

WRECK OF THE BSM PANDORA

USER MANUAL · v1.0 · Browser Edition

A solitary survival wargame inspired by the classic from Ares Magazine #6 (SPI, 1980)

CONTENTS

- 1.0 — Introduction
- 2.0 — Object of the Game
- 3.0 — The Ship: Decks, Pods, Tubes & RISORs
- 4.0 — The Interface
- 5.0 — Your Crew
- 6.0 — The Aliens
- 7.0 — Sequence of Play
- 8.0 — Actions Reference
- 9.0 — Combat & Tables
- 10.0 — Ship & Crew Status Tracks
- 11.0 — Victory & Defeat
- 12.0 — Scoring
- 13.0 — Strategy Notes

1.0 INTRODUCTION

Wreck of the BSM Pandora is a single-player, browser-based survival wargame. You command the surviving crew of the **Biological Survey Module Pandora**, a three-deck research vessel whose specimen containment has failed. Hostile alien bioforms are loose aboard ship, multiplying and spreading through the transit tubes. Your job: hunt down and eliminate every organism before the ship — or your crew — is lost.

The game is a self-contained HTML file. No installation, no server, no dependencies. Open [index.html](#) in any modern browser (Chrome, Firefox, Edge, Safari) and play. All state lives in the page; refreshing the browser starts a new mission.

2.0 OBJECT OF THE GAME

Eliminate **all alien bioforms** aboard the Pandora within **20 turns**, while keeping at least one crew member alive and the ship intact.

3.0 THE SHIP

The Pandora consists of **three decks** (A, B, C). Each deck has **seven pods**, **three tubes**, and one **RISOR** — and **every one of these is a space that crew and aliens can occupy**. Travel between spaces is by **internal locks** (the yellow connectors on the map).

3.1 Pods

Pods are the rooms of the ship, labeled by deck and number (Pod A1–A7, etc.). Pod 7 is the tall pod on each deck's left side. A pod connects through an internal lock to exactly **one tube** — pods are the "leaves" of the network.

3.2 Tubes (transit spaces)

Each deck has three tubes — Tube X14, X25, X36 — forming a continuous corridor. They are **occupiable spaces you move through**, not mere connectors. Tube X14 links to Pod X7, Pod X1, Pod X4, and Tube X25. Tube X25 links Pods X2/X5 and its neighbouring tubes. Tube X36 links Pods X3/X6 and the RISOR. To cross from Pod A1 to Pod A2 you pass A1 → Tube A14 → Tube A25 → A2.

3.3 The RISOR shaft (inter-deck space)

The RISOR is a single inter-deck shaft, drawn as the three linked red circles on the right. It connects **only to tubes** — specifically Tube A36, Tube B36, and Tube C36 — and to nothing else (no pods, and it is one shaft, not three separate nodes). It is the **only** way between decks, for you and the aliens alike. Enter the shaft from any deck's Tube X36 and exit at another deck's Tube X36. A full-ship transit reads: Tube A36 → RISOR shaft → Tube C36.

TACTICAL NOTE

4.0 THE INTERFACE

REGION	CONTENTS
Left panel	Ship Status and Crew Down tracks, mission statistics, supply counts, phase indicator, dice display
Center	The ship map (all three decks) and the mission log
Right panel	Crew manifest, action buttons, and quick-reference Reaction and Impair tables

4.1 Map Symbols & Hover Stats

The board is the original ship map. Occupants appear as tokens drawn on top of it:

TOKEN / CUE	MEANING
Blue person token	A crew member (one token each; up to four shown side by side). A red pip marks low HP; ☹ marks stunned.
Coloured creature token	A bioform, colour-coded by type — Gepidus green, Skaaling amber, Charybdis red, Mother purple. A small badge shows the count when more than one of a type share a space.
■ (green)	Space sealed — aliens cannot spread into it
Red outline / glow	Space is infested
Blue outline /	Crew present

glow	
White outline	Currently selected space

HOVER FOR STATS

Hover over a crew member's space to pop up a stat card listing each member's HP, CMB, SKL, and MOV, and their primary and secondary functions, and the location they are set up at on the ship's grid.

5.0 YOUR CREW

You command 4 crew members on Normal difficulty, 3 on Hard. Each crew member has four ratings:

RATING	EFFECT
HP	Hit points. At 0 the crew member is down and out of the game.
CMB (Combat)	Added as a modifier when firing a WeapKit — indexed on the Impair Table.
SKL (Skill)	Used as Repair Strength on the Repair Table when using a CompKit.
MOV (Move)	How many internal-lock steps the crew member can travel in a single Move action. Higher MOV crosses the ship faster.

CREW MEMBER	ROLE	CMB	SKL	HP	BEST AT
CD Strof	Commander	3	4	4	All-rounder; MOV 4, fast responder
SO Gepidus	Science Officer	2	5	3	Repairs — highest Skill
MO Kelly	Medical Officer	2	4	3	Support and healing runs
GSO Skaaling	Gunnery Sergeant	4	3	4	Combat — highest CMB, MOV 4

A stunned crew member (Ⓢ) cannot move until the Stun Removal Phase at end of turn.

6.0 THE ALIENS

Four bioform classes may appear during a mission:

TYPE	AGGRESSION	INTELLIGENCE	HP	NOTES
Gepidus	2	3	2	Standard organism; most common
Skaaling	3	2	1	Fast and aggressive, but fragile
Charybdis	4	4	3	Large, armored, dangerous — appears on Hard
Mother	1	5	4	Spawns a new Gepidus every turn. Kill on sight.

Aggression and Intelligence index into the **Reaction Table** (§9.2), which determines whether an alien flees, repositions, or counter-attacks when you engage it.

7.0 SEQUENCE OF PLAY

Each game turn follows this structure, adapted from the original's player-turn steps:

1. **Player Actions** — You spend up to **3 actions** among your crew (any mix of Movement, Reaction, Acquisition, and Equipment actions).
2. **Alien Spread Phase** — Mothers spawn; each infested pod may breed a new alien ($d6 \geq 5$) and may spread an alien to an adjacent unsealed pod ($d6 \geq 4$). Infested pods stress the hull (-2% each).
3. **Stun Removal Phase** — Stun markers tick down on crew and aliens.
4. **Cold Shutdown Phase** — If the Ship Down track is at 7+, critical systems fail and the hull loses a further 5%.
5. **Event** — One random event resolves (supply caches, power fluctuations, new contacts, structural stress, or nothing).

Press **▶ END TURN** after spending your actions to run phases 2–5 automatically.

8.0 ACTIONS REFERENCE

Every action costs 1 of your 3 per-turn actions. Most actions require selecting a crew member first (click their card in the right panel).

ACTION	REQUIRES	EFFECT
Move	Selected crew, not stunned	Travel up to the crew member's MOV rating in internal-lock steps, through any connected pods, tubes, and RISORs. A popup lists every reachable space and its distance in locks.
WeapKit: Fire	Crew in infested pod; WeapKit charge	Roll $d6 + \text{CMB}$ on the Impair Table. Damage the target alien; risk a counter-attack (§9.2).
Stungun	Crew in infested pod; Stungun charge	$d6 \geq 4$ stuns the target alien for 2 turns. Stunned aliens don't act.
Storbomb	Storbomb in inventory	Destroys all aliens in one chosen pod. Costs 8% hull, +1 Ship Down, and injures any crew still inside (-2 HP). Evacuate first.
MedKit: Heal	Selected crew below max HP; MedKit	Heals +2 HP, clears stun, reduces Crew Down track by 1.
CompKit: Repair	CompKit charge	Choose Hull, RISOR, or System Restart; roll on the Repair Table using the selected crew's SKL as Repair Strength (§9.3).

9.0 COMBAT & TABLES

9.1 Impair Table (attack resolution)

When firing a WeapKit, roll one die and cross-reference against the shooter's CMB modifier. The result is damage dealt ($-$ = miss). Higher rolls and higher modifiers deal more damage; results range 0–3.

9.2 Reaction Table (alien response)

After you attack, the target's Aggression and Intelligence determine its response to a 2d6 roll:

- **Kill result** (high roll vs. threshold) — the alien counter-attacks: −1 HP to your crew member and +1 Crew Down.
- **Flee result** (low roll) — the alien retreats into a random adjacent pod.
- **Move result** (middle) — the alien repositions without attacking.

Smarter, angrier aliens attack more often and flee less. The abbreviated table on the right panel of the game screen shows thresholds for Aggression 1–3.

9.3 Repair Table

Roll one die, cross-referenced against Repair Strength (the crew member's SKL):

- **D** — Failure with collateral damage: +2 Ship Down and −5% hull.
- **—/0** — No effect; the charge is spent.
- **1–3** — Success: hull repairs restore 8% per level; system repairs reduce the Ship Down track by the level number.

WARNING

10.0 SHIP & CREW STATUS TRACKS

Two nine-box tracks (adapted from the original's Crew Status and Ship Status displays) measure accumulated harm:

- **Ship Down track** — advances from Storbomb use, failed repairs, and structural events. At **7+**, Cold Shutdown warnings begin costing hull every turn. At **9**, the ship undergoes total Cold Shutdown — immediate defeat.
- **Crew Down track** — advances each time a crew member takes damage; MedKits walk it back. It is a barometer of how badly the mission is going.

Boxes 1–4 are green (safe), 5–6 amber (caution), 7–9 red (critical). The gold marker shows the current position.

11.0 VICTORY & DEFEAT

CONDITION	RESULT
All aliens eliminated	VICTORY — Pandora Clear
Hull Integrity reaches 0%	Defeat — Ship Destroyed
All crew down	Defeat — Crew Eliminated
Ship Down track reaches 9	Defeat — Cold Shutdown
Turn 20 ends with aliens aboard	Defeat — Mission Timeout

12.0 SCORING

COMPONENT	POINTS

Victory bonus	+1000
Per alien killed	+60
Per surviving crew member	+120
Per % hull integrity remaining	+4
Per turn elapsed	-25

Fast, clean clears with full crew score highest. A benchmark: 1600+ is an excellent Normal-difficulty result.

13.0 STRATEGY NOTES

- **Move in pairs.** A lone crew member who takes a counter-attack in a distant pod is hard to rescue.
 - **GSO Skaaling leads assaults.** CMB 4 means solid Impair results even on middling rolls.
 - **Kill Mothers first.** Every turn a Mother lives, the alien count grows by one — guaranteed.
 - **Stun, then swarm.** A stunned Charybdis can't counter-attack for two turns; that's your window.
 - **Watch the RISORs.** Aliens spreading through pods 3, 6, or 7 can deck-hop. An outbreak on Deck C becomes a Deck A problem fast.
 - **Storbombs are a hull mortgage.** Eight percent hull and a Ship Down tick per use — devastating against a dense pod, ruinous as a habit.
 - **Don't hoard MedKits.** A dead medic can't spend them.
-

TRONSOFT GAMES · tronsoft.ltd

Wreck of the BSM Pandora, Browser Edition — an original fan adaptation inspired by the solitaire game published in Ares Magazine #6 (SPI, 1980).

Not affiliated with or endorsed by the original publisher. All game code and documentation are original works.

Single-file HTML · No installation required · © 2026 Tronsoft Games