

Once upon a time warp....

In a galaxy very, very, very, very, far away, there lived a ruthless race of beings known as . . .
Spaceballs.

Chapter Eleven

The evil leaders of Planet Spaceball, having foolishly squandered their precious atmosphere, have devised a secret plan to take every breath of air away from their peace-loving neighbor, Planet Druidia.

Today is Princess Vespa's wedding day. Unbeknownst to the princess, but knownst to us, danger lurks in the stars above...



SPACEBALLS: THE CROSSOVER

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Ships, Vehicles, and Space Stations

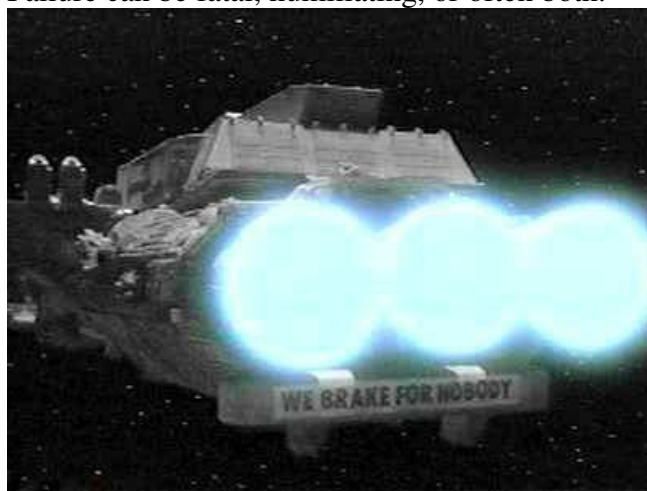
Craft: Eagle Five
Type: Modified Winnebago Space Cruiser
Scale: Starfighter
Length: 7m
Crew: 1 or 2 (can coordinate)
Passengers: 3
Cargo Capacity: 1/2 ton
Consumables: 2 months
Hyperdrive Multiplier: x2 (Normal)/ x1 (Hyperactive)
Backup: x15
Nav Computer: Yes
Maneuverability: 3D
Space: 8
Atmosphere: 365; 1050 kmh
Hull: 3D
Shields: 3D
Cost: 32,000 Spacebucks
Sensors:
Passive: 40/0D+2
Scan: 70/1D+1
Search: 100/2D+2
Focus: 10/4D
Weapons:
2 Laser Cannons
Scale: Starfighter
Fire Arc: Fore
Fire Control: 1D
Space: 1-4/25/70
Atmosphere: 100m-400m/2.5km/7km
Damage: 5D
Weapons Jamming System
Scale: Starfighter
Fire Arc: Fore
Space: 2-10/35/80
Atmosphere: 100m-200m/600m/1.1km
Effect: jams sensors



Eagle Five is the personal ship of Lone Starr and Barfolomew, famous space pilots. It has a complicated jamming system and is one of the fastest ships in the galaxy. It is always a mess, and rock music is always playing.

Craft: Spaceball One
Type: Custom Transforming Battle Ship
Scale: Capital
Length: 20km
Crew: 50,000; Gunners: 645
Passengers: 200,000
Cargo Capacity: 50 million tons
Consumables: 10 years
Hyperdrive Multiplier: (Light X2) (Ridiculous X1) (LudicrousX1/2)
Backup: x10
Nav Computer: Yes
Maneuverability: 0D
Space: 7
Atmosphere: 350; 1000 kmh
Hull: 6D
Shields: 6D
Sensors:
Passive: 500/1D
Scan: 700/2D
Search: 1000/3D
Focus: 100/5D
Weapons:
200 Turbolaser Cannons
Scale: Capital
Fire Arc: 30 Fore, 30 Aft, 60 Starboard, 60 Port, 20 Turret
Crew: 1
Fire Control: 2D
Space: 10-30/120/250
Atmosphere: 1km-3km/12km/25km
Damage: 6D
200 Ion Cannons
Scale: Capital
Fire Arc: 30 Fore, 30 Aft, 60 Starboard, 60 Port, 20 Turret
Crew: 1
Fire Control: 2D
Space: 10-30/120/250
Atmosphere: 1km-3km/12km/25km
Damage: 5D Ionization
1 Super Tractor Beam
Scale: Death Star, but can focus on Starfighter scale objects

Fire Arc: Fore
Crew: 5
Fire Control: 3D
Space: 20-50/200/400
Atmosphere: 2km-3km/20km/40km
Strength: 2D
50 Tractor Beams
Scale: Capital
Fire Arc: 5 Fore, 5 Aft, 15 Starboard, 15 Port, 10 Turret
Crew: 2
Fire Control: 1D
Space: 7-20/40/70
Atmosphere: 700m-2km/4km/7km
Strength: 5D
60 Spaceball X Missile Tubes
Scale: Capital
Fire Arc: 10 Fore, 10 Aft, 20 Starboard, 20 Port
Crew: 2
Fire Control: 1D
Space: 20-40/100/200
Atmosphere: 2km-4km/10km/20km
Damage: 8D
Vaccu-Suck Atmospheric Removal System
Scale: Death Star
Crew: 20
Effect: removes all air from a planet's atmosphere
Transporter System
Effect: Teleports crew members from place to place. Has a difficulty of moderate to operate. Failure can be fatal, humiliating, or often both.



Metamorphosis Matrix

Effect: Transforms Spaceball One into (dum-dum-dum) Mega Maid, a giant cleaning lady. They can only use the Vaccu-Suck in this mode. She has a Strength of 3D (Capital scale) and a Dexterity of 2D (Capital scale). Spaceball One is the largest ship in the galaxy capable of making

planetary landings. It contains a torture chamber, a three-ring circus, a shopping mall, a zoo, and live musicians for incidental music. Its bridge crew consists of members of the Asshole family, who serve loyally. It has a full complement of support vehicles, and a full 5000 spaceball troopers. A self-destruct mechanism is located just under and behind the bridge (in the core of Mega Maid's head). The commander of Spaceball One is Colonel Sanders, loyal servant of President Scroob, and Dark Helmet, master of the Down Side of the Schwartz.



Note: The scale of this ship is probably very incorrect, but it is a comedy, and no attempt was made to keep the scale constant there. As a matter of fact, in the film itself, the ship either appears to be really huge (opening), the size of a Super Star Destroyer (when attacking the Mercedes), or larger than the Death Star 2 (when sucking the air from Druidia). This is my compromise between them.

"What are those things coming out of her nose?"

"Spaceballs?"

"Oh, shit. There goes the planet."

- Two Apemen

Mercedes 2001 STL Limited Edition

Craft: Mercedes

Type: Mercedes 2001 STL Limited Edition

Scale: Starfighter

Length: 4m

Crew: 1

Passengers: 3

Cargo Capacity: 100 kg

Consumables: 1 month

Hyperdrive Multiplier: x3

Backup: x25

Nav Computer: Yes
Maneuverability: 2D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 2D
Shields: 0D
Cost: 40,000 Spacebucks
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 70/2D
Focus: 5/2D+2

This is the personal ship of Princess Vespa. It was bought by her father King Roland, from Prince Murray's dealership.

Craft: Deep Space Gas Station
Scale: Capital
Length: 100m
Crew: 20
Passengers: 100
Hull: 4D



Deep space gas stations are the pit stops of the galaxy. Ships refuel there (at Earth gasoline prices) and eat bad diner food. Other than that there's not much to say.

Craft: Landspeeder
Type: Spaceball Speeder
Scale: Speeder
Crew: 1
Passengers: 3
Cover: Half
Cargo Capacity: 40 kg; 100 cubic centimeters
Move: 115; 300 kmh
Maneuverability: 3D
Body Strength: 2D
Altitude Range: Ground level-2 meters; cannot exceed altitude range
Cost: 10,000 Spacebucks



This is the basic landspeeder design used by the Spaceball military. It is brown and ugly looking.

Cannon Fodder

Average Asshole (Spaceball One officer)

DEX: 2D

Dodge 4D

KNO: 2D

Spaceball One Layout 5D

MEC: 2D

PER: 2D

STR: 2D

TEC: 2D

Move: 10

Special Abilities:

Expertise: Spaceballs have 4D in the skill they were trained for (i.e., piloting, gunnery, drumming, sensors, etc.)

Equipment: Spaceball Helmet (+2 from energy, +1D+1 from physical)



Average Spaceball Trooper ("Ping-pongs")

DEX: 3D

Blaster 4D, Blaster Rifle 5D, Dodge 4D

KNO: 2D

MEC: 2D

PER: 2D

Search 3D

STR: 2D

Brawling 3D

TEC: 2D

Equipment: Blaster Rifle (See Spaceball One blaster rifle), comlink, armor (+2 from energy, +1D from physical)



Stunt Double (see below)

DEX: 3D

Brawling Parry 5D, Dodge 5D, Melee Parry 5D, Running 5D

KNO: 2D

MEC: 2D

PER: 2D

STR: 3D

Climbing 5D, Jumping 5D, Stamina 5D, Swimming 5D

TEC: 2D

Equipment: Whatever the actor has



Since Spaceballs is, above all a movie, the actors (your PCs) all have stunt doubles to do the dangerous stunts. These are usually not noticed in the long run, but can be used to the hero's advantage. The heroes can use their stunt doubles to avoid being captured via a dangerous trap. All

they have to do is say that it was their doubles that were trapped, not them. Stunt doubles are real, however, and if they are ever captured or killed, the players have to do things themselves. New stunt doubles can be hired for 2000 Spacebucks.

Camera Crewman (see below)

DEX: 2D

KNO: 2D

Filmmaking 4D

MEC: 2D

Camera Operation 4D

PER: 2D

STR: 2D

TEC: 2D

Equipment: Clipboards, Writing Utensils, Camera



At the GM's discretion, the PCs can interact with the cameramen filming the movie. If the GM wishes it, a missed shot can kill one of the hapless dopes.

Races & Droids

Apemen

Dice: 13D

DEX: 2D/4D, or 2D/5D(chimps)

KNO: 2D/4D, or 2D/5D(orangutans)

MEC: 2D/4D

PER: 2D/4D

STR: 2D/4D, or 2D/5D(gorillas)

TEC: 2D/4D



These are the apes from Planet of the Apes. They don't belong here, but they were in Spaceballs: The Movie. There are three main species.

Dink-dinks

Dice: 12D

DEX: 2D/4D

KNO: 2D/4D+1

MEC: 2D/4D+1

PER: 2D/4D

STR: 1D/3D

TEC: 2D/4D+1

Move: 8/11

Height: .8m-1.5m

Special Abilities:

Merchandising: Dink-dinks get 2D for every 1D placed in KNO: Merchandising at character creation only. All advancement is half cost.



Dink-dinks are small, man-like creatures that inhabit the sands of Vega. They excel in business and merchandising, and promote many films.

DM-1 Droid Maids

DEX: 3D

Dodge 4D, Running 5D

KNO: 3D

Scholar: (Local) Customs 5D, Intimidation 5D

MEC: 1D

PER: 4D

Search 5D

STR: 1D

TEC: 1D

First Aid 3D

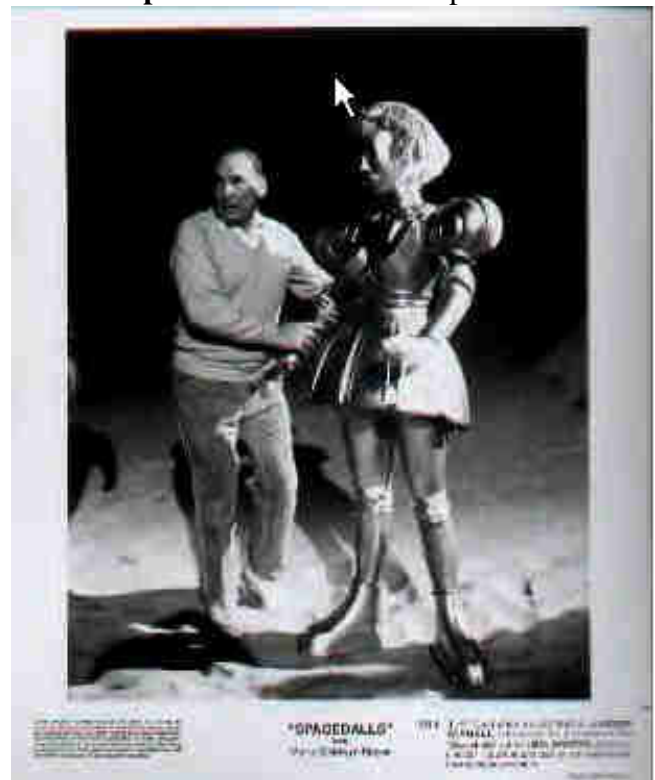
Move: 12

Height: 1.7m

Cost: 3,000 Spacebucks

Equipped with:

- **Humanoid Construction**
- **Wheeled Feet**
- **Vocalulator**
- **Virgin Alarm:** guaranteed to go off before you do
- **Super Vision:** sees in all spectrums



Droid Maids, such as the famous Dot Matrix, are often purchased by worried kings to protect their daughters. They are prissy, annoying, and

loyal. They are gold, with wiry gold hair, a gold skirt, and a computer screen on their chest.

Huts

Dice: 12D

DEX: 0D+1/2D

KNO: 2D/4D+2

MEC: 1D/3D

PER: 1D/4D

STR: 1D/3D+2

TEC: 1D/3D+2

Move: 0/4

Height: 1.8m-2.1m

Special Abilities:

Edible: Huts are "half-man, half-pizza" and taste delicious.



Huts are a vile species of dripping pizza scum. They are often gangsters, but are edible, and will eat themselves to death if trapped.

Mawgs

Dice: 12D

DEX: 2D/4D

KNO: 1D/3D+1

MEC: 2D/4D

PER: 1D/3D+2

STR: 2D/4D+1

TEC: 2D/4D

Move: 10/12

Height: 1.6m-2m



Mawgs are "half-man, half-dog." They sometimes describe themselves as their own best friends because of this. They are basically humanoid, but have canine fur and a long tail.

V1 Domo Droids

DEX: 2D

KNO: 3D

Business 5D, Bureacracy 5D, Intimidation 5D

MEC: 1D

PER: 3D

Investigation 5D

STR: 2D

TEC: 1D

Move: 10

Height: 1.9m

Cost: 4,000 Spacebucks

Equipped with:

- Humanoid Construction
- Vocabulator
- Horrible Clothes
- 5D extra in programs



V1 Domo Droids are often used by gangsters to serve as second in commands. They are very life-like, and often have an attitude, facial ticks, and bad clothes. Pizza the Hut, noted gangster, owned a V1 unit named Vinnie.

Yogurtians

Dice: 12D

DEX: 1D/3D+2

KNO: 2D/5D

MEC: 1D/3D+2

PER: 2D/4D+1

STR: 1D/3D

TEC: 1D/3D+2

Move: 8/12

Height: .9m-1.5m

Special Abilities:

Schwartz Aptitude: All Schwartz related skills and abilities are at half price to players of Yogurtians.



Yogurtians are wrinkled gold-skinned humanoids with pointed ears. No one knows where they came from. Yogurt, master of the Up Side of the Schwartz was one of their number.

Items

Giant Combs

Effect: +1D to Search when "combing the desert."

Cost: 20 Spacebucks (large), 10 Spacebucks (small)

Holographic Fortune Cookies



Effect: Holographic fortune cookies are one of Yogurt's merchandising successes. When broken, a small holographic projector emits an image of whoever recorded the hologram and a brief message. The projector then disintegrates, making the cookie safe to eat. The original cookie was an interactive one powered by the Schwartz that Yogurt gave to Lone Starr.

Cost: 100 Spacebucks per cookie

Industrial Strength Hairdryer



Scale: Speeder

Skill: Firearms: Hairdryer

Range: 2-5/10/20

Damage: 3D STR wind

Cost: 75 Spacebucks

Liquid Schwartz

Effect: Liquid Schwartz is a specialized fuel made by Yogurt. This fuel makes the ship it is used in very fast indeed. It adds 5 to the Space move, 200 to Atmosphere, and lowers the Hyperspace Multiplier by one-half. Its affects last for one standard day.

Cost: 1,000 Spacebucks

Merri-Air



Effect: Canned in Druidia, this is sort of a luxury item on planet Spaceball, which is losing its atmosphere.

Cost: 100 Spacebucks on planet Spaceball, 1 Spacebuck everywhere else

Pre-production Copy of Spaceballs: The Movie



Effect: See Below

Cost: 12 Spacebucks

Rental: 4 Spacebucks

Any time the players are stuck, they can figure out roughly what they're supposed to do if they find an advance copy of Spaceballs: The Movie.

Spaceball One blaster rifles



Scale: Character

Skill: Blaster: Blaster Rifle

Ranges: 2-25/90/280

Ammo: 100 (25 per power pack)

Damage: 5D

Cost: 1,000 Spacebucks

Spaceballs the Flamethrower



Scale: Character

Skill: Firearms: Flamethrower

Ranges: 1/2/3

Ammo: 100(50 per fuel can)

Damage: 4D

Cost: 100 Spacebucks

The Schwartz

"I am the keeper of a greater magic. A power known throughout the universe as the..."

"The Force?"

"No! Da Schwartz!"

- Yogurt and Barf

To use the Schwartz, you must be either on the Up Side or the Down Side. Use the Force rules for this (with some modifications)

"There are two sides to every Schwartz."

- Dark Helmet

Up Side: All Schwartz (Force) powers are as written. Schwartz users of the Up Side progress as a real Jedi would.

Down Side: All powers are one difficulty higher.

There are no advantages to the Down Side. The Up Side is more powerful, but not necessarily good.

Each Schwartz, of course, has both sides. What this means, is while Lone Starr may have been Schwartz-sensitive to the Up Side, there will now be a Down Sider somewhere for him besides Dark Helmet, because Dark Helmet was the Down Side of Yougurt's Up Side. This provides GMs with a good excuse to make cheap bad guys.

Oddly enough, the Up Side is usually good, while the Down Side is usually evil.

A player wishing to become Schwartz-sensitive must tell his GM. His GM will roll a die in secret. Even means the PC got the Up Side, odd means he got the Down Side. The other side may go to wherever the GM sees fit.

"Now you see that evil will always triumph, because good is dumb!"

- Dark Helmet.

Schwartz Rings



"Not that!"

"Yes, that."

-Asshole and Dark Helmet

With a ring, a Schwartz user may focus a blade of pure Schwartz or fire a bolt of Schwartz. Activating is an Easy Alter task, and gives no Dark Side Points (if you choose to use them with the Schwartz). The sword may be kept "up" indefinitely, if wished, with no penalties, but will deactivate if the PC is hit hard enough to knock the breath out of them, or 2D stun damage.



Schwartz Bolts: 5D damage, Ranges 2-10/20/50, Blaster Skill



Schwartz Swords: 5D damage, Moderate Difficulty, Lightsaber Skill



If two people fighting with Schwartz Swords roll exactly equal to hit and block, the Schwartzes get twisted, and they must pull them apart (Moderate Strength roll).

"I hate it when my Schwartz gets twisted"

- Dark Helmet

Schwartz rings are also supposed to hold the Schwartz in them. Many Schwartz masters say this to their pupils, but it's not true.

"The Schwartz is in you Lone Starr, it's in you!"

- Yogurt

Schwartz Powers

Block Schwartz Blade

Control Power

Difficulty: Moderate

This may be kept "up."



Effect: This is what allowed Dark Helmet to block the blade of Lone Starr's Schwartz ring. It projects a Schwartz energy field around the user to block any and all Schwartz-based attacks, i.e. Schwartz Bolts and Swords.

Skills

Vulcan Neck Pinch

Strength Skill

Effect: This allows the player to do stun damage to another person by firmly gripping the base of the neck and pinching, a la Spock on Star Trek. The attacker does skill level stun damage.

Ricochet Shots

Dexterity Skill

Effect: This allows players to deflect Spaceball laser weapon shots through convenient media, like a pipe to cause the shots to curve or a mirror to deflect the shot. This is rolled in place of dodge for energy weapons.

Quick Planet Overviews

Druidia: A small but beautiful world with tall mountains, green valleys, and placid lakes. A 20D Strength Death Star scale air shield protects the planet. It is ruled by King Roland.

Vega: A desolate desert world, home of the all-powerful know-it-all, Yougurt. It is inhabited by Dink-dinks, small merchandising geniuses.

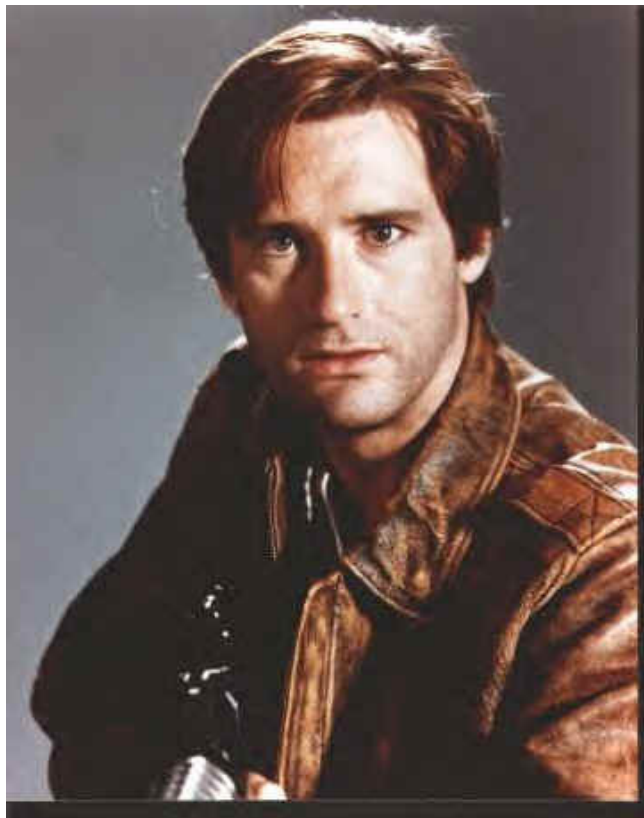
Spaceball: A world with a problem. The atmosphere of the planet is slowly disappearing

(it is now Type II), and the inhabitants are desperately searching for more air. Ball-shaped building dot the many cities of the planet.

Earth: They blew it up! They blew it all up! Damn you, damn you all to Hell! Sorry about that. Earth is a desolate little blue-green wasteland in the unfashionable end of the western spiral arm of the galaxy, and is inhabited by strange apemen.

The Characters

Captain Lone Starr, Human Space Bum & Prince



DEX 3D

Blaster 6D, Brawling Parry 4D, Dodge 6D, Lightsaber 5D, Ricochet Shots 5D, Running 4D+1

KNO 2D+2

Alien Species: Mawgs 4D+2, Intimidation 3D+1, Streetwise 5D: Pizza the Hut's Organization 6D, Survival 5D+1, Value 4D+2, Willpower 6D

MEC 4D

Astrogation 6D+2, Sensors 5D, Space Transports 6D: Eagle Five 8D+2, Starship Gunnery 6D: Jamming 6D+2

PER 2D+1

Bargain 4D, Command 3D+1, Con 4D, Hide 3D+2, Persuasion 4D+1, Search 3D, Sneak 3D+2

STR 2D+2

Brawling 4D+2, Lifting 4D+1, Stamina 5D, Vulcan Neck Pinch 4D

TEC 3D+1

Space Transports Repair 6D+1: Eagle Five 8D+1, Security 4D, Starship Weapon Repair 5D+1

Move: 11

Character Points: 19

Schwartz Points: 6

Equipment: Jacket, Hat, Clothes, Eagle Five, Spaceball One Blaster Rifle

Up Side of the Schwartz User

Control 4D Sense 5D Alter 3D

Concentration (C), Emptiness (C), Enhance Attribute (C), Combat Sense (S), Receptive Telepathy (S), Telekinesis (A), Lightsaber Combat (CS), Projective Telepathy (CS), Enhanced Coordination (CSA)

Barfolomew "Barf," Mawg First Mate



DEX 2D+2

Blaster 6D+1, Dodge 5D+2, Ricochet Shots 8D, Running 5D

KNO 2D+2

Survival 6D, Willpower 4D+1

MEC 3D

Astrogation 4D+1, Communications 5D, Sensors 6D, Space Transports 4D: Eagle Five 6D+1, Starship Gunnery 5D

PER 3D+1

Bargain 5D+1, Con 4D, Hide 4D+1, Persuasion 6D+1, Sneak 5D+2

STR 3D+1

Lifting 5D+1, Stamina 4D+2, Swimming 6D

TEC 3D

Space Transports Repair 6D

Move: 12

Character Points: 13

Schwartz Points: 2

Equipment: Jumpsuit, Snacks, Loud Music

Princess Vespa, Druish Princess**DEX 4D**

Blaster 8D, Dodge 6D, Running 5D

KNO 2D+2

Cultures 5D: Druidia 6D, Value 4D, Willpower 5D+2

MEC 2D+1

Astrogation 3D, Space Transports 5D+1

PER 4D

Command 6D, Persuasion 6D+1

STR 2D+2**TEC 2D+1**

Move: 10

Character Points: 11

Schwartz Points: 3

Equipment: Fancy Clothes, Dot Matrix, Matched Luggage, Mercedes 2001 STL Limited Edition

Dot Matrix, DM-1 Droid Maid**DEX 3D**

Dodge 4D, Running 6D

KNO 3D

Scholar: Druish Customs 5D, Intimidation 5D

MEC 1D**PER 4D**

Search 5D, Persuasion 5D

STR 1D**TEC 2D**

Droid Repair 3D

Move: 12

Character Points: 9

Schwartz Points: 1

Equipped with:

- Humanoid Construction
 - Wheeled Feet
 - Vocabulator
 - Virgin Alarm
 - Super Vision
-

Yogurt, Schwartz Master



DEX 3D

Blaster 5D, Firearms: Flamethrower 6D, Lightsaber 10D, Running 5D

KNO 5D

Alien Species 7D, Business 7D, Cultures 6D, Intimidation 10D, Languages 12D, Merchandising 10D, Scholar: Schwartz Lore 9D, Value 6D, Willpower 6D

MEC 2D

PER 4D

Bargain 5D, Command 7D, Con 5D, Hide 6D, Persuasion 8D, Search 5D+1, Sneak 6D+2

STR 2D

TEC 2D

First Aid 6D

Move: 10

Character Points: 35

Schwartz Points: 27

Equipment: Robes, Cave/Store, Lots of Spaceballs: The Movie Merchandise

Special Abilities: All Schwartz powers at 1/2 cost

Up Side of the Schwartz user

Control 14D Sense 15D Alter 13D

Yogurt has all known Schwartz Powers

Dark Helmet, Evil Schwartz User



DEX 3D+1

Blaster 7D, Dodge 4D+1, Lightsaber 6D, Running 8D

KNO 5D

Bureaucracy: Spaceballs 8D, Intimidation 9D, Survival 7D

MEC 2D

PER 4D

Command 9D, Hide 6D, Investigation 6D, Search 6D

STR 2D

Stamina 6D

TEC 2D

Armor Repair 7D, Security 8D

Move: 11

Character Points: 15

Schwartz Points: 17

Dark Side Points: 13

Equipment: Armor (+2D vs. physical, +1D vs. energy), Schwartz Ring, Spaceballs Action Figures, Desert Armor (+1D+1 vs. physical, +1D vs. energy)

Down Side of the Schwartz user: Control 7D Sense 8D Alter 6D

Absorb/Dissipate Energy (C), Block Schwartz Blade (C), Enhance Attribute (C), Rage (C), Remain Conscious (C), Combat Sense (S), Sense Schwartz (Force) (S), Injure/Kill (A), Telekinesis (A), Lightsaber Combat (CS), Affect Mind (CSA), Control Mind (CSA), Enhanced Coordination (CSA)

Colonel Sanders, Captain of Spaceball One



DEX 4D

Blaster 5D, Dodge 5D, Running 6D

KNO 2D+2

Bureaucracy: Spaceballs 6D, Intimidation 5D+2,
Law Enforcement 5D, Survival 6D

MEC 3D

PER 2D+1

Command 5D+1, Investigation 6D

STR 3D

Stamina 6D

TEC 3D

Security 6D

Move: 10

Character Points: 3

Schwartz Points: 0

Dark Side Points: 2

Equipment: Uniform

President Scroob, President of planet Spaceball



DEX 3D

Dodge 6D, Running 6D

KNO 3D

Bureaucracy: Spaceballs 10D, Value 6D

MEC 3D

PER 3D

Command 6D, Con 7D: Lying 10D

STR 3D

TEC 3D

Move: 11

Character Points: 5

Schwartz Points: 1

Dark Side Points: 5

Equipment: Uniform, Merri-Air, Luggage
(combination 1-2-3-4-5)