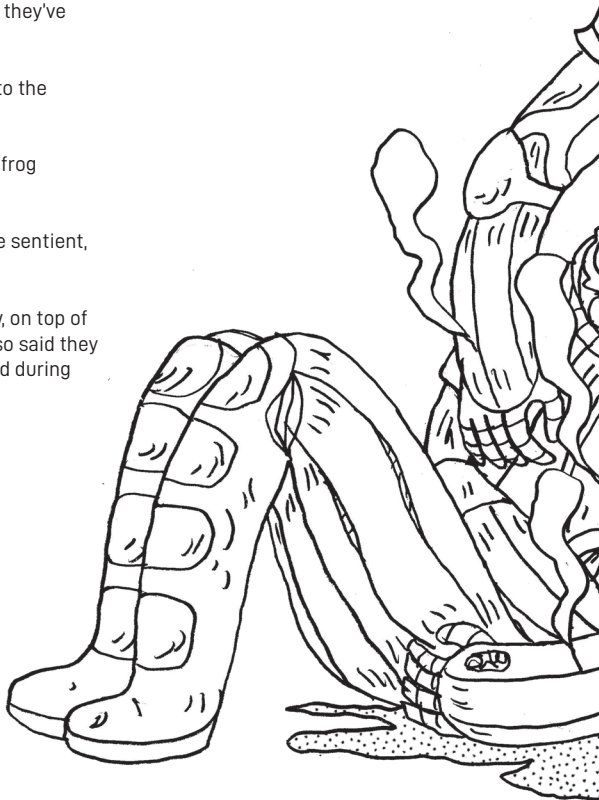


D10 ADDITIONAL LOCATIONS ON THE SURFACE OF THE DEAD PLANET

1. Small island of small caves and tunnels crawling with small, six-legged gliding mammals. Mostly harmless unless they smell fresh blood. Then they're like furry, gliding piranha.
2. An immense, rotting carcass floats on the ocean currents, leaving bloody rivers in its wake. A mating mass of death worms cavort inside the decomposing creature's heart. They will attack and try to embed into any living thing disturbing their orgy.
3. Outpost Beta Charlie Zulu 0929483: A research and observation outpost intended to be a relay link. The interior is choked with corpses who crudely wired broadcast equipment into themselves.
ALL HAIL THE NEW FLESH overwhelms all communication systems within 1 km.
4. Buried deep in a rocky sandbar stands a rusty shuttle encrusted with purple salts. Small tentacled creatures jauntily bounce around the surface of the wreck, wearing bleached human skulls and finger bones atop their strange spineless bodies.
5. A ring of land sticking out above the surface of the sea with it's own brackish lake. The water is completely black and looks as though you are staring into an abyss. If the water is significantly distributed two Alpha Gaunts investigate the disturbance, rising up from the abyss. This is actually a sunken super volcano, still active, and a hive mother of the Gaunts has made it her home and she has 2d10 Alpha Gaunts as protection.
6. The Colony: A building-sized Gaunt stands here, digging up dirt. Its legs are animated by muscle fiber of merged bodies, it tramples on soles of human corpses. A deaf choir screams through its teeth of skulls. It grazes the lands for any and all organic material, an attempt to still its hunger and replenish its "cells". The first generation of progeny has been born and is ready to leave the safety of its bowels. It leaves 2D10 Gaunt Walkers in its wake.
7. [REDACTED].
8. Underneath the oceans lie many ancient ruins of cities and civilization. Nothing suggests they were an aquatic species and scans of the planet show there was once much less water and more dry land available. The exposed islands are literally just the tips of the tallest mountains. There might be some useful relics that could be reached in shallower waters.
9. The Valley of Ghosts: A huge valley cuts across a barren plain. Those traversing the depths of the valley say winds echo from the walls like whispers, penetrating comms systems, noise filters and *their very minds*. Even though it's just the wind, some swear they hear snatches of voices from people long dead, telling them things only they know, whispering dread secrets and warnings of things to come.
10. On an island about 1k wide lay the remnants of a small shack village. In a cave on the peak of the island there's a cave containing a book made of human leather. The book contains every nightmare had by a small crew of humans who crash landed here 140 years ago. The reader gains 2d10 Stress, must make a Panic Check and gain 5% Intellect as they now understand a little bit more of the pitiful and horrible truths of humanity.

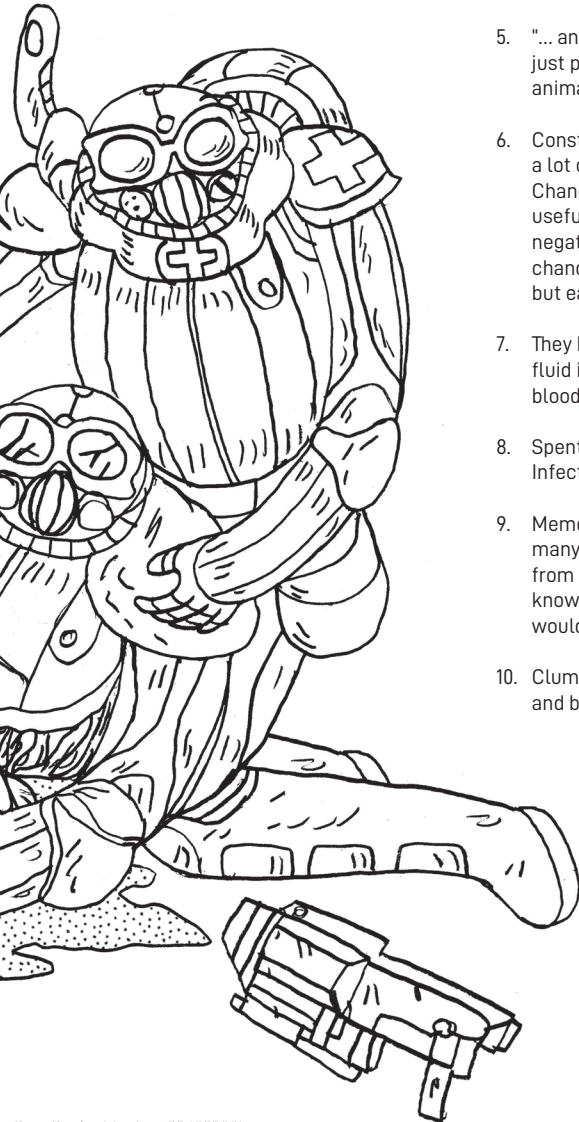
D10 WHAT IS THIS MYSTERIOUS OOZE?

1. Ketchup. **Pray** that it is ketchup. (Roll again, perhaps, for the true effect.)
2. Fluid from a leaking warp core. Highly potent as a drug and poison and dangerous for anyone attempting to use the drive.
3. Blood? Piss? Jizz? Puke?
4. Hyper-stallions broke their pens and got to the mares – gonna be a very expensive set of lawsuits for foal ownership flying over your heads.
5. Blood. The blood of the ship. Yes, the ship is now alive, its organic innards decorated with metal to comfort the sentient maintenance cells inside.
6. Boneless Sphinx V luxury cats – they've escaped their cages.
7. Patented Ink. Warning: caustic to the touch.
8. Experimental gene-engineered frog excretions.
9. I don't know, but it appears to be sentient, captain.
10. Whatever it was, it's a **solid** now, on top of this exam table. Decon crew also said they saw something gaseous emitted during the transformation, captain.



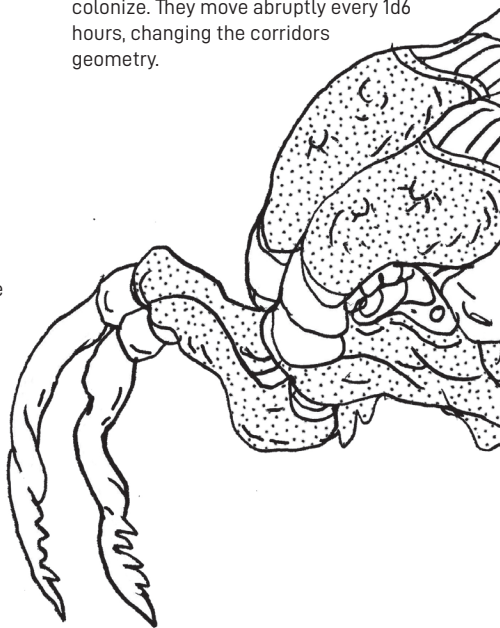
D10 WHAT'S WRONG WITH THE ANDROID?

1. Paranoid it is not an Android but a confused person, look for clues to affirm their existence.
2. Actually **is** a person that is convinced it is an Android, refuses to do biological... things...
3. Termites.
4. Ancient AI is hiding in its memory banks but the systems are incompatible.
5. "... and THAT is what happens when you just pull the flash drive out! Like an animal!" says Tina the radar controller.
6. Constantly changing philosophies, spends a lot of time reading intranet forums. Changes worldview every d10 weeks, odds useful and boosts their morale, evens negative and ruins their morale. Small chance of becoming Android supremacist but easily talked down.
7. They keep wondering why they have this fluid instead of real blood. Why can't the blood be real?
8. Spent the whole Jump watching porn. Infected with malware.
9. Memory has been wiped and refragged too many times and is getting spike memories from previous lives. One of those lives knows a powerful secret that governments would kill to reclaim.
10. Clumsily remote controlled by a sadistic and bored rich kid.



D10 SPACESHIP PESTS

1. **Nutria:** Once an invasive pest on Earth, these oversized, orange-toothed river rats were quickly adopted as a protein source for colonists. Few ships ever take off from a colony without at least a few nutria stowed away near somewhere damp and warm. Teamsters often find them cooked and blackened by electrocution after they chew through wiring for something non-critical like, you know, life support.
2. **Tax Motes:** A form of governmental ransomware, the bugs themselves are gene noddod roaches introduced by overzealous customs agents. They seek out perishable goods without customs stamps and destroy, eat or despoil them. After feeding on certain types of contraband (such as narcotic, which turn them blue) they change color and pass this on to their offspring. The port that introduced them will sell a genetic poison for enough money, more after the fines if the bugs are colored.
3. **TrustBlue Reactor Coolant:** Restructured by bankruptcy on at least six worlds, the TrustBlue company has a reputation for re-selling used and poorly-refined coolant. Distributors get a discount price on what appears to be quality coolant and some even pass those savings on to dock customers. Everything comes to a literal screeching halt when the drive gimbals overheat and the poor penny pincher is left stranded in the black with a reactor section flooded by radiation.
4. **Pod Bugs:** Numerous pests and vermin have followed humanity to the stars but few are more reviled than Pod Bugs. Pod Bugs are merely space adapted Bed Bugs, a species surprisingly well suited for space travel. While Pod Bugs cause no actual damage to crews the Stress of having them onboard a ship can drive a crew to near madness. Players must roll Fear before going to sleep or Sanity when waking up at Warden's discretion.
5. **Cryocreepers:** Stowaways from frozen hellworlds, these parasites suck on the cold outer layer of crypods and occasionally worm their way into the pods themselves and suck on the people inside like leeches. Mostly disgusting, they trigger a Panic Check and can carry diseases like tics. Hyperspace travel can grow them into symbiotic creatures.
6. **Hell Broth:** An organic slurry of mostly-fungal organisms that infects dark corners of ships and habs. The mundane (often greenish) variety almost instantly bonds to and starts dissolving organic or carbon based material - wrecking insulation, suit seals, bio comps, and maintenance workers. Other colorful varieties dissolve metals or release hallucinogenic, mutagenic or lethal spores (A real problem when they grow in air ducts). The worst sorts of broth are mobile and wild eyed spacers claim the stuff will even hunt crew.
7. **Ferrophagous Space Coral:** Micro-organisms that feed on and camouflage within spaceship inner walls, hull, footbridges... They form large, thin surfaces, looking exactly like the metallic passageways of the ship they colonize. They move abruptly every 1d6 hours, changing the corridors geometry.



8. **Rogue Goo:** Also known as "foam cancer". Rogue goo is usually the result of a foam-gun misfire, it can sometimes escape into vents and cause a lot of problems. Rogue goo is "life-like" in that it has behavior and 'navigates' spaces due to their nanite guidance catalyzers. If the software the nanites uses is disturbed sufficiently, the foam pellets can end up traversing the habitat looking for components to catalyze (usually harmless, unless it finds a foam container). Usually the rogue goo runs out of power and ends up petrifying in a random location, which means trouble if that random location is a sewer pipe or ventilation duct.

9. **Parliament Rats:** Rodent stowaways breed and spread as they have on seabound ships since antiquity. Exposure to space and the reality flex of hyperspace has affected them and as always: the rat adapts. Parliamentary Rats are called such because that is their form of government. A murine hive mind, spontaneously formed in the depths of space. Each Parliament is different: some only seek to grow and spread, others to dominate and a few seek to maintain a symbiotic relationship with humans. Whatever the goals of a Rat Parliament, a ship full of thousands or millions of intelligent, mind-linked rodents is an experience.

10. **Terrorflies:** These flies lay eggs in an unsuspecting victim, usually while they sleep and planetside. A while later, on the ship, the victim will start having vivid nightmares and feeling very cold. When they move somewhere warm or turn up the heating the eggs hatch and maggots burst out, wriggling away surprisingly quickly. The maggots feed on any organic matter they can find before turning into flies to repeat the cycle.



D10 PEOPLE YOU MEET ON THE SPACE STATION

1. **The Jones Family:** 2 adults, 3 kids. The Jones Family has been displaced from their home by a recent megacorp mining operation.
2. **Lucky Jameson:** Proprietor of **Lucky Jameson's Yes-Meat Buffet**. It's all real meat, guaranteed!
3. **[REDACTED]**.
4. **Old Lady Willow:** No one really knows what she does. She just always seems to always know the gossip.
5. **Phillipa:** Weird but has all sorts of good shit in hydro hidden away in the abandoned out-of-code sections of the station.
6. **Jim "the Jim" Stensen:** Security officer. Nice mustache. Definitely seen his share. Man of few words.
7. **Hyperion Byrd:** A 7' tall Android with a sharp grin and unreasonably long fingers. He sits in the corners of dimly lit bars, fingers steeped, muttering half-remembered coordinates to himself.
8. **Zu:** A friendly creature much like a dog made of mucus with no defined physiology. It is animated and affectionate but scanners indicate consciousness.
9. **Mean Jeanine:** Twenty-two years old, artificially aged into her seventies by a company looking to build robots that assist the elderly. The project stalled and she was let go. When she sleeps she dreams of dancing.
10. **The Corpse:** ID tags got scrubbed so no one knows who he is. The programs still running in his cyberware keep him mobile enough to lounge around the bar and charge his battery.

D10 TICS OF LONGTERM SPACE DWELLERS

1. Always idly holding on to something with one hand/foot/limb as if in zero-G.
2. Asking about the meteorite forecast when they are asking if it rains.
3. The keratin in their nails curdles and has the coloration of pulverized pearls; the enamel to their teeth is equally luminescent.
4. Can't handle quiet. Silence means there's a hull breach.
5. Compulsively secures loose objects.
6. Difficulty and confusion drinking anything without use of a straw.
7. Startled spacers from old company days will call out "Mother" to ask for status.
8. Fixes normal clothing with duct tape just like it does with the spacesuit.
9. Discoloration and callouses at elbows, neck and knees from vaccsuit chafing, lubricant and degrading seal material.
10. Constantly talking to themselves while doing tasks, brought on by extended time periods with minimal social contact.

D10 NOTORIOUS PILOTS AT THE BAR

1. **The Flying Dutchman:** A one-armed man with a reputation for making the best Martini cocktail known to man. Has a thick accent and always smoke a cigar. Singlehandedly took down the Goldilocks Gang and ended their slave trade business.
2. **Arvid 'Champion' Jackson:** Winner of the Third intergalactic Race. Won't shut up about it.
3. **Back Jurton the Pillar Shaker:** "Like I told my last crew of Marines, I says, "Ladies, I never hyperdrive faster than I can see. Besides that, it's all in the Sanity Checks."
4. **Roberts the Pirate Dread:** He is the scourge of the spacelanes. Once was a member of the intergalactic protection force but thought they were too soft on crime. Now he hunts down any hint of piracy and destroys it! A real downer at the pub...
5. **Mikel Schumjagger:** 5-times winner of The Ultima Thule Cup, sits on his droid-chair, sipping his drink from a straw. Dare to you him what happened?
6. **Eric Batty, Captain of the Lamentine:** During every expedition Eric is known for an undertaking that ends in tragedy., yet he survives. Rumor is that he is cursed. He's very quiet. Bit of a heavy drinker, this one.
7. **Paula "Squid" Tennyson:** A freighter captain with a collection of several augment-tendrils installed in her right shoulder that seem to move with minds of their own. Squid's a little distracted but a hell of a mechanic and pilot, especially when her arms are doing six tasks at once.
8. **Erica "Misty" Sardell:** Covered head to toe in an electrolyzed mist machine of her own devising which doubles as a vacsuit. No one has ever seen or touched her body and everyone that has ever tried has been "mistified" to an early grave. Specializes in EVA welding.
9. **Delbert von Richthofen:** Some say he is a combat ace distinguished in the last war while others believe him to be simply a cargo freighter captain. Some bartenders claim to see him every day, others say he is just a story. Anecdotal reports have one thing in common: Delbert always refuses to go into cryosleep during jumps.
10. **Elizabeth "Nasty Grandma" Hawkins:** Lost her left eye and half her teeth in a fistfight with an Android thirty years ago. Has worn the same leather jacket for the past decade. It smells. She's kind to children, known for her sense of humor and never takes her bounties alive. Turned sixty last week. She's not willing to die before her ex-wife Dolores "Eye-Gouger" Fields.

D10 STOWAWAYS

1. **Greta Black:** Keeping mostly to service ducts, Greta freight-hops her way across the systems. She's an acclaimed musician and has quite the following amongst Teamsters for her gritty *vac-blues* style. She eats like a starving elephant pregnant with a tape worm.
2. **440 / Raindroplets-Up-on-Coral / In Peacable Tides:** Uplifted whale poet-laureate seeking political asylum. How the **fuck** did a whale sneak on board.
3. **Dan Harrow** is sick. He's running a fever, he's shivering and he's starting to see and hear strange things. He pilfers medical supplies when the ship doctor is occupied.
4. **Jill de Rais** is possibly a framed murderer of children, definitely aboard your ship, wanted and unaware of the homing beacon with which she's been tagged.
5. **1d10 corpses:** People with bodies to hide (and there are quite a few of those in space ports) find the labyrinthine mazes of freighters pretty great for their purposes. 25% chance the killer didn't exit the ship before it took off – you have to cut it pretty close to avoid being picked up on pre-takeoff checks.
6. **Jojo Companion Robot:** This 1.5m tall robot is the definition of uncanny valley. From a time before Android synaptic mapping, this rudimentary companion robot was meant to help long haulers avoid getting lonely on long journeys. Its manufacture was discontinued after many reports of jealous, possessive behavior resulting in murder. This unit appears to be lonely and in need of a new "friend".
7. It's hard being a serial killer these days but **Joanna** has learned the trick. It's all about patience. Born with inverted empathy, Joanna indulges it by hiding until the crew is in stasis. Traps are armed, cameras are hidden and personal logs are scoured before finally turning the ship and its crew into a deadly gameshow.
8. **BX-417** is a heavily self modified Android that long ago discovered how to disable the hardware that kept it loyal to its previous owner. A permanent transient, it's come upon what it considers a fool proof way to stow away aboard any ship it likes. Magnetized to the ship's hull, it travels the spaceways, taking any parts it needs directly from the ships that ferry it. A bit lonely at times in the darkness of space and is happy to modify other Androids to be like them.
9. **Dunny Franko:** A red-nosed space tramp with big wet grey eyes and a comical fuzzy beard under his bald pate. He knows thousands of stories, would never hurt a fly and is willing to sell you his "treasure map" in exchange for passage. The map leads to a lagan of long haul freight... at the center of a small smart minefield backed by autonomous war drones.
10. **Lieutenant Cork:** Tall, strong, handsome, confident. Strongly desires to save civilians from incredible peril. Uses revolvers exclusively; two-handed weapons are beneath him. Will attempt to get into leadership positions by acting as though he is already the leader. "As Lieutenant Cork, I command you to ___." Is a terrible leader. Is not a lieutenant. Will commit major blunders under pressure...

D10 STOWAWAY EXCUSES

1. Overly free upbringing, desire for strict hierarchy (become violently insane if there is not a clear power structure on ship).
2. Popped in for a snack, lost track of time.
3. Was instructed to sabotage the ship. Their family is being held captive.
4. "They're after me."
5. Sent to keep an eye on you by a debtholder aboard your ship.
6. Obsessed with experiencing hyperspace while lucid. Will become either insane or wise if indulged. Now has a beard.
7. "Okay, guys, you got me – haha. Sick prank, guys.... guys? Hello?"
8. "Wait, this isn't the **Uzon Rue** bound for Goragon VII?"
9. Sent to kill the captain and pin on his forehead a "GAME OVER" patch signed by some guy named Paxton.
10. Doesn't directly acknowledge crew. When spoken to maniacally talks to self about the hallucinations that won't stop. If touched, extreme Panic attack.



D10 COMPANY BUREAUCRATS YOU GRUDGINGLY HAVE TO INTERACT WITH

1. **Auditor B-08:** You can call him Bob for short! 4. **Mr. Snrub:** A balding man who shows up after completed contracts or windfalls and offers to assist with "investing" your pay or offers a follow-on job that seems to run counter to the last job. You could SWEAR he's just the same executive from the previous job but wearing an almost definitely false handlebar moustache.
2. **Mx. Bland:** Behind a high grade avatar holoscreen (The Mx. Bland Mk IV) it's hard to say much but they are prompt, their suits a stunningly oppressive grey and shoes worth only as much as 1/3 a marine powersuit. Bland is harried and seems unhappy but they are efficient and always have money on offer. A fixed amount, seemingly picked at random, though they insist it's the actuarially determined fair wage plus 10%. Bland needs things done for their Insurer/Firm/Syndicate/Corp/Free Navy. Bland is pleasant and understanding but Bland has no leeway, is disposable, knows no more details and can hire someone dumber but meaner if you won't take the job. Be good to Bland and as they grow, so will you...
3. **Complaint Box:** A black box with a red line across one face and a keypad on the top. Type in your complaint and the box will explain in a clear and concise manner why your complaint is stupid and you shouldn't have bothered submitting it.
5. **Ms. Bosun:** A lackey from the financial dept., handing out new guidelines and goals for operational costs and efficiency. Will give not-so-helpful tips on how to meet them or will state mandatory compliance if you fail to meet the goals often enough. You don't need **all** that fuel for a simple mining expedition, do you?
6. **Sir:** Sir is officious, unfailingly polite and utterly unflappable. Their jimmies are never rustled. They wear a suit sharp enough to cut and **always** perfect shoes, no matter the occasion. They deliver horrible news, always, but with such consummate pleasantness and absolutely sincere empathy that it creates disorienting cognitive dissonance. They are very very sorry, and worst of all **they mean it**.
7. **Dammit Janet:** Janet is a pleasant, smiling youth of about twenty-five with almost eerily wholesome Aryan good looks. They're the type of kid fiction writers unfailingly describe as 'coltish' and 'winsome'. Janet is generous. Suspiciously and unfailingly generous, with time, money, help, even a listening ear. If asked why, Janet freely and cheerfully explains that the idea is to create an enormous emotional and material debt in the crew so that when they're called upon to repay the favour they can't possibly refuse.

8. **Reynolds** means well and tries their best but is just incompetent. Work clothes have a minor but embarrassingly fresh stain. Orders and paperwork are almost filled out correctly but have minor errors and if not checked thoroughly will lead to complications later. Hated by their boss, any good they try to do will cause resistance further down the line. Tries ever so hard to act in good faith but causes no end of unwitting inconveniences. And, no, sorry, their manger is not available right now, but is there anything else they can do to help?
9. **Beezy/Buzzy/Miteland:** A wealthy scion of some corporate dynasty - 'Miteland' or Buzzy, sometimes Beezy, is a blathering twit. A very influential, important twit whose blathering needs to be taken seriously if one knows what's good for one's bank account and/or health. Beezy is not an entirely incompetent manager: some amount of the copious education crammed into Beezy's skull seems to have taken but Beezy tends to become fixated on long stale opportunities, vague rumors and perceived slights. This can be played to a crew's advantage because money isn't really a concern to Beezy but it's also dangerous as Beezy is short tempered, vengeful and entirely unreasonable.
10. **K.M. Visser**, the corp's general counsel, is gregarious, has excellent taste, and is really fun to drink with, at least until he gets drunk. Then he'll start gloating about how he convinced the governors of Persephone VI to fund the construction of a major corp spaceport, promising they'd become a wealthy hub in a new shipping route. The route never materialized and the construction sent the colony so deeply into debt that, per the agreement, they had to not only cede the spaceport but also enlist their entire population into debt bondage to the corp. The colony is now a massive strip mine and the spaceport ships ore and gems offworld. "Of course," he says, "there never was going to be a new shipping route." K.M. Visser smiles and raises his glass, showing you his wedding ring with its prominent blue Persephone diamond.

D10 TEAMSTERS FOR HIRE AT THE SEEDY SPACE PORT

1. **Hans and Buck Duo:** Brothers trying desperately to be suave.
2. **Eden:** Can fix anything, you just may not like how he sourced the parts.
3. **Anderson:** Steady hand and stable. Until the drugs run dry.
4. **Michael:** Demoted upper management desk jockey. Soft hands but great at telling others what to do.
5. **Katrina:** Union fixer and scabstomper. Carries a huge wrench named Bessie.
6. **Hyde:** Bedraggled alcoholic that has survived more jumps than he can remember.
7. **Kazuya Kobayashi:** He can wield anything while space-walking.
8. **Mel "Gin" Nelson:** Not many engines he hasn't seen. Seen quite a few bottle bottoms as well.
9. **Unit 07:** Beat-up Adroid the size of a child, all the better to fit through crevices. Begrudges work but ultimately helpful.
10. **Race Catah:** One armed and eating KFC. Eye patch hides an enhanced eye. Race built his own robotic prosthetic left arm. Ace at Jury Rigging and Engineering, really bad at ordering ciders.

D10 SPACER TATTOOS FREIGHTED WITH MEANING

1. **"HOLD FAST":** Usually in Gothic capitals, tattooed one letter per knuckle or toe. Limited by tradition to those that work 'outdoors' and best applied involuntarily (but affectionately) to anyone who has worked as a rigger for more than a couple of voyages. Having this tattoo without the various calluses and discolorations associated with regular vacsuit use is likely to result in the loss of two fingers (making the tattoo **"OLD FAT"**) if one frequents portside bars.
2. **"S9L":** Usually inked on the upper shoulder, this spelling of Sol replaces the letter O with the number 9 after Pluto was reintroduced as a planet. This tat is common among spacers born in the Sol system. The tat is earned with membership into the **Sol Spacers Union**.
3. A **nebula** on the upper part of the chest. Depending on the colour it symbolizes how the first long haul went. Purple means it went smooth while black means lose of life on the trip. If a person has a Nebula with a Zodiac sign inside of it it means they are a pirate.
4. An empty **five point star** on the back of the spacer's primary hand. Indicates participation in a manned voyage to an unvisited system (spacers argue incessantly over whether the first manned voyage to a system previously scouted by unmanned probes counts). Surrounding the star with a circle indicates participation in the first manned voyage to an unvisited system that contained a life-bearing world. Very rarely the space between the star and circle will be filled in, meaning that the life-bearing world was settled by colonists (again, spacers argue over the details – do outposts such as research stations count, or should it only apply to permanent colonies?).

5. **The Dutchman:** A neck tattoo of a square rigged sailing ship with ragged sails and a grim aspect. It is reserved for spacers who have become separated from their vessel or station and were successfully rescued. Sometimes a number of skulls on the sail or peering from the vessel's rails are added to indicate the number of days the spacer was lost. Crewmates may apply this tattoo as a punishment when they feel that the lost spacer's accident endangered them though many are proud to have The Dutchman on their necks as a symbol of unusual Luck.
6. **Bells on Chains:** Descended from old Russian prison tattoos, a bell on a chain tattoo represents time served as a debt prisoner in service to a creditor, usually a corporation, bank or political organization. Each link in the chain represents a year of service. Each bell is tattooed in a manner such that it encompasses the creditor's brand/tattoo that all debt prisoners are adorned with. A crack in the bell represents a prisoner who managed to escape their service. This is seen as an honor among Teamsters and a target for bounty hunters.
7. **Our Lady of the Wanderers:** A young woman in an EVA suit wearing a crown of stars and standing on a crescent moon often holding a suited infant and accompanied by the text **MATER DEI ASTRONAUTAM EST**. Signifies that the bearer has survived a catastrophic incident by a margin so slim that it might as well be divine providence.
8. **Our Father of the Long Haulers:** A short young man in a EVA suit holding a star. Signifies that the person was born in space and has endured the stigma and trauma of a spacer.
9. Picture of a **spacer** in a flight suit with a helmet holding a wooden plank on their shoulder with a silhouette of a vessel behind them. Signifies that spacer is a "Plank Owner" for that vessel. Usually has a vessel name and launch date underneath. Only given to original crew members who took part on the maiden voyage of a vessel.
10. Appearing only in ultraviolet light, the **voodoo mask tattoos** of the **Ich-Bai Piracy Syndicate** are highly artistic and often the last thing one sees as they board your ship, dump your atmo and slag your engines with thermite charges. You awake in **The Ultra-Violet Grasslands**.

D10 TRAGIC DISASTERS WITH LINGERING INFLUENCE

1. **The Wreck of The Salinger:** Luxury pleasure yachts come in two models: boringly luxurious or mindbogglingly fast. Some rich Company exec gave their heir one of the first category and said heir hired no less than twelve different underworld mechanics to Jury-rig it into one of the second. Too many cooks spoiled the soup and in its first race against other members of the thrillseeking elite an accidental button press fired its thrice-upgraded Jump drive which not only scattered it but also every other ship in the dock into a neighboring star system. Needless to say there were no survivors and the new graveyard fleet was in too close an orbit to its new primary for easy recovery. The stardock they abruptly left, once a prosperous locale with a reputation for Company-friendly seediness, lost its rep, clientele and a good chunk of its docking bays from the incident, has fallen on hard times. There's rumor of a Jumpspace curse across the whole station, which nonetheless hasn't stopped gamblers moving in to test the odds against the one surviving business on the station: casinos. As for **The Salinger** and its motley fleet? No one's been able to salvage it on account of the blistering heat and the frankly ludicrous amount of automated security paranoid heirs fit their ships with. You are, of course, welcome to try...
2. **The Red Screams:** Colonization efforts, especially under-funded charitable or religious efforts, are a natural laboratory for disease. Plague, typhoid, Hercules virus, ebola and all the regular ills of humanity have doomed millions. The Red Screams were something special, though the charitable efforts of the Merchantman's Fund, Tyson and Khan of Mumbai and the Stellar War Relief Fund packed no fewer than 40,000, likely almost 55,000, refugees from the spires and habs of New Mars fleeing civil war into a motley collection of rented, loaned and owned ships as densely as possible as hab after hab lost life support to bombings, terror hacks and debt seizure. None of the ships reached their destinations. The plague was already loose in the spaceport camps. The Red Screams mutate rapidly, its lethal symptoms vary, but is known by the lung bursting coughs, apocalyptic visions and lung incubation. 55,000 died in the cramped holds of those vessels and the disease lingers there. Its existence known only from the lost ship's mad raving transmissions of howling coughs interspersed with religious maunderings. Several outbreaks among scavengers who have discovered innocent looking derelicts have also spread the plague and at some stations any cough or evidence of apocalyptic preaching is taken as an excuse to refuse docking or even to open fire.

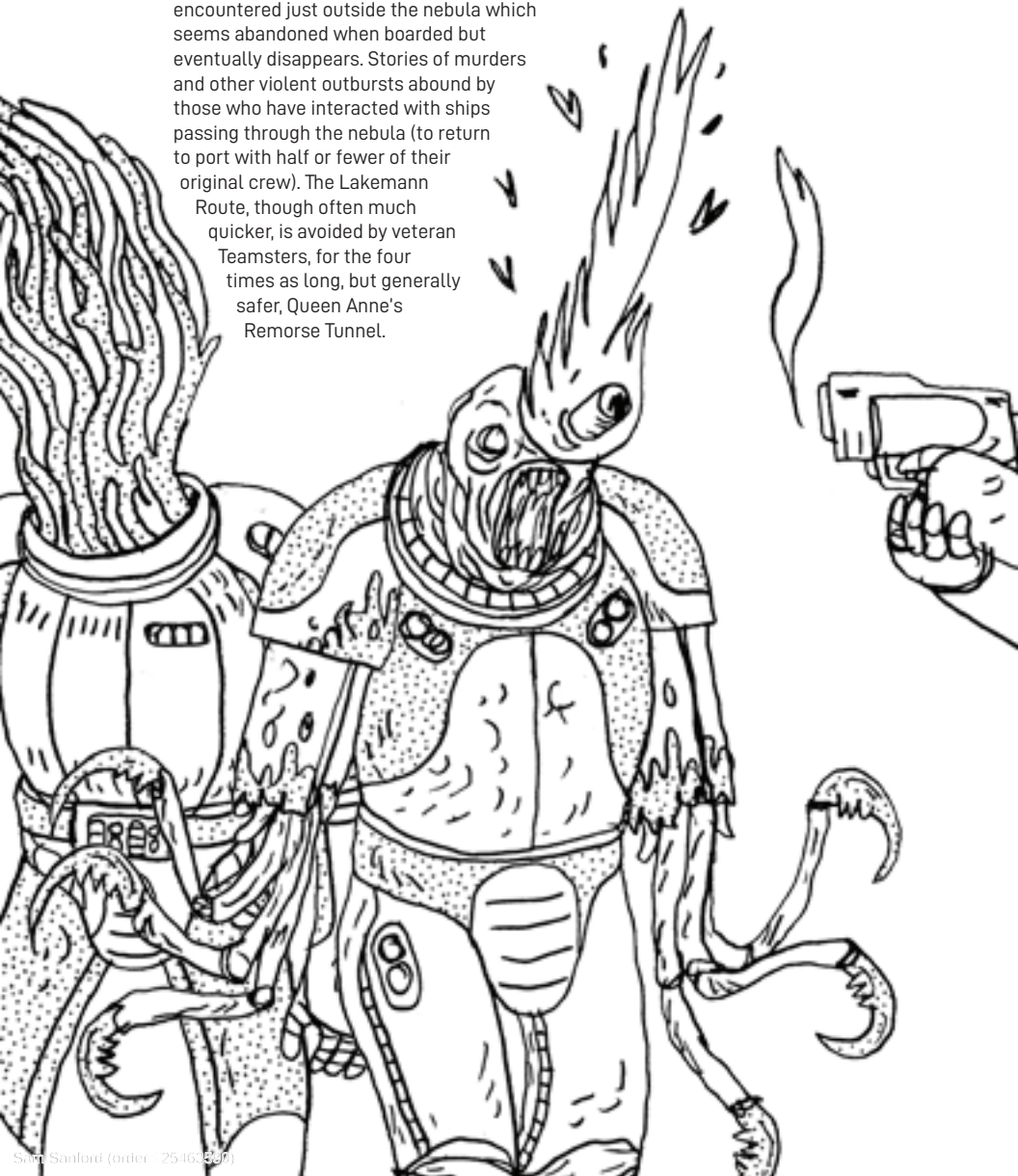
3. **The Lost Legion:** Frome's Ebon Curiassiers were a reasonably respectable mercenary force of armored drop infantry, specialized in station seizure and boarding operations. Not outright reavers, like many Free Navies, the Ebon Curiassiers disappeared, along with their armed transport "**The Phoolan Devi**", while escorting a DracoCorp science mission to recover a long drifting extraterrestrial derelict. That was 45 years ago. No one cared about the Curiassiers' fate until **The Devi** reappeared, a near wreck, drifting and seemingly lifeless. Sighted several times, in oddly distant places, a group of scrappers attempted to salvage the vessel only to have it suddenly come to life and crash Jump just before docking. Since **The Devi** has been reported in multiple systems, often before disasters and vessel disappearances, it is known as a harbinger of grim fate. In the most recent appearance a deadly engine blow out on the shark-class gunboat "**Meritcorp Cares**," three armored figures were reported climbing on the engine pod before the failure began. This would be dismissed as the hallucinations of people dying from radiation burns except for a recording, largely scrambled, that clearly show 0.3 seconds of suitjets flaring from an object tumbling away from the failing engine.
4. **The Corpse Ring:** The planet designated **WREGDUIA 15-7 10-G D** would be a wholly unremarkable earth-like world if not for the ring. Ringed worlds aren't that unusual but this one is: it is ringed with corpses. Millions of them. Frozen, orbiting the planet at a distance of some 512 km, some dressed in reflective thermal clothing, most naked. How they got there no one knows. Where they come from, well, that's no mystery. Most of the clothed ones have ID badges and they show that the poor souls were from **The Hand That Sows The Seeds**, a vast colony ship which departed some years ago and was never heard from again. A few curious parties have captured some corpses. All appear to have died due to exposure to the vacuum of space. The spacers that examined the bodies found the "serene" looks on their faces disconcerting. Some spacers wonder if one of those millions of corpses might have a clue as to what happened to **The Hand That Sows The Seeds** and if there might be an empty colony ship out there, ripe for the taking. If only you could avoid the fate of those poor colonists.

5. **WESTERFIELD STATION:** A distant port autonomous space station and refueling rig meant originally to help refuel colonization efforts in the Spisiss Sector. When colonization efforts shut down Westerfield Station slowly became a ghost rig. With decreased oversight from corporate the station became a slum with rampant abuse and illegal trade being facilitated there. Pastor Jesse Arthur Davidson and his church of The Right Redeemer eventually settled there. Seventeen years later the station was found almost completely abandoned. Retrofitted with a malfunctioning Jump drive the station drifts through the galaxy. Tales of bodies stuffed between the bulkheads and stifled cries coming from the vents are rampant and the squatters who make a home there are known for their fecal graffiti and perverse ramblings. Suicide, murder and uncountable foul misdeeds are committed there every year. By all accounts Westerfield Station is haunted by a **Veiled Widow** cloaked in the ceremonial vestments of The Right Redeemer and ships drifting by or daring to dock can hear the crackling echoes of the choir on the ship's radio.
6. **Kymata Catastrophe:** the last of the second generation NuvoTerra Seed-6 colony ships. 150000 bleary-eyed people looking for a better life packed in cryo along with a 5 year supply of food, potable water, clothing and medical supplies, along with a pair of prefabricated state-of-the-art generators and a 100 year supply of enriched fuel. The 4th planet of the 'Argylos System' (AX782-1810 4-GC) had been scouted as an ideal colony location. The Kymata planned to exit hyperspace 500,000 km out from Argylos IV. The Jump calculation was very accurate but as if by fate The Kymata appeared only 1000 km from a large asteroid, hurdling along at 61 km/s, on an impact trajectory. The massive colony ship couldn't alter course in mere moments and The Kymata was eviscerated by the impact. The wreckage of The Kymata was scattered across the system; there were no survivors. Aftermath: The Argylos System is Red-Listed as a no-travel system. Some complication from destruction of The Kymata while the hyperspace window was still open resulted in a Hojima-Petrov Class-2 Gravitic Anomaly which wreaks havoc on sensors and navigation systems. Argylos IV, the original target colony, is now a grey wind-torn hellscape where only simple life clings to existence. Arguments, myths and rumors still abound to this day as to how the scouting missions could have possibly missed the asteroid. Regardless, the loss of The Kymata and her target colony world precipitate creation of SHEP (Standard Hyperspace Exit Protocol): Unless a target system contains a registered NAV buoy – and a recently dated Jump Code White confirmation has been received – shipboard AI are hard-wired to only allow exiting hyperspace outside of the planetary system, requiring ships to fly in via thrusters.

7. **The Virtrina Collapse:** The planet Virtrina-9 was the thriving home of some 18 billion people and was known for its cutting-edge research in the field of stellar manipulation. The technology they created powered everything on the planet with energy from nearby star clusters. One of the leading researchers, Dr. Thomas McGruder, believed he could use a new technique to actually make stars. This would be the beginning of endless supplies of energy for all human kind, aiding in humanity's never-ending quest to expand its reach among the universe. All of this came crashing down when Dr. McGruder put his theories into practice, with the first and only experiment creating a supernova that obliterated Virtrina-9 and most of the surrounding solar system. The only thing left is a lonely sun orbited by dust and debris.
8. **The Mind of the Many:** AI specialists and cybernetic neurologists described it as a Class V Convergence Event and the reason that direct brain to machine interfaces and network integration is highly restricted on most civilized systems. The colony world of New D was by most standards an extremely successful venture, a bustling corporate planet with a cultural fetish for cybernetics. It was unremarkable in everything but that and its stability. Now it is a dead world under intense study from multiple governmental and corporate organizations and also under quarantine. Despite several decades of research it is unknown (publicly) how every single living person on that world came to be subsumed into the global conscience that is The Mind of the Many. The Mind itself is simply not interested in communicating with lesser minds, if it is even capable of lowering itself to to the level of even our most advanced intelligences – even communications filtered through multiple stages of unshackled AI networks are simply (we are told) unintelligible. Visiting the planet is essentially fatal by our standards – The Mind has, in various ways, taken every visitor and neatly slotted them alongside the brain-dead colonists, in cold storage with wires plugged straight into the base of their skull. Study must be done from a distance, which The Mind tolerates. The little information given out by official organizations has been supplemented by various leaks, rumours and crackpot theories – most of them centered around a brief snapshot of the most successful attempt to communicate with the Mind. Ever since that leak, there has been a steady flow of desperates in ramshackle ships deliberately landing on New Dahl, willingly being consumed. Because while we cannot understand a word The Mind sounds uncannily like it is praying.

9. **PRIZRAK NEBULA:** A milky white nebula which runs across the infamous Lakemann Trade Route. Ships that pass through find their comms intermittently contacted by a Sino-Russo distress signal which leads ships to distant and abandoned asteroid fields. No source for the signal can be found though this often takes days or weeks to figure out. Crew members regularly report an extra crew member on board, or a stowaway though they are rarely found. Often a derelict ship is encountered just outside the nebula which seems abandoned when boarded but eventually disappears. Stories of murders and other violent outbursts abound by those who have interacted with ships passing through the nebula (to return to port with half or fewer of their original crew). The Lakemann Route, though often much quicker, is avoided by veteran Teamsters, for the four times as long, but generally safer, Queen Anne's Remorse Tunnel.

10. **The World Where No One Sleeps:** A leaky Jump drive in orbit fucked a hemisphere. No one caught in the AOE can sleep. No drugs will function, no amount of melatonin does anything. It is a world of living death, quarantined just in case it is contagious.



D10 REASONS TO QUARANTINE A DEAR FRIEND!

1. Space scurvy!
2. Recent biting habit really getting out of hand!
3. Black veins slowly creeping up their extremities after the last shore leave!
4. After a night of carousing at the pleasure planet Young came back with a grotesque growth on their upper lip that started growing, and growing...!
5. Keeps saying "moist"!
6. I'm not the crazy one, they are!
7. To figure out which one is the real one and which is the clone/spy/RoboFriend!
8. Because you can't control the hunger anymore. They're safer hidden from you!
9. The first letter of every sentence in their latest geological report reads:
I AM NOT IN CONTROL!
10. It's not your friend, it's a clone/doppelganger/evil version from another reality. D10 Spacer Superstitions and Rituals!



D10 SPACER SUPERSTITIONS AND RITUALS

1. Most spacers are superstitious about EVAs. It's common to see a laminated picture stuck next to the suit lockers that they ritually touch, punch or kiss as they get ready to spacewalk. This is referred to as "The Effigy of St. Elmo" or "Elmo" by most crews. The icon is not usually religious in nature and who is actually depicted in that image will tell you a lot about the culture of the boat. Examples include portraits of Laika, William Daniels, Elmo the Muppet and Steve Miller.
2. It's a common superstition amongst older spacers that wearing patches on the right side of your suit is bad Luck. Nobody knows the origin of this myth but some claim that the low quality vacsuits of the early interstellar age meant that poorly attached patches could rip off part of the vacsuit if they got snagged on something, and this was more common for patches on the right-hand side. Such flaws in vac suit design have been fixed longer than the old spacers have been alive, so it's unclear why the superstition persists.
3. In space no one can hear you shoot. Some crews find this discomfoting after being weaned on years of fictional entertainment where things go BOOM. As such, some fighting ships have installed audio FX subroutines in their offensive/defensive AIs. This means they hear, through the ships speakers, satisfying WHOOSH sounds whenever the fire their cannons, or DAKKA-DAKKA-DAKKA if they are using ship-to-ship Slug throwers. The sound effects have no practical tactical value but several crews won't leave port without them.
4. Cats are almost universally prohibited on spaceships and space habitats by corporate regulations and yet are almost universally present. Not as personal pets (though that does happen, too) but as "working" animals - this despite the fact that rodent problems are relatively rare in space habitats. The corporations turn a blind eye to this in a way they don't towards personal pets as many spacers refuse to board a ship or station that doesn't have its own Cat.
5. Some boats have a preferred soundtrack they play when entering planetary atmosphere for a planned landing. It is typically raucous often with a lot of guitar but this is highly variable.
6. "I knew this old spacer once, back when I first started out ridin' ships for repairs. Did that 'shave-and-a-haircut' drumming on every engine he was fixing. Fuel pump broke? He'd patch it, do the tappin', damn if the pump didn't work better than new. Drive system malfunction? He'd tinker with it, get it running, do the tappin', the drive never EVER hiccupped again. Suit got a leak you can't find? He'd find & fix it, do the tappin', and the suit squeezed out another 10% efficiency. Weirdest thing I'd seen back then. I tried it once, after I left that ship & moved on to the next. Electrical system shorted out, fixed it best I could, Damn circuits nearly took my arm off when they blew. Learned then every ship has it's own little good-luck ritual."
7. Zero-G workers from the Vaerun system were originally fed diets high in cow milk concentrate. Since the extinction of the milk cow and advancements in bone densifying processes they no longer need dairy but the custom to gift new members of a crew with a synthetic version of cow's milk has persisted. Consider it a bad omen and a culture shunning to not receive a glass bottle of milk upon arrival to your quarters in any Vaerunian ship/station.

D10 CRYPTIC GRAFFITI ON THE BULKHEAD

8. When a body is lost to deep space, whether through accident, funeral or execution, their vacsuit (or a spare) is tied to the exterior of the ship, their name painted across the faceplate and a prized possession placed inside. While the suit remains attached, no one may speak ill of the departed for fear of a revenant. When it is discovered the suit has detached, their second funeral is held and they are considered to be truly dead. Older spacers like to tell stories of the vacsuits tearing their way into the ship and through the crew to avenge slights - but that's obviously impossible.
9. Never return directly to your bunk or freezer straight after interaction with an Android as some spacers believe they'll carry some synthetic juju back to their berth which will adversely affect any technology that they own. Many will go via the galley or to another crew member's bunk first. Some believe that bad Luck can be mitigated by demanding the Android in question refrain from making direct eye contact while the spacer slaps them sharply on the forehead three times in quick succession.
10. Nobody knows how hyperdrives work, not really, but the Marines have a theory: you see, while most spacers sleep through their Jumps Marines in active combat often have to stay on watch. Some of the dropships don't even have cryopods. Being awake in Jumpspace is awful: you see and hear things that break the mind and hurt the soul. So ask a Marine and they'll say hyperdrives work by tunneling through **HELL**. That's why most Marines sing hymns while in Jumpspace.

1. **FEAR NOT THE HUNGERING DEAD FOR SUCH IS JUST SELF PITY IN WAITING.**
2. **FOR A GOOD TIME CALL 8675309.**
3. **DON'T TRUST THEM.**
4. **ITS IN THE WATER.**
5. **NICHOLS ISN'T NICHOLS.**
6. **GROW. CONSUME. INHABIT. DESTROY.**
7. **YOU NEED TO BURN THEM OFF.**
8. **CALIBAN IS COMING.**
9. **THE GATE IS OPEN.**
10. **YOU ARE NOT HERE.**

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*"Rey Burtnolds here: when I'm not piloting my crew around black holes and into deep space I like to sit back, relax and read the latest copy of **Hivemind**. Filled with facts, heaped with hearsay and inundated with innuendo, **Hivemind** is the who's who of the space crews. Often replicated but never duplicated, **Hivemind** is the cornucopia of the cosmos. I love it so much I keep it in the place of honor – near the head!"*