

Adventures in Space Garbage

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Adventures in Space Garbage is a game about the brave mutant crew of the Galactic Union salvage ship GUSS 124, led by the trustworthy artificial intelligence known as the Administrator. Your mission is to explore the galaxy and collect the waste left behind during the Third Great Intergalactic War.

The Galactic Union left behind a lot of ordinance in outposts across the galaxy, most of it radioactive. These weapons need to be collected and properly disposed of before the space pirates steal them. Well, any MORE of them. The Administrator will guide you, plot hyperspace coordinates, and take care of government interests while the crew members perform the simple task of collecting the dangerous space garbage and throwing it into the GUSS 124's atomic reactor engine. The engine is actually powered by the space garbage, so the more garbage you collect the more garbage you get to collect. And don't forget to wear your standard issue radiation suits when disposing of the waste!

The crewmen aboard the GUSS 124, called Scappers, might not have all the luxuries of the big exploration ships, but they DO get access to all the free genetic alterations they could want. All of that exposure to space garbage has a tendency to mix your genes up a bit. But mutants or not Scappers are still valuable members of society, even if they shouldn't be seen in public and their skin burns in the sun.

Building Your Scrapper

Adventures in Space Garbage is all about the fun, and the random nature of building your Scrapper is one of the fun parts. You get to choose the name, personality, skill, and specializations of your Scrapper but the mutations are random. Don't forget to wear your standard issue radiation suits when disposing of the waste!

1 Specializations

Your scappers have three attributes, called specializations, that help govern your role on the ship and your success at various challenges in the game. Those three specializations are:

Security Your ability to protect and defend the ship and the crew. You roll for things like shooting a laser, punching an alien, or performing evasive actions. Enough points in this will have you tossing bodies like a Masked Wrestler from Space Mexico.

Engineering How well you can repair, maintain, and manipulate technology. You'd use this to repair a damaged system, operate a doodad, or decode a secret message. More points in this will make you the Scotty of the group.

Command This attribute governs social interactions. Things like negotiations, threats, and bartering would use this.

If you're into BS-ing your way out of situations put more points here.

Assign the values 4, 3, 2 to your three Specializations in any order you want. Higher is better.

2 Skills

You can choose one skill, but you can get more later on. Skills are interpreted loosely. You could argue that Piloting would give you a bonus to steering a ship, working a giant fighting robot, or even finding your way from planet to planet, but it wouldn't help you bake a space cake by any stretch of the imagination.

Skill List

- Hotshot
- First Aid
- Piloting
- Wilderness Survival
- Carrying Heavy Things
- Screaming & Intimidation
- General Knowledge
- Brawling
- Repair
- Science Stuff
- Playing it Cool

3 Mutations

Mutations are an inevitability in the field of Scapping. Collecting the radioactive material is bad, dumping it into the engines is worse. Don't forget to wear your standard issue radiation suits when disposing of the waste!

As with the skills, mutations can be interpreted pretty loosely. Need to navigate a dim cave? Great! You have nine eyes! Need to seduce the queen of the space pirates? Sorry, you have nine eyes. Every mutation can have its pros and cons, but not all mutations are created equal.

Roll up 5 mutations and keep 3 of your choice. To roll a mutation, roll 4d6 and consult the chart below.

- 4 Extra Arm
- 5 Three Extra Eyes
- 6 Sticky Hands and Feet
- 7 Enhanced Intelligence 8 No skeleton
- 9 Long breath
- 10 Increased Strength
- 11 Strong Stomach
- 12 Resistant to Radiation
- 13 Weak Bones

- 14 Weak Eyes
- 15 Flippers for Feet
- 16 No Nose
- 17 Hideous Sucker for Mouth
- 18 Literally All Thumbs
- 19 Useless Wings
- 20 Transparent Skin
- 21 Thick Skin
- 22 Growing a Clone out of your Shoulder
- 23 Situational Unawareness (And a big lump on the side of your head)
- 24 Lucky you! Extra Skill

Be sure to give your Scrapper a name and a personality, and a back story to explain the terrible series of decisions that led them to the GUSS 124.

Player health isn't going to really be an issue. If you're rolling to prevent yourself from getting hurt and you fail, you're probably going to get hurt. If you roll to prevent your death and you fail, you'll probably die. Try not to die.

4 The GUSS 124

Now we'll build the GUSS 124, your scrap ship. The scrap ship comes equipped with a top of the line nuclear EX-FUEL™ engine. Whenever you collect dangerous waste for the Galactic Union, all you have to do is equip your standard issue radiation suits (not included with your model engine) and throw that scrap into the engine reactor, rendering it harmless. Don't forget to wear your standard issue radiation suits when disposing of the waste!

4.1 Building the GUSS

The GUSS 124 is as much a character as the Scrapers themselves, so it's only fitting that it gets treated the same way. As a group the players should decide on how they want the GUSS to handle.

4.1.1 GUSS 124 Attributes

Thrusters The sub-light engines on the GUSS are primarily used for evasive actions and positioning for speedy garbage pickups. Points in this will really make those babies purr.

Weapons Your laser cannons and slug launchers will be your primary defense against space pirates and aliens just too big to handle with your handguns. If you're not fans of "talking it out" you'll probably want points in this.

Hull The only thing keeping your soft meaty bodies from the freezing vacuum of space. A strong hull means more of a beating without scattering irradiated bits of mutant across a solar system.

As a group, assign the numbers 4, 3, and 2 to these three systems. Again, higher is better.

4.1.2 Special Features

As a group, choose one special feature for the GUSS 124. These are pretty easy to figure out without a description but unlike the mutations there aren't a lot of downsides to them. Just don't use the transporter with a fly in the room.

Feature List

- Cloaking Device
- Powerful Thrusters
- Superior Scanners
- Turbo Charged Lasers
- Nanometer Armor Plating
- Prototype Matter Transporter

4.1.3 Defects

Of course, every ship has its problems, and an old ship fueled by garbage and manned by mutants is no different. As a group, choose one defect:

- Defective Laser Cannons
- Finicky Life Support
- Temperamental Thrusters
- Lights Go Out Infrequently
- No Armor
- Tiny View Port
- Especially Radioactive Engine

5 Game play

Now you're all ready to play! The rules are simple. Whenever you need to do something that might be difficult, you roll your appropriate specialization. You need to roll under your number. The rolls are d6. You get an additional die if your skill or mutations would help you with what you're trying to accomplish, and you lose a die if your negative mutations would interfere or there are some very extenuating circumstances.

Every die you roll that's under your target number counts as a success. Zero successes and you fail in a spectacular way. One success and you barely scrape by. Two successes mean you effectively accomplish your goal. Three successes or more and you not only succeed beautifully, but you get to do something else cool.

The same system works when you try to do something with your ship, but you roll the ship's attributes. Whenever you fail a task using a ship attribute, you can choose to have the action succeed anyway, but that attribute goes down by one point. An attribute with 0 points is considered broken and has to be repaired to be brought back to the original value.

Here's a quick example of a specialty check: Scrapper Captain Jams Cork wants to fire his handgun at a big green lizard man. He's got a skill in Brawling and Playing it Cool but he's no Hotshot. He also has an extra arm growing out of the top

of his head. Since none of these attributes help you point a gun, and firing a gun falls under the Security specialization, the only die he gets is his Security die. He rolls a 6! That's bad, because his Security is 4 and you need to roll under your number. Since he failed his check, he misses his shot and the lizard man jumps right on top of him! Jams then rolls to wrestle the lizard man into submission. Since he has Brawling and an extra arm he gets to roll three dice (his skill, his mutation, and his specialization). He rolls a 2, a 3, and a 4. Because ties favor the player, and the other two numbers are under his Security score, that means three successes. Capt. Cork's player gets to do something cool, so he tells the GM "I want to kill the lizard man with a big rock". And Jams Cork does so.

6 Player Progression

Whenever you get a big haul of garbage, you get to throw it into the engine and give yourselves pats on the back. You learned a lot getting it, so you get a new skill. But opening the hatch to the engine can flood the ship with radiation, so everyone has to roll for a new mutation unless they're wearing their standard issue radiation suits (not included). Don't forget to wear your standard issue radiation suits when disposing of the waste!

7 The Universe

With the rules above you have everything you need to run a fun game of Adventures in Space Garbage. Everything that follows in this section will be additional fluff and fun ideas to throw into your sessions and are by no means necessary to the game. But if you want to run a game on the fly or you aren't the creative type, it might be a good resource.

7.1 The Peoples of the Universe

Third Great Intergalactic War was fought between human colonized planets across the milky way. Billions fought and millions died, and previously untouched planets were made into military outposts and heavily stocked with nuclear material to power their shields and weapons. Both sides had caches of these weapons hidden so well even their own people couldn't find them all when it was over. A few years after the Galactic Union won the war, they commissioned the Department of Ordinance Disposal to go planet to planet and clear out all of the caches of weapons. Pirates had been getting their hands on some pretty heavy duty gear and were becoming a serious threat to trade convoys and small settlements. The GU developed special sensors to detect military outposts from deep space, and a new type of nuclear engine that would quickly deplete the radioactive material they used in their weapons. That was fifty years ago, before the post-war recession really hit. Now the Department of Ordinance Disposal is terribly underfunded and the space pirates are even more desperate for booty. All of the first generation of Scrapers have died out, and now the Scrapper Ships are mostly crewed by prisoners and a few insane volunteers.

Although the inhabited planets of the galaxy are mostly populated by humans, there are a few intelligent species that have been mixed in, most of them displaced by the war.

The Ichthyons of the water giant planet Crytos 4 can be seen in pirate crews, wearing their trademark bulky atmospheric suits and boasting incredible strength.

The rock-like Mogus come from deep space and pilot advanced ships of their own. Being inorganic lifeforms, they like to collect the lost military ordinance to use as a food source. They started popping up after the war and hunting down Scrapper ships so they can feast on their engines.

The insect hive mind of the Xarkax is another race of aliens displaced by the war, their home planet irradiated when the Galactic Union bombed an enemy outpost there. They hate hate HATE humans, and fly commandeered ships from planet to planet, collecting weapons to use against us in revenge. Luckily, they aren't very tech savvy.

The Munglings are a race that come from a planet on the edge of the black hole in the center of the universe. Or so they claim; it doesn't really make much sense. Regardless, their big bulbous heads, tentacled mouths and unblinking yellow eyes make them look like an octopus mixed with a nightmare. And their bodies are like a centaur mixed with a crocodile. They love to dissect and study scrapers.

The lizard men of Gormulus are the most common aliens for Scrapers to encounter. They're big, green, and meaty, and work as the muscle on pirate crews. But they are stupid, so if you can't outpunch them, outbrain them.

7.2 Technology in the Universe

There were many technological advances made during the war. The biggest was the quantum tunneling devices built by the Galactic Union. They were used to bomb planets remotely and drop carrier ships off in planetary orbit. They're too big, too expensive, and too valuable to be equipped on a GUSS, which utilize old faster-than-light universedisplacement systems instead. But GU battleships can be called in to destroy pirate bases if you can get the proper authorization from the Administrator.

AI like the Administrator were another big invention from the war. Before they existed ships needed specialized scientists onboard to plot FTL paths around gravity wells and adjusting for migrations of star systems. Now any group of fools can man a ship as long as the ship has an AI.

Although most battles were fought in space, ground forces were needed to occupy planets and there were a lot of advancements made in personal weapons and armor. Scrapers are issued pistols that can fire both magnetically launched metal slugs and laser blasts. They also get heat resistant ablative vests to protect against bullets and lasers. If you manage to find a good cache of weapons you can probably sneak some heavier ordinance past the Administrator by smuggling them in with the radioactive cores you collect, but this is of course frowned upon.

Disintegration Rifles were a staple of heavy infantry in the war. You only really need to point them in the general direction of your target and pull the trigger, and the onboard computer takes care of the rest. They have been known to take out an Ichthyon in one shot. The downside of the disintegration rifle is the fragility of the onboard computer and the fact that they are total energy hogs. If you find an old cache of rifles it's a safe bet that the targeting systems will be broken and they'll only be good for a few shots before they need recharging. The GU forces these days have switched from disintegration rifles to the

new biodisruption rifles. They're more accurate and only harm organics, so you can fire them all you want without worrying about collateral damage. But the new rifles are keyed in to one user's genetic signature, so looting them is useless.

Another great invention of the war was the gravity grenade, a small silver orb with an adjustable gravity field. You can set them on low and use them to slow down advancing enemies, or crank them up to high and get a few microseconds of incredible crushing power out of them, condensing a group of pirates into a ball about the size of your head. The higher setting destroys the grenade after it's used.

Scrapers can also find mech suits in old military arsenals. These are large robots that can be piloted from the inside and used for a variety of tasks. They're usually too big to take with you on your GUSS, but they can be useful short term to get radioactive material safely to a drop off point. I've included some stats for different mechs at the end of the document, they work just like piloting a ship.

Full body ablative exoskeletons are something that a lot of pirates leave behind. They offer good protection against lasers and bullets but they have tracking beacons that send off distress signals if not properly deactivated. Also most aliens can't fit into them. If your mutations aren't too severe a Scrapper could wear one.

8 Mechs

Mechs were originally going to be a big part of the game but centering the system around them was too limiting. I've gone ahead and designed a system for them if you want to add them in as a feature.

Mechs have three attributes that you roll when applicable. Speed represents how quick the mech is. A speed of 2 means the mech is about as fast as a human, and the speed increases exponentially from there. Weapons are how heavily armed and

dangerous the mech is. A mech with 4 or 5 Weapons probably has a gatling gun and a rocket launcher, or a grenade launcher and a heavy laser. Lower numbers might have regular laser rifles. Armor is your ability to take damage. Even an Armor of 1 would put you above the durability of a Scrapper.

The Mechanic was a support mech for fixing large spacecraft or other mechs. It comes with an arm that is able to can a problem and fabricate a tool designed to help. It can also integrate easily with computers.

The Loadmaster wasn't built for fighting but it's a very useful mech for Scrapers due to its carrying power and radiation shielding. They're a more common find than the battle mechs.

Specters were an expensive late addition to the war that were responsible for the GU capturing a lot of ground bases. Their Cloaking Device, radar deflection, and sound dampeners made them the most effective shock troopers in the galaxy. These models are incredibly rare and any that might fall into the wrong hands are a priority to destroy. GUSS Administrator systems are programmed to fire on them when detected, so try not to let the boss see.

9 Acknowledgments

I couldn't wrap this up without giving a shout out to the two people I shamelessly stole ideas from: Aldo Ojeda and John Harper. I've had a lot of fun with Ojeda's Torus One, and Harper's Lasers and Feelings system is brilliant, and I blatantly ripped off both of them. I also want to give credit to my wife for her patience, and Stormraper for being a sounding board for all of my bad ideas.

9.1 Typesetting note

This Document was typeset in L^AT_EX based on /u/TheCraghammer's PDF. Minor spelling changes have been made. X_YL^AT_EX was used to compile it.

#	Name	Speed	Weapons	Armor	Special skill
1	Big Buddy	2	5	5	multiple weapons fire (bonus die to Weapons) The heavy hitter mech, this would be used to defend occupied territory against large animals or entire squads of footmen.
2	The Mechanic	4	2	2	Tool Fabricator (bonus die to repairing), universal wireless interface (bonus die to interacting with computers)
3	The Loadmaster	2	2	2	Hydraulic support (can carry up to one ton)
4	The Specter	5	3	1	Cloaking Device