

House Rules

Fungaloids

Addressing the negative hit points rules of the Pax Galacticum supplement.

1. Fungaloids in negative health while onboard a ship with life support will never die, but enter a comatose state neither going up or down in HP until they receive medical attention. Do not roll for regeneration, they stay as they are.
 - If they never receive medical attention before the scenario ends, they are assumed to be revived after the mission.
2. Fungaloids in negative health while onboard a ship without sufficient life support do not roll for regeneration. The “double” damage of lack of life support and negative hit points overpowers regeneration and the Fungaloid suffers as though it were a different race.
 - If they never receive medical attention before the scenario ends, they are assumed to be dead.
3. Fungaloids in negative health while in space without a space suit, die if not retrieved within Regeneration x D6 rounds.
 - If they never receive medical attention before the scenario ends, they are assumed to be dead.

Spacewalking

Addressing the “negative hit points” rules of the Pax Galacticum supplement.

1. Any race other than Fungaloids in negative health while in space without a space suit, die if not retrieved within D6 rounds.
 - If they never receive medical attention before the scenario ends, they are assumed to be dead.

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