

SOLAR SYSTEM ENCOUNTERS

SOLAR SYSTEM ENCOUNTERS				
Percentile System	1D20 System	3D6 System	Encounter Type	Description of Encounter
0-10	1-2	3-4	Sensor contact	Roll on the Sensor Contact Chart
11-20	3-4	5-6	No Encounters	There are not encounters
21-30	5-6	7	Solar Flare /Ion Storm	Roll on the Solar Flare/ Ion Storm Chart
31-40	7-8	8	Ship Encounter	Roll on the Ship Encounter Chart
41-50	9-10	09-10	Severe Solar Flare/ Ion Storm	Roll on the Severe Solar Flare/ Ion Storm Chart
51-60	11-12	11-12	Space anomaly	Roll on the Space anomaly Chart
61-70	13-14	13-14	Catastrophic Solar Flare/Ion Storm	Roll on the Catastrophic Solar Flare/Ion Storm Chart
71-80	15-16	15-16	Asteroid Encounter	Roll on the Asteroid Encounter Chart
81-90	17-18	17	Distress message received	Roll on the Distress message received Chart
91-100	19-20	18	Alien message received	Roll on the Alien message received Chart

SOLAR SYSTEM:SENSOR CONTACT ENCOUNTERS				
Percentile System	1D20 System	3D6 System	Encounter Type	Description of Encounter
0-10	1-2	3-4	Faint	The ship's sensors pick up a faint contact. The signal is not strong. The sensor operator can not tell what it is.
11-20	3-4	5-6	Ghost	The ship's sensors pick up an image. Then the image vanishes. Nothing is found upon further research.
21-30	5-6	7	Cloaked ship	The ship's sensors pick up an image. Then the image vanishes. Upon further research, a cloak ship is discovered.
31-40	7-8	8	Disappears	The ship sensors pick up a very strong contact close by and then it disappears. Nothing is found upon further research.
41-50	9-10	09-10	Jammed lightly	The ship's sensors are being lightly jammed by an unknown source. The ship's sensor capability is reduced by 25%
51-60	11-12	11-12	Heavy Jamming	The ship's sensors are being Jammed by an unknown source. The ship's sensor capability is reduced by 50%
61-70	13-14	13-14	Jamming by known target	A known source, solar flare, another ship, etc. are lightly jamming the ship's sensors. The ship's sensor capability is reduced by 25%.
71-80	15-16	15-16	Heavy Jamming by known target	A known source, solar flare, another ship, etc. are heavily jamming the ship's sensors. The ship's sensor capability is reduced by 25%.
81-90	17-18	17	Visually	The Ship's sensor s detects an object in visual range, however there isn't anything visual at that location
91-100	19-20	18	Visual contacts	The entire crew sees an object (ship, asteroid or debris) that the ship's sensors do not pick up.

NOTES

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SOLAR SYSTEM: SOLAR FLARE / ION STORM ENCOUNTERS				
Percentile System	1D20 System	3D6 System	Encounter Type	Description of Encounter
0-10	1-2	3-4	Minor Sensor interference	The storm has caused minor sensor interference. The ship's sensor capability is reduced by 25%, for the duration of the storm.
11-20	3-4	5-6	No noticeable interference	The storm does not appear to be causing any sensor, navigational or communications interference.
21-30	5-6	7	Minor navigational interference	The Storm has caused minor navigational interference. The ship's navigational capability is reduced by 25% for the duration of the storm.
31-40	7-8	8	Minor sensor & navigational interference	The storm has caused minor sensor & navigational. All affected systems are reduced in capability by 25%, for the duration of the storm
41-50	9-10	09-10	Minor communications interference	The Storm has caused minor communications interference. The ship's communications capability is reduced by 25% for the duration of the storm.
51-60	11-12	11-12	Minor communication & navigational interference	The storm has caused minor communication & navigational. All affected systems are reduced in capability by 25%, for the duration of the storm
61-70	13-14	13-14	Minor communication, navigational & sensor interference	The storm has caused minor communication, navigational & sensor interference. All affected systems are reduced in capability by 25%, for the duration of the storm
71-80	15-16	15-16	Minor internal communications interference	The storm has caused the ship's intercom system to malfunction. All affected systems are reduced in capability by 25%, for the duration of the storm.
81-90	17-18	17	Increased static to all communications	The storm has caused an increased static to all communications. Communications capabilities are reduced by 15%.
91-100	19-20	18	Increased sensor ghosts	The storm has increased the number of sensor ghosts by 10%.

SOLAR SYSTEM: SHIP ENCOUNTER				
Percentile System	1D20 System	3D6 System	Encounter Type	Description of Encounter
0-10	1-2	3-4	Friendly ship encounter	Friendly ship encounter
11-20	3-4	5-6	Hostile ship encounter	Hostile ship encounter
21-30	5-6	7	Derelict ship encounter	Derelict ship encounter
31-40	7-8	8	Unknown ship encounter	Unknown ship encounter (unknown marking, known ship type)
41-50	9-10	09-10	Alien ship encounter	Alien ship encounter (unknown marking and unknown ship type)
51-60	11-12	11-12	Friendly Fleet encounter	Friendly Fleet encounter
61-70	13-14	13-14	Hostile Fleet encounter	Hostile Fleet encounter
71-80	15-16	15-16	Unknown fleet encounter	Unknown fleet encounter (unknown marking, known ship type)
81-90	17-18	17	Alien fleet encounter	Alien fleet encounter (unknown marking and unknown ship type)
91-100	19-20	18	Game Master's Choice of ship encounter	Game Master's Choice of ship encounter

SOLAR SYSTEM:SPACE ANOMALY

Percentile System	1D20 System	3D6 System	Encounter Type	Description of Encounter
0-10	1-2	3-4	Minor Gravity Well	Ship encountered a minor gravity well (1-3 g)
11-20	3-4	5-6	Gravity Well	Ship encountered a gravity well (4-15 g)
21-30	5-6	7	Major Gravity Well	Ship encountered a major gravity well (16-50 g)
31-40	7-8	8	Severe Gravity Well	Ship encountered a severe gravity well (51-99 g)
41-50	9-10	09-10	Catastrophic Gravity Well	Ship encountered a catastrophic gravity well (100+ g)
51-60	11-12	11-12	Comet	Ship sensors pick up a comet.
61-70	13-14	13-14	Magnetic Wave	Ship encountered a magnetic wave. Ship sensors detect the wave
71-80	15-16	15-16	Strong Magnetic Wave	Ship encountered a strong magnetic wave.
81-90	17-18	17	Particle Storm	Ship encountered an unusually particle storm
91-100	19-20	18	GM's Choice	Game Master's choice of encounter

SOLAR SYSTEM: CATASTROPHIC SOLAR FLARE / ION STORM

Percentile System	1D20 System	3D6 System	Encounter Type	Description of Encounter
0-10	1-2	3-4	Severe Sensor down	The storm has caused all of the ship's sensors to fail. The sensors can not be repaired until after the storm is over.
11-20	3-4	5-6	Noticeable r interference	The storm has caused interference to all sensors. All affected systems are reduced in capability by 15%, for the duration of the storm
21-30	5-6	7	Navigational system	The storm has caused all of the ship's navigational system to fail. The sensors can not be repaired until after the storm is over.
31-40	7-8	8	Sensor & navigational	The storm has caused all of the ship's sensors and navigational system to fail. The sensors can not be repaired until after the storm is over.
41-50	9-10	09-10	Communications systems	The storm has caused all of the ship's communications system to fail. The sensors can not be repaired until after the storm is over.
51-60	11-12	11-12	Severe Damage to systems	The storm has caused Severe Damage to all of the ships system. It can take days to repair the systems. The ship should head for the nearest base for repairs.
61-70	13-14	13-14	Catastrophic Damage to systems	The storm has caused Severe Damage to all of the ships system. The damage can not be repaired without the aid of a space base. The ship must head for the nearest base for repairs.
71-80	15-16	15-16	Catastrophic Damage to ship. Radiation danger	The storm has caused Severe Damage to all of the ships system. The damage can not be repaired without the aid of a base. The ship must head for the nearest base for repairs. There is a danger of radiation poisoning to the crew.
81-90	17-18	17	Catastrophic Damage to systems	The storm has caused Catastrophic Damage to ship's engines & life support systems. The ship requires help from another ship to make it back to port.
91-100	19-20	18	Damaged beyond repair.	The storm has damaged the ship beyond any hope of repair. The ship is loosing atmosphere. The only thing that can be done is to abandon ship.

SOLAR SYSTEM ENCOUNTERS

SOLAR SYSTEM: ASTEROID ENCOUNTER				
Percentile System	1D20 System	3D6 System	Encounter Type	Description of Encounter
0-10	1-2	3-4	Asteroids on ships path	Ship's sensors pick up several fragments of an asteroid on the ship's flight path
11-20	3-4	5-6	Shower of asteroids	The ship's sensors pick up a shower of asteroids. The ship is heading right for the shower.
21-30	5-6	7	Sensor & navigational	Due to an asteroid strike the sensors and navigational systems take minor damage. The affected systems are reduced in capability by 25% until they can be repaired
31-40	7-8	8	Minor communications damage	Due to an asteroid strike the communications systems take minor damage. The affected systems are reduced in capability by 25% until they can be repaired
41-50	9-10	09-10	Scratched the paint	Fragments from the asteroid strike have scratched the pain of the ship.
51-60	11-12	11-12	Hull Damage	Due to an asteroid strike, the hull of the ship has taken minor damage. The ship will need minor structural repair when the ship docks
61-70	13-14	13-14	Severely damaged	Fragments from the asteroid strike have severely damaged the ship. The fragments came out of nowhere. All ships systems are reduced in capability by 70%
71-80	15-16	15-16	Collision coarse	Sensors detect an asteroid on a collision coarse with the ship.
81-90	17-18	17	No Damage	The ship came through the asteroid shower in tack
91-100	19-20	18	Thousand of fragments	Ship sensors detect thousand of fragments & asteroids heading towards the ship from all directions.

SOLAR SYSTEM: DISTRESS CALL				
Percentile System	1D20 System	3D6 System	Encounter Type	Description of Encounter
0-10	1-2	3-4	Close friendly Ship	The ship receives a SOS message from a ship with in a day's travel. Friendly ship
11-20	3-4	5-6	Friendly Ship	The ship receives a SOS message from a ship with in 1-2 day's travel. Friendly ship
21-30	5-6	7	Hostile ship	The ship receives a SOS message from a ship with in a day's travel. Hostile ship
31-40	7-8	8	Close Hostile ship	The ship receives a SOS message from a ship with in 1-2 day's travel. Hostile ship
41-50	9-10	09-10	Close unknown ship	The ship receives a SOS message from an unknown ship with in a day's travel.
51-60	11-12	11-12	Unknown ship	The ship receives a SOS message from an unknown ship with in 1-2 day's travel.
61-70	13-14	13-14	Friendly Colony	The ship receives a SOS message from a colony with in 1-4 day's travel. Friendly colony
71-80	15-16	15-16	Hostile colony	The ship receives a SOS message from a colony with in 1-4 day's travel. Hostile colony
81-90	17-18	17	Unknown Colony	The ship receives a SOS message from a colony with in 1-4 day's travel. Unknown alliance
91-100	19-20	18	GM choice	The ship receives a SOS message from a colony with in 3-6 days travel. GM's choice

