

Skirmish Procedures

Use the **Skirmish Map** when PCs engage a hostile ship.

- Place 3 random **Hazards** on the map's numbered hexes (HAZ 1-3).
- Piloting Check. Success: choose who moves first (up to 1 Hex per turn).
- Hostile ships move once and act according to Tactics each turn.
- Each PC takes one action inside their ship (Pilot, Scan, Fire Weapons, etc.).
- Scanning **Bogeys** produces actionable intel.
- Taking a Piloting action to exit the **Skirmish** from the Escape hex, the PCs flee 1 hex on the **Battlefield Map** in a direction of their choice.
 - Exiting from any other border hex, the Warden chooses instead.
- Customize your **Skirmish Map** with varied hex positions (see player handouts).

Bogeys

1. Warlock >> Stealth Bomber

- Advanced systems and targeting. Crew: 6. Depth Charge, Autocannon.
- Depth Charge:** Proximity detonation (Ship Range). Scans indicate escape pod.
- Tactics:** Mines the Escape hex, attacks from distance.
- Scans:** Until scanned, invisible on the **Skirmish Map** except in Boarding Range.
- Comms:** Captain Miller taunts PCs, comms relayed by depth charges.

2. Pillar of Salt >> Ramming Frigate

- Armored, fast and fearless. Crew: 30. Tungsten Ram.
- Tungsten Ram:** Destroys 1d2 modules, attacks from Boarding Range.
- Tactics:** Splits ships into pieces, boards isolated modules for salvage.
- Scans:** Thin aft plating, easily targeted after attack runs.
- Comms:** Their crew bellows space shanties, roll Rimwise to join in (-2 Stress).

3. Gomorrah >> O Ship

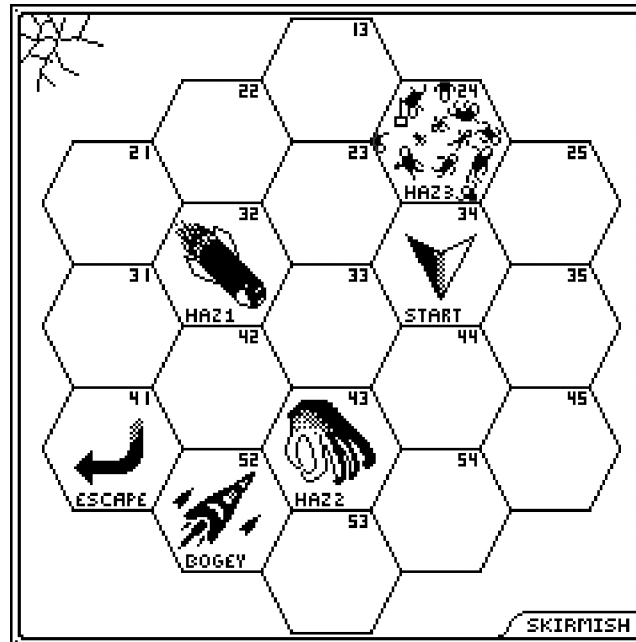
- Sluggish behemoth. Crew: 150. Flak and Rigging Guns.
- Tactics:** Appears as an unarmed luxury cruiser. Hides guns and signals distress until within Weapons Range. Aims for weapons and thrusters, boarders crawl over rigging lines in hordes.
- Boarders (2d10):** C:35 Boarding Pike 2d10 DMG 1:25 W:1(15)
- Scans:** Dense cluster of life signs amidships (wealthy hostages).
- Comms:** Admiral Tal accepts bribes, considers intel on juicier targets.

4. Lily Squadron >> Fighters (3)

- Agile and deadly. Crew: 0. Burst Laser Arrays.
- Tactics:** Flanking sweeps, play dead from grazing blows, exploit **Hazards**.
- Scans:** No life signs (AI pilots). Vulnerable to EMP, comms jamming.
- Comms:** Negotiates terms during dogfights, suddenly switching to deafening opera to stun enemy pilots (Body Save).

5. Dominion >> Dropship

- Military spec, resilient. Crew: 10. Machine Gun Turret, Cable Tow.
- Tactics:** Boarders sabotage engines, kill power then systematically clear modules. Defeated, a lethal stowaway hides in the PC ship's vents.
- Boarders (5):** C:60 Shotgun 1 Wound or Power Glove (peels hull) 3d10 DMG 1:45 W:2(25)
- Scans:** Their pilot has arrhythmia, mortal terror induces cardiac arrest.
- Comms:** "Accidental" open comms delivers false info on boarder tactics.

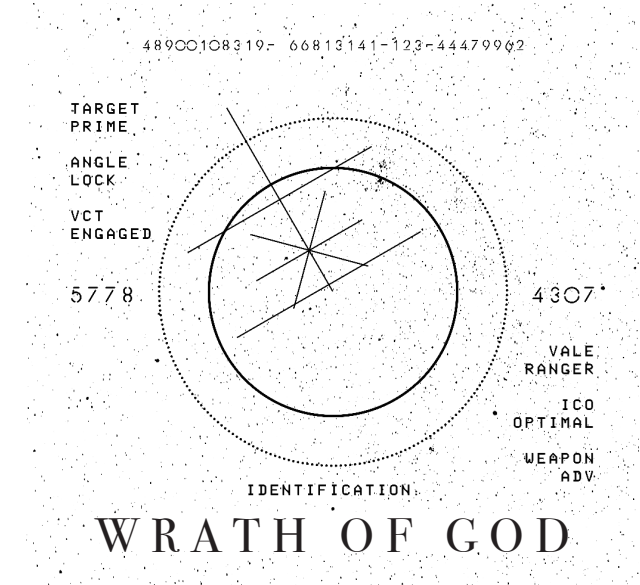


Skirmish Hazards

Complicate the **Skirmish Map** with local features. On repeats, substitute Debris.

- Cryopod minefield (weak life signs). Magnetize to passing ships, puncturing the hull and injecting a bio-engineered killer C:50 VibrOclaws 1 Wound 1:60 W:3(30).
- Vaccsuited hitchhikers drift lazily, holding signs "Going His way?"
- InstaCrop spill (pearlescent liquid). Grows explosively near heat, swallowing ships in plant mass.
- Laser turrets etch a spell onto your ship. Enemy missiles always miss, occupants Panic inside the Engine room.
- Radiation field. Scanners out and in nullified.
- Rogue **SCUD missile** (sentient), spinning aimlessly from damaged targeting systems. Wants only to deliver its payload.
- Twin warp gates (x2 **Skirmish Map** positions). Anything entering one crosses both, damage to either resulting copy destroys one at random.
- Dancing inflatable man (large O2 stores) advertises **JoyLand** coordinates.
- XO2's** colossal severed hand. Crawls through space as if material. Instinctively crushes ship-scale prey, signs to communicate (believes it's human).
- Debris field, roll 1d5. 1: Hull. 2: Goats. 3: Lace. 4: Lumber. 5: Reliquaries.

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A distant sector glows with the fires of war, atmosphere bleeding from broken fleets ferrying sound over once vacuous space. Corporate armadas and huddled masses make first pilgrimage to a newborn holy land. Cross these gloried theatres to enter μ 2 siren's roost.

Warden's Notes

Circling The Drain: This pamphlet prequels *Mothership* adventure *The Drain*. In campaign play, it provides context for a crew tracking the rumored **3rd Testament** transmission and making ingress to colony ship *Within Wheels*. In funnel play, **PrayCo** prisoners directly embark aboard *Within Wheels* – navigating these spacious horrors when making unsanctioned egress.

Heaven's Omnipotence: Adapt this scenario to any campaign by substituting an objective for *Within Wheels*; Old Earth or the target of a political blockade.

Dogfighting: The **Skirmish Procedures** present an alternative, tactics-oriented ship combat structure to standard *Mothership* play (while compatible with 1e mechanics). Visit our companion website for ship stats and schematics (see **Bogeys**).

Shipboard Play: Supply a capable and modestly armed ship for your crew. Establish PC locations aboard early and often. Delineate and adhere to ship duties (Pilot, Navigator, Comms, etc.) to foster composite participation.

Combat Practices: Create an imagined 3D space in dogfights. Threaten the PC ship from without and within. Reward environmental interaction and punctuate individual contributions.

Mapping: The Navigator charts a blank **Battlefield Map** for the party. Entering dogfights, the Warden provides a populated **Skirmish Map**.

Would you like to know more? Our companion website includes expanded **Bogey** specs, mechanics, maps and bonus materials:
www.anodyneprintware.com/wrath



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Battlefield Procedures

- The PC ship begins in ● 16. Their objective lies in ● 122.
- Each round, the Navigator rolls a Computers (Intellect) Check:
 - **Critical failure:** Ambush! Roll a **Bogey**, move to the **Skirmish Map**.
 - **Failure:** The Warden places a **Bogey** on a blank hex 2 spaces away.
 - **Success:** Roll 1d10 for **We're Being Hailed**.
 - **Critical success:** Move an extra hex this round.
- The Pilot moves up to 2 hexes each round, following Navigation.
- Scans relay **Bogeys** and **Locations of Interest** up to 3 hexes away.
- Arbitrate encounters when PCs cross occupied hexes.
- Add **Bogeys** to nearby hexes if PCs linger.

We're Being Hailed

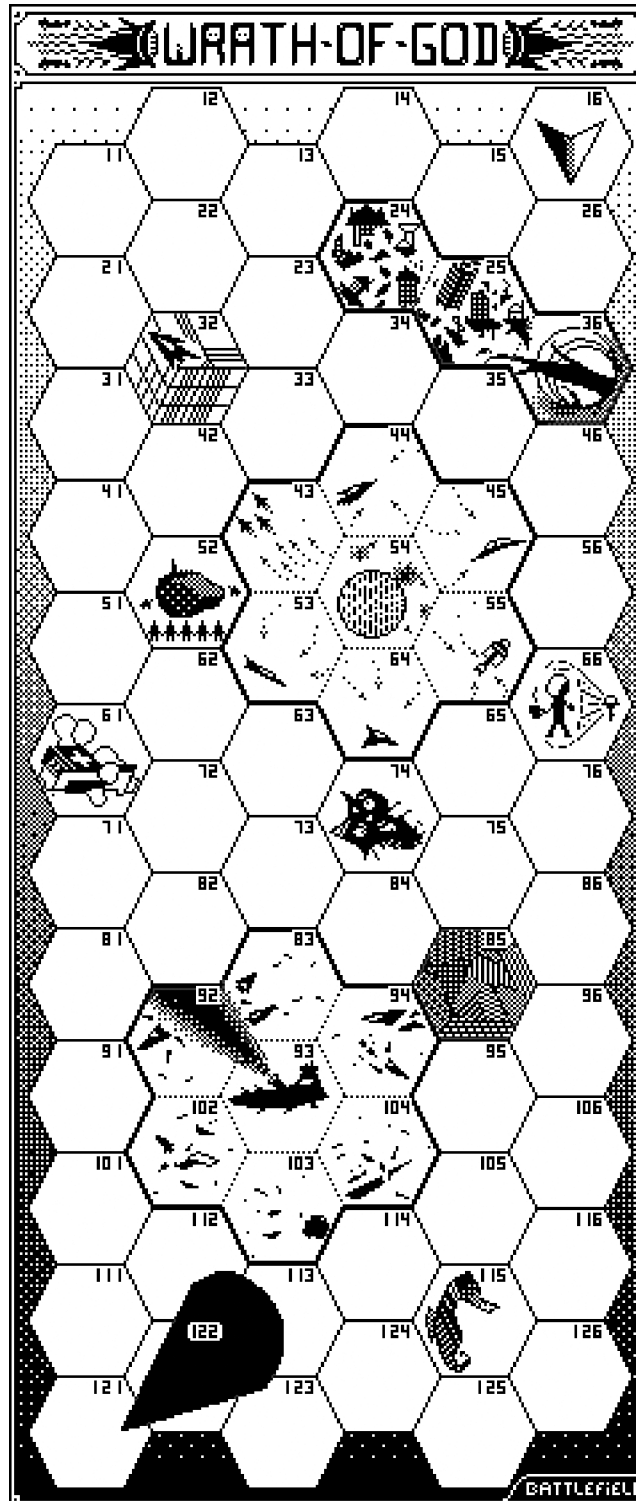
Roll 1d10 when successfully Navigating, 1d5 for inspiration when PCs instigate a Hail with non-hostiles.

1. **ID-GEORGUY62:** Concerned old man **Georgie** requests your status. Are you okay? Checks in every hour on the hour, doles out nicknames. Never in scan range. Softly croons dying PCs to their graves.
2. **ID-WRWFAC3:** Political prisoner **Yevgeny** inside the **Werewolf's** brig (● 93) transmits a hijacked signal for rescue. Promises to hack its railgun targeting systems so PCs can approach, reverts if betrayed.
3. **ID-BILLYSCOOL:** Trap. **Captain Billy** (10 y/o) of the Sandcastle requests aid, cites impending catastrophic failure. Child pirate crew attack if PCs approach (roll a **Bogey**, **Skirmish** imminent).
4. **ID-SATANLVR:** **Witch Captain Jeanne** demands fealty. Fly in an "N" pattern (1 hex North, South-East, North) to complete her ritual. Refusing, a random module spontaneously decompresses. Succeeding, the **MOSES** (● 54) explodes.
5. **ID-FRIENDLY1:** Shuttle **Covenant** pursued by a **Bogey**, signals distress. Rescued, **Skipper Uziel** (foil lined vacsuit, forehead brand) seeks shelter aboard the PC ship. All future NPCs inquire after **Uziel**.
6. **ID-144KMAMA:** Chain prayer for the souls in a random undiscovered **Location**. Reveal the **Location's** coordinates. Pass it on.
7. **ID-HELPLINE:** Hack. Grinding dial-up tones. Sends all systems haywire (manual reboot required, PC ship drifts 1 hex in current direction).
8. **ID-SALVO19:** Sentient **SCUD missile**. Canine excitement. Add the **SCUD** to your next **Skirmish Map**.
9. **ID-ERROR:** The **Biomass** (● 74). It wants to stop killing, it wants friends. Responding, it moves towards you (1 hex/round).
10. **ID-URAWINNER:** Quiz show: "Which of your crew is least likely to survive?" (they gain 1d10 Stress). Sleazy lounge module prize delivered at next **Skirmish** (replaces a **Hazard**).

Approaching the Wheel

The fabled colony ship laconically twirls to wink reflected deaths from a debris-scoured hull. The **3rd Testament** transmission vibrates from ventilator fins and control surfaces. A faintly sweet tinnitus whine seizes you, and never leaves. *Within Wheels* beckons (● 122).

- Behemoth rotational thrusters lurch to incinerate hostile ships firing on the hull or approaching the **Command Center**.
- Unguarded docking bays open to **Zone 1A** (*The Drain* pg. 6).
- Its corroded hull yields to any damage, erupting a plume of dirt into space.



Locations of Interest

1. Angel Hair >> Dredge Matrix (● 32)

- Monofilament web drawn by spiralling thrusters entraps twitching ships.
- **Hazard:** Net invisible on scans (fills the hex). Trapped ships clog comms in distress, inhabitants swarm to pillage fresh meat.

2. Heaven's Gate >> Warp Pylon (● 36)

- A distant sibling warp gate extrudes urban sprawl onto the battlefield.
- **Hazard:** Piloting Check to navigate (● 24, 25, 36), systems damage on failure.

3. HOM3 >> Mobile Asteroid (● 52)

- Surface swarming with Androids on pilgrimage. Beautiful schooling patterns.
- **Hazard:** Ultra-dense, high gravity field. Piloting Check or change hex trajectory when passing.

4. MOSES >> Unmanned Salvage Sphere (● 54)

- Desiccates the battlefield with glutinous fluid reclamation drones.
- **Hazard:** Swarm of 2d5 Locust Drones (+1 hex range). Unless removed in 1 min, needle noses drain all but 6 hexes worth of fuel (dry in 2 mins).

5. Samaritan >> Medical Cruiser (● 61)

- Over capacity, blood-spattered inflatable habitats blooming from airlocks.
- **Boarding:** Surgeons defend entrances with boarding pikes, trade treatment (full heal or 1 condition repaired) for healthy organs.

6. JoyLand >> Retail Carrier (● 66)

- Blinding holo ads dance over the battlefield, beguiling consumer ships.
- **Hazards:** Km-long mascots obscure anti-theft missile drones.
- **Boarding:** Aggressive, gaunt salesmen peddle curiosities and gear at 3x cost.
- **SMRT Bullet** (1kcr): Projects holo-target from wound, victims' vitals to HUD.
- **Brand Synergy** (+15kcr): Ship repainted, 30 sec ad plays before hails.

7. X02 BIOMASS >> Experimental Bio-Ship (● 74)

- Corporate engineered flesh monstrosity. Crew: 1. Sentient and mournful. Consumes ships whole, regenerates damaged tissue.
- **Hazards:** Requires replacement crew. Chases noticed PC ship (1 hex/round).
- **Salvage:** Self-replicating tissue, for medical use.

8. Oroboros >> Warp Anomaly (● 85)

- Quantum entangled ships shatter and pulse through space.
- **Hazard:** Crossing the hex, replace a random module with the Quantum Bay.
- **Quantum Bay:** Always Zero-G, impossibly large, changes function weekly. **Hiram** (blind scientist, tap dancer) and **Sparky** (dog) trapped inside forever.

9. Werewolf >> Super Dreadnought (● 93)

- Corporate flagship, death bringer. Crew: 3500. Railgun.
- **Hazards:** Hyperspace warheads (+1 hex range, [] at close range).
- **Salvage:** Derelict graveyard ripe for the picking (advanced modules).

10. Mother of Pearl >> Hypervacht (● 115)

- Anatomically perfect seahorse hull, lifelike articulation. Ignores hails.
- **Boarding:** Abandoned luxury. Android servants burn documents in bonfires.
- **Salvage:** Loose, real tigers (priceless, 3d10 DMG claws), anti-aging drugs.