

If you like to use always the dry and erase marker with SPACE KRAKEN the following green areas should be covered with adhesive foil for protection. In general its everywhere you are writing onto.

CREW BACKSTORY

CHOOSE ONE OF THE FOLLOWING OPTIONS

It will affect your starting conditions.

EARLY SETTLERS

Regular settler ship started before the atomic war on Earth. You get one free LV2 Item or Weapon for every Crew Member during the setup phase. Recommended for beginners.

THE NERDS

Rich tech nerds managed to escape. Each Crew Member gets a +1 bonus to Tech Attribute but also a minimum Tech Attribute of 4 for each is required (before the bonus).

THE MILITARY CREW

Military who promised to hunt down the kraken: Get a compound jacket, a LVI Weapon and a LVI Magazine for every Crew Member.

ESCAPED CRIMINALS

Criminals who had stolen a ship: You have 4 Crew Members, but nobody can have a Tech Level greater than 2.

AN ULTRA RICH ADVENTURER

An ultra-rich person with a private ship. You start your journey alone without further Crew Members but get 60¢ extra at the start of the game. You are so egotistical that you won't even buy new Crew Members in Shops for the first two turns.

THE FURY GANG

You were the last ship to leave Earth, after living decades in a brutal end time world. You managed to steal a ship and flee into space. One free LVI Melee Weapon for each Crew Member and plus 1 point to the Melee Attribute for each Crew Member.

CAMPAIGN SCORES

SCORE	GAME DESCRIPTION
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ACHIEVEMENTS

Check these whenever you start a new game.
Update these whenever you reach the condition during a single playthrough.

GREENHORN: Reach LV4 with a single Crew Member.

Effect: Each time you start a new game you get a single steel helmet for free.

MARINE: Reach at least LV5 with two Crew Members.

Effect: Each time you start a new game one Crew Member gains an extra LV right at the start.

VETERAN: Reach at least LV8 with two Crew Members.

Effect: Each time you start a new game two Crew Members gain an extra LV right at the start (Replace the MARINE effect).

SPACE PIRATE: Win a Space Combat with a flight table number of 12 or more.

Effect: You are able to fire 5 Weapons in each Space Combat turn instead of 4.

MERCENARY: Solve 3 Urgent Missions (Quests).

Effect: You may reroll every Quest definition dice roll once.

SLAYER: Solve the game without using any kind of Ranged Weapons.

Effect: Each time you start a new game get one grade 2 Melee Weapon for free.

SHOOTER: Solve the game without using any kind of Melee Weapons.

Effect: Each time you start a new game get one grade 2 Ranged Weapon for free.

BOSS HUNTER: Kill the B4 Boss in the Mining Station Map number 20.

Effect: Add 2 to any initiative check against Boss Enemies.

ELITE SQUAD: Solve SPACE KRAKEN in multiplayer mode and Real Life game difficulty.

Effect: Each time you start a new game you gain a 4th Crew Member with LV2 right at the start.

NIGHTMARE: Lose 3 Crew Members in a single combat in Real Life game mode but still complete the game afterwards.

Effect: Each time you start a new game get one nanokit for free.

IRON MAN: Finish the game in Real Life game mode with only a single Crew Member. Ignore Events offering Crew Members.

Effect: Reroll a single Ground Combat dice roll once per Ground Combat even if you play with 2-4 Crew Members.

APOCALYPSE: Solve SPACE KRAKEN in Hardcore mode parallel with 2 or more friends.

Effect: Start any new game with 10XP.

SPAGHETTIFICATION: The event horizon prohibits us to tell you about how to unlock it.

Effect: Start each campaign with 3 'Cup of Instant noodles' / U6: Regenerate 1 HP, value: 1¢.

CGM LINE TRACKER

LINE 1								NOTES
A	B	C	D	E	F	G	H	
LINE 2								NOTES
A	B	C	D	E	F	G	H	
LINE 3								NOTES
A	B	C	D	E	F	G	H	
LINE 4								NOTES
A	B	C	D	E	F	G	H	
LINE 5								NOTES
A	B	C	D	E	F	G	H	
LINE 6								NOTES
A	B	C	D	E	F	G	H	

INTERLINK MEMORY

I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z

STARMAP LOCATIONS LOG

Location 1	Type:	Difficulty:	AD:	AI:	Depth:	Telep.:	Special:	Species:
1	2	3	4	5	6	7	8	9
Location 2	Type:	Difficulty:	AD:	AI:	Depth:	Telep.:	Special:	Species:
1	2	3	4	5	6	7	8	9
Location 3	Type:	Difficulty:	AD:	AI:	Depth:	Telep.:	Special:	Species:
1	2	3	4	5	6	7	8	9
Location 4	Type:	Difficulty:	AD:	AI:	Depth:	Telep.:	Special:	Species:
1	2	3	4	5	6	7	8	9
Location 5	Type:	Difficulty:	AD:	AI:	Depth:	Telep.:	Special:	Species:
1	2	3	4	5	6	7	8	9
Location 6	Type:	Difficulty:	AD:	AI:	Depth:	Telep.:	Special:	Species:
1	2	3	4	5	6	7	8	9

At all ENEMY sheets, or at least the ones you encounter in your adventure:

TENTACLE - KRAKEN LV1

ABILITY	2
ARMOR	1
ESCAPE	2
SHIELD TYPE	-
WEAKNESS	Fire
RESISTANCE	-



XP	1
TREASURE	1

1-4	Strangle Attack: ML 4+, 2
5-6	Recover 2 HP, if full HP reroll
Special	Swarm

5 HP

TENTACLE - KRAKEN LV1

ABILITY	2
ARMOR	1
ESCAPE	2
SHIELD TYPE	-
WEAKNESS	Fire
RESISTANCE	-



XP	1
TREASURE	1

1-4	Strangle Attack: ML 4+, 2
5-6	Recover 2 HP, if full HP reroll
Special	Swarm

5 HP

NAUTILUS - KRAKEN LV2

ABILITY	5
ARMOR	2
ESCAPE	-
SHIELD TYPE	-
WEAKNESS	Fire, Toxic
RESISTANCE	-



XP	2
TREASURE	2

1-4	Strangle Attack: ML 4+, 3
5-6	Idle (Try to hide in black smoke)
Special	2 Actions

5 HP

NAUTILUS - KRAKEN LV2

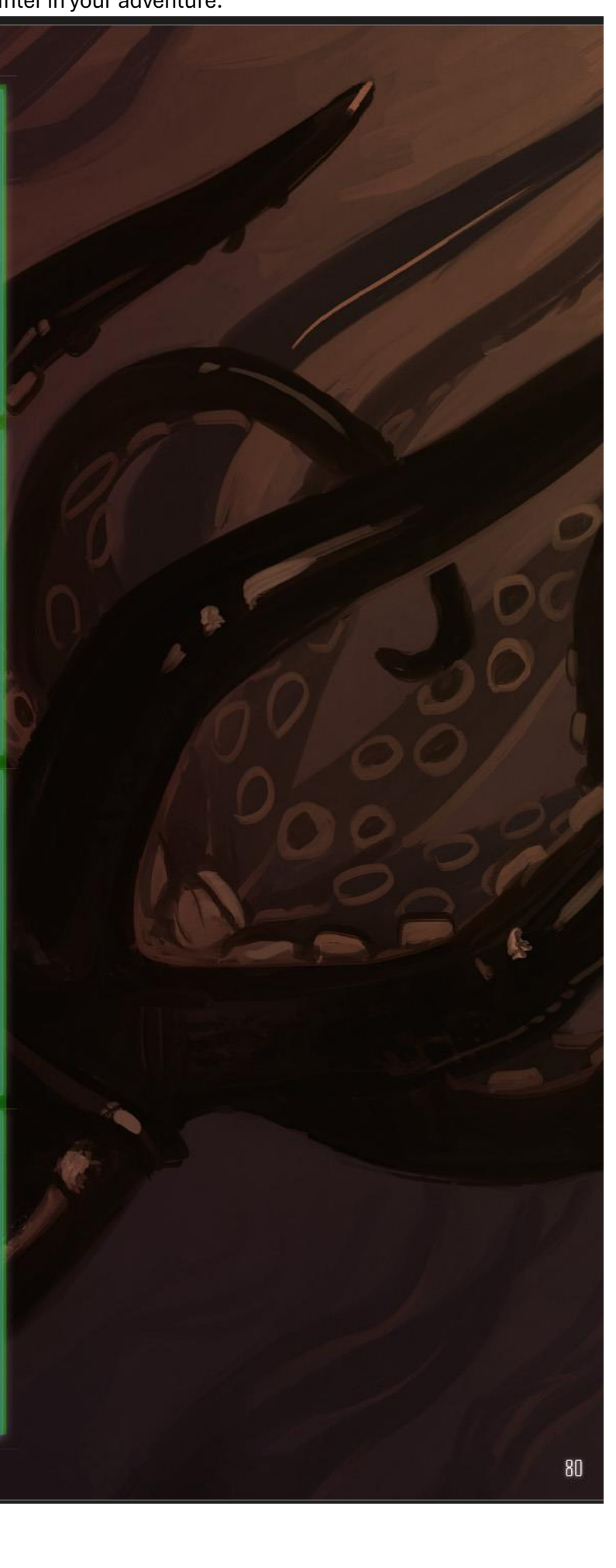
ABILITY	5
ARMOR	2
ESCAPE	-
SHIELD TYPE	-
WEAKNESS	Fire, Toxic
RESISTANCE	-



XP	2
TREASURE	2

1-4	Strangle Attack: ML 4+, 3
5-6	Idle (Try to hide in black smoke)
Special	2 Actions

5 HP



SPACE COMBAT

Attack, Backup, Combat, Evading, Game over, Idle, Shields, Time, Victory

PHASE TRACKER

- 1) Manage the timeline
- 2) Solve objectives & repair
- 3) Define targets & fire
- 4) Enemy fire
- 5) Boarding Enemy ships
- 6) Attempt to escape
- 7) Recharge

LOCATION DIFFICULTY

FLIGHT DIFFICULTY

FLIGHT OPTIONS

FLIGHT NUMBER

TIMELINE

OBJECTIVES

ENEMY TYPE

SP

CREW

WEAPON DAMAGE

SHIELD

SHIELD RECHARGE

ENEMY NUMBER

TIMELINE							
OBJECTIVES							
ENEMY TYPE							
SP							
CREW							
WEAPON DAMAGE							
SHIELD							
SHIELD RECHARGE							
ENEMY NUMBER	1	2	3	4			

SP

SHIELD

SHIELD RECHARGE

Crew Member Names

Solve objective (Attribute + d6 against ?+)

Repair (Tech + d6 against 9+)

Reroll hit check

Avoid Enemy attack (Tech/2 + d6 against 8+)



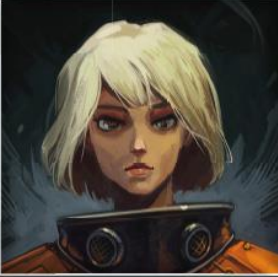

Board Enemy ship

Try to escape (All Tech + d20 against 20/15+)

SP							
SHIELD							
SHIELD RECHARGE							
Crew Member Names							
Solve objective							
Repair							
Reroll hit check							
Avoid Enemy attack							
Board Enemy ship							
Try to escape							

Taking damage: 1-2: Nothing 3-4: Standard system (roll d20) 5: Weapon (roll d20) 6: Energy Shield (choose which)

At all Hero Sheets or at least the ones you are using during your adventure:

	<p>QUINN - LEADER Quinn was born as a member of high society. His parents were politicians in the United States, but he decided against following in their footsteps. He doesn't believe that governments will ever change, and thus he set up a small crew with whom to escape into space, to survive and build up his own society. He's the kind of leader that you may not like, but trust. He drills you day and night, but instinctively you always know it's for the sake of the crew's survival.</p> <table border="1"> <tr> <td>R</td> <td>Rifle (3) RG 4+, 3, A5 (2†)</td> <td rowspan="4">ITEMS</td> </tr> <tr> <td>L</td> <td>Pistol RG 4+, 2, A8 (2†)</td> </tr> <tr> <td>1</td> <td></td> </tr> <tr> <td>2</td> <td></td> </tr> <tr> <td>3</td> <td></td> <td></td> </tr> <tr> <td>4</td> <td></td> <td></td> </tr> </table> <table border="1"> <tr> <td colspan="2">SKILLS</td> <td>STRENGTH</td> <td>4</td> </tr> <tr> <td></td> <td>Leader</td> <td>AGILITY</td> <td>4</td> </tr> <tr> <td></td> <td>Decadence</td> <td>MELEE</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>RANGED</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>TECH</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>CHARISMA</td> <td>3</td> </tr> </table>	R	Rifle (3) RG 4+, 3, A5 (2†)	ITEMS	L	Pistol RG 4+, 2, A8 (2†)	1		2		3			4			SKILLS		STRENGTH	4		Leader	AGILITY	4		Decadence	MELEE	2			RANGED	2			TECH	1			CHARISMA	3
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	<p>YUNA - RANGER Yuna was a ranger in the African deserts. She learned what it took to survive in hot, dry and rough terrain. As Dubai searched for highly skilled rangers for space missions, she applied and was hired. She misses Earth and its expansive deserts, but her survival instinct is paramount, and she will survive even to the end of the universe. Yuna's constitution is also much stronger than you would ever suppose for such a slender girl. And if you want to see her smile, just give her something green as a gift.</p> <table border="1"> <tr> <td>R</td> <td>Rifle (3) RG 4+, 3, A5 (2†)</td> <td rowspan="4">ITEMS</td> </tr> <tr> <td>L</td> <td>Staff (3) ML 4+, 2 (2†)</td> </tr> <tr> <td>1</td> <td></td> </tr> <tr> <td>2</td> <td></td> </tr> <tr> <td>3</td> <td></td> <td></td> </tr> <tr> <td>4</td> <td></td> <td></td> </tr> </table> <table border="1"> <tr> <td colspan="2">SKILLS</td> <td>STRENGTH</td> <td>4</td> </tr> <tr> <td></td> <td>Carrier</td> <td>AGILITY</td> <td>3</td> </tr> <tr> <td></td> <td>Weakness Ice</td> <td>MELEE</td> <td>4</td> </tr> <tr> <td></td> <td></td> <td>RANGED</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>TECH</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>CHARISMA</td> <td>2</td> </tr> </table>	R	Rifle (3) RG 4+, 3, A5 (2†)	ITEMS	L	Staff (3) ML 4+, 2 (2†)	1		2		3			4			SKILLS		STRENGTH	4		Carrier	AGILITY	3		Weakness Ice	MELEE	4			RANGED	2			TECH	1			CHARISMA	2
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	<p>JESSICA - MEDIC From the moment she lost her big sister to cancer, Jessica studied everything she could find concerning diseases and medical solutions. She was subsequently able to join the European Environment, Space, and Technology (EEST) research department as the youngest trainee in history. Now she's going to be the youngest Crew Member in space. She usually wears her bright blond hair quite short, and even if she's been awake for days and covered in blood, she always looks awesome.</p> <table border="1"> <tr> <td>R</td> <td>Rifle (3) RG 4+, 3, A5 (2†)</td> <td rowspan="4">ITEMS</td> </tr> <tr> <td>L</td> <td></td> </tr> <tr> <td>1</td> <td>Stimpack / U: Regenerate 3 HP (2†)</td> </tr> <tr> <td>2</td> <td></td> </tr> <tr> <td>3</td> <td></td> <td></td> </tr> <tr> <td>4</td> <td></td> <td></td> </tr> </table> <table border="1"> <tr> <td colspan="2">SKILLS</td> <td>STRENGTH</td> <td>3</td> </tr> <tr> <td></td> <td>Medic</td> <td>AGILITY</td> <td>2</td> </tr> <tr> <td></td> <td>Sensitive</td> <td>MELEE</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>RANGED</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>TECH</td> <td>4</td> </tr> <tr> <td></td> <td></td> <td>CHARISMA</td> <td>5</td> </tr> </table>	R	Rifle (3) RG 4+, 3, A5 (2†)	ITEMS	L		1	Stimpack / U: Regenerate 3 HP (2†)	2		3			4			SKILLS		STRENGTH	3		Medic	AGILITY	2		Sensitive	MELEE	1			RANGED	1			TECH	4			CHARISMA	5
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	<p>RAY - ENGINEER Ray loves everything about high-tech equipment, and worked as an engineer at the Nevada Propulsion Laboratory. He even built his own little spaceship in secret, using funds collected by a wealthy pacifist corporation. Unfortunately, the spaceship exploded during the first engine test. Since that day, he has determined to stay undercover and find a way to somehow join a space mission. He swears the incident was caused by a deliberate act of sabotage, but it would be best if you didn't ask.</p> <table border="1"> <tr> <td>R</td> <td>MP (3) RG 5+, 2x2, A4 (2†)</td> <td rowspan="4">ITEMS</td> </tr> <tr> <td>L</td> <td>Knife ML 5+, 2 (2†)</td> </tr> <tr> <td>1</td> <td>O₂ Tank / stores two O₂ (2†)</td> </tr> <tr> <td>2</td> <td></td> </tr> <tr> <td>3</td> <td></td> <td></td> </tr> <tr> <td>4</td> <td></td> <td></td> </tr> </table> <table border="1"> <tr> <td colspan="2">SKILLS</td> <td>STRENGTH</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>AGILITY</td> <td>4</td> </tr> <tr> <td></td> <td></td> <td>MELEE</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>RANGED</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>TECH</td> <td>5</td> </tr> <tr> <td></td> <td></td> <td>CHARISMA</td> <td>2</td> </tr> </table>	R	MP (3) RG 5+, 2x2, A4 (2†)	ITEMS	L	Knife ML 5+, 2 (2†)	1	O ₂ Tank / stores two O ₂ (2†)	2		3			4			SKILLS		STRENGTH	3			AGILITY	4			MELEE	1			RANGED	1			TECH	5			CHARISMA	2
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NAME _____ LV _____

STRENGTH _____ RANGED _____

AGILITY _____ TECH _____

MELEE _____ CHARISMA _____

SKILLS _____

S HP _____

NAME _____ LV _____

STRENGTH _____ RANGED _____

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MELEE _____ CHARISMA _____

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S HP _____

NAME _____ LV _____

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AGILITY _____ TECH _____

MELEE _____ CHARISMA _____

SKILLS _____

S HP _____

NAME _____ LV _____

STRENGTH _____ RANGED _____

AGILITY _____ TECH _____

MELEE _____ CHARISMA _____

SKILLS _____

S HP _____

At all Spaceship sheets, or at least at that ones you are using during your adventure:

NOTES

SPACESHIP

QUESTS							
No.	DIFFICULTY	TYPE & REWARD BONUS	LOCATION	SPECIES	NOTES	URGENT	TIMER
1							
2							
3							
4							
5							
6							

TERRA I - ALL-ROUNDER

STORAGE

STORAGE EXPANSION

INTERGALACTIC CREDITS (€)

EXPERIENCE POINTS (XP)

50€ Terra I - Hull 20 SP, A popular standard spaceship	15€ Hull expansion +8 Structure Points (SP)	15€ Hull expansion +8 Structure Points (SP)
10€ Armor Lower any SP damage you take by 1	10€ Primary shields +5 capacity, +2 regeneration	15€ Secondary shields +4 capacity, +2 regeneration
30€ Dynamic shields +4 capacity, +2 regeneration	10€ Med Bay Heal Crew +3 HP	10€ Storage expansion Unlock ship's storage expansion
10€ Teleporter Teleport Crew	15€ HyperNavMemory +4 Locations slots (MAP 3-5)	15€ Long range sensors 2 extra die modifications during Location Gen.
20€ Advanced Med Bay Heal Crew + 3 HP	50€ Boarding shields Enemies cannot board your ship	20€ Onboard defence Reroll dice in Boarding Combat if attacked
15€ Drone bay 2 extra die modifications during Location Gen.	15€ Target system Unlock multiple targeting	30€ Maneuver engines Allows attempts to evade Enemy attacks
30€ Stealth skin Lowers the flight's difficulty by 3	20€ Repair drones Repair one system or 3 SP per turn	20€ Combat bridge Space Combat hit chance now 2+
5€ Laser, 3 The cheapest of all Weapons systems	10€ Missile, 6 HE, A2 Highly effective against targets without Shields	5€ Ion cannon, 4 EMP Only damages Shields
15€ Heavy laser, 5 A powerful laser for combat	15€ Torpedo, 18, A1 Only 1 Ammo but extremely explosive	10€ Ion blaster, 8 EMP Only damages Shields
25€ Autocannon, 8 DC, A4 Highly effective but with limited Ammo	15€ Twin missile, 6 HE, DC, A3 Highly effective against targets without Shields	
30€ Railgun, 10 Deals great damage and no Ammo required		

What if deja-vus come from losing a life and restarting from the last location ...

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