



f: Play Sheets

TROOPER NAMES

If you're stuck for Trooper names, just pick or roll one off this list.

- | | |
|-----------------|-------------------|
| 1.....Abe | 21.....Miller |
| 2.....Bell | 22.....Mulholland |
| 3.....Brooks | 23.....Murphy |
| 4.....Carson | 24.....Myers |
| 5.....Coghill | 25.....Nall |
| 6.....Couper | 26.....Ortiz |
| 7.....Criner | 27.....Rivera |
| 8.....Dolan | 28.....Rooths |
| 9.....Drake | 29.....Sander |
| 10.....Dunlap | 30.....Scarlett |
| 11.....Fuller | 31.....Sellars |
| 12.....Goodman | 32.....Shields |
| 13.....Grieb | 33.....Sims |
| 14.....Hall | 34.....Stacy |
| 15.....Hart | 35.....Stokes |
| 16.....Hicks | 36.....Storm |
| 17.....Hunt | 37.....Tarver |
| 18.....Jeffcoat | 38.....Ward |
| 19.....Malan | 39.....Young |
| 20.....McCready | 40.....Zeno |

GM PLANET SHEETS

ALIEN ABILITY

Choose or roll one of the following ways of working out the AA.

-1..... Lowest FA amongst the PCs
-2..... Lowest FA + 1
-3..... Lowest FA + 2
-4..... Lowest NFA
-5..... Lowest NFA + 1
-6..... Lowest NFA + 2
-7..... Highest FA
-8..... Highest FA - 1
-9..... Highest FA - 2
-10..... Highest NFA
-11..... Highest NFA - 1
-12..... Highest NFA - 2
-13..... [Highest FA + Lowest NFA]/2 (round up)
-14..... [Highest FA + Lowest NFA]/2 (round up) + 1
-15..... [Highest FA + Lowest NFA]/2 (round up) + 2
-16..... [Highest NFA + Lowest FA]/2 (round up)
-17..... [Highest NFA + Lowest FA]/2 (round up) + 1
-18..... [Highest NFA + Lowest FA]/2 (round up) + 2
-19..... AA = 5
-20..... AA = 10

CARNAGE AMONGST THE STARS



NAMES

Choose or roll a name for the planet and cross it off the list below.

- | | |
|--|---|
| <input type="checkbox"/> 1..... Bosch | <input type="checkbox"/> 11..... Michelangelo |
| <input type="checkbox"/> 2..... Caravaggio | <input type="checkbox"/> 12..... Monet |
| <input type="checkbox"/> 3..... Cézanne | <input type="checkbox"/> 13..... Picasso |
| <input type="checkbox"/> 4..... Degas | <input type="checkbox"/> 14..... Pollock |
| <input type="checkbox"/> 5..... Dürer | <input type="checkbox"/> 15..... Rembrandt |
| <input type="checkbox"/> 6..... Goya | <input type="checkbox"/> 16..... Renoir |
| <input type="checkbox"/> 7..... Holbein | <input type="checkbox"/> 17..... Reubens |
| <input type="checkbox"/> 8..... Kandinsky | <input type="checkbox"/> 18..... Titian |
| <input type="checkbox"/> 9..... Klimt | <input type="checkbox"/> 19..... Warhol |
| <input type="checkbox"/> 10..... Matisse | <input type="checkbox"/> 20..... Whistler |

BASIC PLANET DESCRIPTION

Choose or roll a planet description and cross it off the list below.

- | | |
|---|--|
| <input type="checkbox"/> 1..... Arid world | <input type="checkbox"/> 11..... Low gravity |
| <input type="checkbox"/> 2..... Asteroid belt | <input type="checkbox"/> 12..... Mountainous terrain |
| <input type="checkbox"/> 3..... Cloud/gas planet | <input type="checkbox"/> 13..... Pleasure planet |
| <input type="checkbox"/> 4..... Dense atmosphere | <input type="checkbox"/> 14..... Poisonous atmosphere |
| <input type="checkbox"/> 5..... Desert world | <input type="checkbox"/> 15..... Radioactive |
| <input type="checkbox"/> 6..... Electrical storms | <input type="checkbox"/> 16..... Rain world |
| <input type="checkbox"/> 7..... Forested surface | <input type="checkbox"/> 17..... Reefs and coral islands |
| <input type="checkbox"/> 8..... High gravity | <input type="checkbox"/> 18..... Temperate |
| <input type="checkbox"/> 9..... High humidity | <input type="checkbox"/> 19..... Volcanically active |
| <input type="checkbox"/> 10..... Ice covered | <input type="checkbox"/> 20..... Water world |

BASIC CREATURE FORM

Choose or roll a form for the aliens and cross it off the list below.

- | | |
|--|---|
| <input type="checkbox"/> 1..... Advanced Humanoids | <input type="checkbox"/> 11..... Humanoids |
| <input type="checkbox"/> 2..... Apes | <input type="checkbox"/> 12..... Insectoids |
| <input type="checkbox"/> 3..... Artificial lifeforms | <input type="checkbox"/> 13..... Mineral-based forms |
| <input type="checkbox"/> 4..... Birds or Flying Beasts | <input type="checkbox"/> 14..... Oozes |
| <input type="checkbox"/> 5..... Corrupt Troopers | <input type="checkbox"/> 15..... Plants |
| <input type="checkbox"/> 6..... Dinosaurs | <input type="checkbox"/> 16..... Rays, sharks or fish |
| <input type="checkbox"/> 7..... Dogs | <input type="checkbox"/> 17..... Reptiles or Amphibians |
| <input type="checkbox"/> 8..... Felines | <input type="checkbox"/> 18..... Sentient planet |
| <input type="checkbox"/> 9..... Furred Creatures | <input type="checkbox"/> 19..... Shadow Beasts |
| <input type="checkbox"/> 10..... Giants | <input type="checkbox"/> 20..... Sirens |

ALIEN SPECIAL ABILITY

Choose or roll a Special Ability for the planet inhabitants.

- | | |
|--|--|
| <input type="checkbox"/> 1..... Ambush | <input type="checkbox"/> 11..... Induce Weakness |
| <input type="checkbox"/> 2..... Armour | <input type="checkbox"/> 12..... Isolate |
| <input type="checkbox"/> 3..... Boost Ability | <input type="checkbox"/> 13..... Lasting Wounds |
| <input type="checkbox"/> 4..... End Encounter | <input type="checkbox"/> 14..... Leaping |
| <input type="checkbox"/> 5..... Enrage | <input type="checkbox"/> 15..... Rapid Movement |
| <input type="checkbox"/> 6..... Exploding Bodies | <input type="checkbox"/> 16..... Reduce Visibility |
| <input type="checkbox"/> 7..... Flee | <input type="checkbox"/> 17..... Regeneration |
| <input type="checkbox"/> 8..... Ignore Armour | <input type="checkbox"/> 18..... Stop Technology |
| <input type="checkbox"/> 9..... Ignore Wounds | <input type="checkbox"/> 19..... Suicide |
| <input type="checkbox"/> 10..... Impair | <input type="checkbox"/> 20..... Swarm |