

In Armour Astir, actions are resolved using 'moves', which are rolls consisting of 2 d6's and a single modifier, usually a Trait: one of 6 values that represent your character's core attributes.

Generally, actions are resolved as such;

1. The Player explains to the Director what it is they want to do (and narrates action where appropriate)
2. The Director decides what move is appropriate.
3. The Player rolls 2d6 and adds the noted Trait.
4. The Director determines and narrates the outcome. Play continues.

ADVANTAGE & DISADVANTAGE

Sometimes you'll be asked to roll with **advantage** or **disadvantage**. This means to roll 3d6 and take the highest or lowest 2 respectively. These *do* stack: if you have **advantage** from 2 sources, for example, you'd roll 4d6 and take the highest 2. Similarly, they cancel each-other out. If you have 2 **advantage** and 2 **disadvantage** on a roll, you have neither. *Tags* on equipment and moves are common sources of **advantage** & **disadvantage**, but your Director might also impose either where it situationally makes sense. The most dice you may roll at a time is 4, regardless of how much **advantage** or **disadvantage** you have.

CONFIDENCE & DESPERATION

Sometimes, a rule will say you act with **confidence** or in **desperation**. When acting with **confidence**, you are almost assured of your success: roll with 2 **advantage**, and ignore any **disadvantage**. When acting in **desperation**, you have a slim chance to claim an unexpected victory: roll with 2 **disadvantage**, and ignore any **advantage**.



ARMOUR ASTIR ADVENT アドベント RULES REFERENCE

RISKS

Risk (distracted) - Something has caught your eye, and it's very distracting. Maybe you could make some space and collect your thoughts?

Risk (targeted) - Missile lock! Evade, evade! Could you counterspell the targeting systems, or put something between you and the missiles?

Risk (suppressed) - You're being held at bay by suppressing fire. Maybe you could take them out, or find some cover.

Risk (on fire) - Your Astir is on fire. It's really hot all of a sudden. You could find some water, or do something else to extinguish the flames.

Risk (bleeding) - That's a nasty cut you've got - you could bandage it up, or try to close the wound with magic...

Risk (chilled) - Brrr! You or your Astir are all frosty. Find a way to turn up the heat, or chip away that building ice.

Risk (flirty) - Can love bloom on the battlefield? You're hoping, but maybe you just need a minute to cool off.

Risk (scared) - Getting in an Astir can be pretty frightening. Maybe someone could talk you down, or maybe you just need to face your fear.

Risk (disrupted) - Your Astir's systems have been messed up, knocked out of alignment, etc. You could magically re-align them, or manually open things up and fix the problem.

Risk (angry) - That was too damn close! You're real mad about it! You could get rid of the target of your frustrations, or just try to get some space from them.

PERILS

Peril (exhausted) - You're running on empty. Little short of a real rest will fix that.

Peril (wounded) - That's more than a little bruise or cut - you need real medical attention for this one.

Peril (broken limb) - Whether it belongs to you or your Astir, this needs proper treatment - and for your Astir, maybe replacement.

Peril (impaled) - You'd better leave that where it is. It's going to get in the way, but it'd get worse if you took it out...

Peril (furious) - Something REALLY got to you, huh? You're mad in a way that sticks even when the fire dies down, and need some real time to work things out.

Peril (bad rep) - Your reputation with someone or something has taken a real hit. It's going to be trouble until you do the work to fix things.

Peril (in love) - It turns out love can bloom on the battlefield, and it's got you good. There's a few ways you could resolve this one.

Peril (burnout) - Overheating has seared the inside of your Astir, destroying parts. This calls for some real internal repairs.

BASIC MOVES

The Basic Moves are moves everybody has access to, regardless of their chosen playbook. You use Basic moves to do most things, unless your playbook provides a move that is more specific to the situation you're in. Below is a quick summary of them, followed by some more detailed info with examples of their use.

WEATHER THE STORM

When you **weather the storm** to do something safely under pressure, roll;

- +DEFY to dodge, tough it out or strong-arm your way through.
- +KNOW to make it through with quick thinking or the ace up your sleeve.

On a 10+, you manage to make it to safety.

On a 7-9, you succeed but at some cost: your Director will ask you to settle for less, take a *risk*, or make a difficult choice.

READ THE ROOM

When you **read the room** to get insight on your situation, roll +SENSE;

On a 10+, hold 3. On a 7-9, hold 1, and spend it 1-for-1 to ask the following questions. Your hold lasts until you leave the current situation or it changes significantly.

- Who has the upper hand here?
- What is being overlooked here?
- How does x really feel?
- What are x's real intentions?
- How is x at risk or in peril?

On a failure, you may ask one of the above questions immediately, but the answer creates a problem or puts you in danger.

Roll with **advantage** when you act on the answers to what you've asked.

DISPEL UNCERTAINTIES

When you **dispel uncertainties** by clarifying something unknown or answering a question, roll +KNOW;

On a 10+, the Director will tell you something directly useful you know about the situation or subject at hand.

On a 7-9, the Director will tell you something potentially useful, but it is up to you to discern how. The Director might ask you to explain how you know that information, or where you learned it.

HELP OR HINDER

When you **help or hinder** someone to influence their attempts to do something, roll +GRAVITY with them if you have one;

On a 10+, they take **advantage** (help) or **disadvantage** (hinder) to their roll. On a 7-9, as above, but you become entangled in the consequences of their actions, and possibly cause them.

WEAVE MAGIC

When you **weave magic** to do something taxing with your power, roll +CHANNEL;

On a 10+, you manage to channel power the way you desired without ill effect.

On a 7-9, you succeed, but your spell is twisted in an unexpected & dangerous way.

COOL OFF

When you take a moment in safety to **cool off** or help someone else do the same, declare a *risk* you want to get rid of and roll whatever Trait seems most appropriate;

On a 10+, you/they erase a risk or untick 'overheating' from an Astir.

On a 7-9, as above, but your moment of safety is interrupted.

EXCHANGE BLOWS

When you **exchange blows** with foes capable of defending themselves, roll +CLASH or +TALK, whichever is more appropriate, and advance a GRAVITY clock if you have one;

On a 10+, either your opponent takes a *risk*, or you take a *risk* and put your opponent in *peril*.

On a 7-9, both you and your target are forced to take a *risk*.

STRIKE DECISIVELY

When **strike decisively** against someone who is *defenceless*, roll +CLASH or +TALK, whichever is more appropriate;

On a 10+, you strike true. Director characters are killed, forced to retreat or otherwise removed as a threat as per the fiction. Player characters should bite the dust.

On a 7-9, you succeed as above, but choose 1;

- You overreach or underestimate—take a *risk*.
- You waste ammo or words, losing use a weapon until you can re-arm, or losing the weight of some bargaining chip or piece of leverage.
- You strike carelessly, causing collateral damage beyond your expectations.

BITE THE DUST

When you're *defenceless* or risk harm so severe you might **bite the dust**, roll +DEFY;

On a 10+, they miss, hesitate, or you're saved by sheer luck—you rally, and clear a risk if you have one.

On a 7-9, retreat from the Sortie safely, or be put in peril.

On a fail, that strike sure was *decisive*. Decide with your Director the consequences of what has happened to you - what was damaged? What have you lost? Who and what is changed by your defeat?

If you survive, you are changed by your defeat. As well as the above, choose one;

- Increase one of your Traits by 1 and reduce another by 1 (no Trait may be higher or lower than -/+3).
- Choose a new playbook. Keep what moves you and the Director agree are truly part of your character, and discard the others. Replace them with the starting moves for your new playbook. You do not gain its starting equipment.

HEAT UP

When you push your Astir to it's limits and start to **heat up**, tick 'overheating' and take **advantage** on the next move you make.

SPECIAL & GROUP MOVES

There are a few other moves that don't fit into the above categories. These are **lead a Sortie**, which is rolled once at the beginning of each Sortie to determine how the initial engagement goes, **subsystems** which is a move usable by any Channeler playbook, and **B-plot** which is a move usable by any Support playbook.

LEAD A SORTIE

When it's time for action and you **lead a Sortie**, decide who planned the mission and roll;

- +Stake, if a Faction's help is vital to the Sortie.
- +KNOW, if you're leading with wits or following a clever plan.
- +CREW, if it was someone else aboard.
- +DEFY, if you're heading into danger blind.

On a 10+, you make it to the action unscathed. On a 7-9, the crew stumbles, misses something important, or is unprepared for what they meet.

SUBSYSTEMS

When you activate your Astir's **subsystems**, spend Mana 1-for-1 to do one of the following;

- Power up an expended [Active] Astir part and use it again.
- Divine your situation, asking one question from the **read the room** list.
- Disperse away excess energy, fully unticking 'overheating' on your Astir.

B-PLOT

When you take part in the **b-plot** rather than be involved in a Sortie, name one or two Director characters that accompany you and hold 3. During the Sortie, you may spend it 1-for-1 to do the following;

- Give another player increased level of success on their next move, but complicate things for yourself.
- Deny an NPC from appearing during the Sortie - they're busy, possibly with the same thing as you.
- Spend some time and take a Downtime move.
- Cut away from the Sortie during a moment when time is precious, giving everyone room to think.

GROUP MOVES

When everyone would be performing the same move (like all **weathering the storm** to get away from a big blast of magic), or if multiple people want to help out with something (since usually only one person can **help or hinder** a move), you should instead make it a group move.

When performing a group move, the person participating with the lowest relevant trait makes the roll, but anybody participating counts as doing so - thus, any bonuses to rolls that have, like **advantage** or hold they can spend, applies to the group move. A chain is only as strong as its weakest link, but good teamwork can shore up any weaknesses.

Everyone participating in a group move may advance GRAVITY clocks with other participants if they have them.

GRAVITY & SPOTLIGHT

GRAVITY clocks represent relationships and attachments you have with people and with groups. They're not measures of how much someone loves or hates you - they are countdowns to when a relationship is challenged, confronted or addressed. What this looks like is up to you and the other party - it might be an admission that you want a different kind of relationship, a commitment to things continuing as they are, or you accepting that the relationship should be over entirely - but it should be significant. GRAVITY clocks don't have to be positive - they are for star-crossed lovers just as much as fierce rivals meeting on the battlefield time after time. If it seems like the forces of the universe are dragging two people together often, it might be GRAVITY.

GRAVITY clocks are 6 segment clocks, and start empty. They are shared between two players or a player and the Director (representing a Director character or a faction/group), and represent their relationship and how those characters see each other. You don't need an GRAVITY clock for everyone you meet - you should save them for your character's relationships you want to focus on and explore in play. For this reason, you may only be part of 3 GRAVITY clocks at a time, as well as 1 for your Rival should you acquire one.

When you start a new GRAVITY clock, choose a word or short phrase that sums up the relationship, and give it a value of +0. Whenever you make a move involving the other party of a clock, you may add the clock's value instead of the normal Trait. If you do so, advance the clock. You can start a new clock whenever it feels appropriate.

FILLING GRAVITY CLOCKS

When a GRAVITY clock is filled, the relevant players have three choices;

- They may **redefine** the relationship; take an advancement, start a new GRAVITY clock, and increase its value by 1 (to a max of +3).
- They may **commit** to the relationship; increase its value by 1 (to a max of +3), and take an advancement. Circle the filled clock - it can't be advanced anymore. When you take action that ends this relationship, like sacrificing yourself for your beloved or betraying the person you're supposed to be loyal to, succeed as if you rolled a 10+ and cross out that clock forever.
- They may **abandon** the relationship; both parties take an advancement and erase their GRAVITY clock, freeing up a spot for a new one.

This change doesn't need to be shown the second the clock fills, but it should be represented in play. If it doesn't happen during the Sortie, you gain a free **talk it out** (more on that and other Downtime actions on page 31) during the next Downtime to explore the change in more detail instead - this could be played as a flashback scene if appropriate.

SPOTLIGHT

Whenever you fail a move (that is, you roll a 6 or below), you may take a point of Spotlight. Once you 6 Spotlight, you may spend it at any time to take centre stage and immediately gain an Advancement. If you take a move, you may act with **confidence** to use it right now.

DOWNTIME MOVES

Between Sorties, player characters have time to themselves on the Carrier to rest, recuperate, and do their own thing. This is referred to as Downtime, and the moves they use during it are the Downtime moves. You may use GRAVITY clocks on Downtime moves by involving other characters in the 'scene', whether handle it in abstract or actually play it out.

Each player may make TWO moves per Downtime, unless something specifies otherwise, but before you can do that everyone should take a moment to...

CHECK IN

When you finish a Sortie and return to the Carrier to figure out what's next, it's time to **check in** with each-other not as your characters, but as players. Is everyone happy with how the game has gone since the last downtime? Does anyone want to discuss the safety tools you're using, and maybe amend any lines/veils etc? Does anyone have thoughts or comments on how the game is progressing, and what they might want to see more or less of?

After you've **checked in**, everyone can choose and make their two Downtime moves.

OVERHEAR

When you wait in the corridor, tap into someone else's sending stone, or otherwise become privy to information you're not supposed to (intentionally or not), you're attempting to **overhear**. When you do so, roll;

- +CREW to consult ship records, books or other recorded information.
- +SENSE to listen out for exchanges, out-loud thinking, or generally eavesdrop.

On a 10+, you aren't noticed or detected, and may choose 2. On a 7-9, choose 2, but someone takes notice of you.

- What you learn changes how you think about someone—start or advance a GRAVITY clock with them.
- Roll with Advantage in the next Sortie while acting on what you learned.
- You make progress on learning something larger—start a clock to represent this progress, or advance an existing one as per **work on a project**. You may **work on a project** to perform research towards this clock as if it were a normal project.

TALK IT OUT

When you try to ease tensions, make a connection or spend time with other characters during Downtime, you're trying to **talk it out**. When you do so, declare one or more characters you would like to have a scene with, and roll +TALK;

On a 10+, everyone in the scene holds 3. On a 7-9, they hold 1, as does the Director. This pool is shared between them (except for the Director, who keeps their 1 to themselves), and during the scene anyone can spend it 1-for-1 to do the following;

- Remove a *peril* of social or emotional origin from another character.
- Add to or excuse a character from the scene—or invite a player to enter/leave.
- Roll with **advantage** next time you **plan & prepare**.

MEND SOMETHING

When you attempt to repair a damaged Astir, suture wounds, or take the rest you need to recover from that last Sortie, you're attempting to **mend something**. When you do so, roll +CREW;

On a 10+, clear a *peril* of mechanical or physical origin from a character or construct. On a 7-9, as above, but you use up parts—pay 1 SUPPLY, or take **disadvantage** to **mend something** until you do.

SHORE LEAVE

When you try to purchase something at a market, look for trouble in neutral turf, or otherwise leave the safety of the ship to do something on foot during Downtime, you're taking **shore leave**. When you do so, roll +TALK, and take;

- **Disadvantage** if what you want is limited or hard to find
- **Disadvantage** if you want to skip a queue for something
- **Disadvantage** if what you want is illegal or restricted here
- **Advantage** if you're willing to accept lower quality
- **Advantage** if what you want is abundant or easy to find
- **Advantage** if what you want is useless or a burden to the owner

On a 10+, you find what you were looking for if it's available, without any problems. On a 7-9, you find what you're after, but there's a complication, trouble, or even a fight involved to get it.

WORK ON A PROJECT

When you take part in long negotiations, start building something from scratch, or otherwise put effort towards a longer-term endeavour, you're trying to **work on a project**. If you're starting a new project, explain it to your Director and they will start a clock to represent it. When you work on a project, roll +KNOW;

On a 10+, fill in two empty segments of the clock. On a 7-9, fill in one empty segment. On a 6-, you suffer a setback of some kind—either remove one filled segment, or scrap the project for parts and take **advantage** next time you **work on a project**.

PLAN & PREPARE

When you review orders for the next Sortie, go over scouting reports and maps, or otherwise attempt to prepare the crew for what comes next, you're trying to **plan & prepare**. When you do so, roll +KNOW;

On a 10+, choose 2. On a 7-9, choose 1. On a 6 or below, choose 1, but some element of your preparation or planning will backfire or fail during the Sortie.

- During the next Sortie, you will have the opportunity to recover 1 dropped Stake and give it to a Faction of your choice.
- During the next Sortie, you will have the opportunity to acquire up to 3 SUPPLY.
- The next **lead a Sortie** roll is made with **advantage**.
- All players hold 1. You may spend your hold during the next Sortie as if it were hold gained through one of your basic or playbook moves.

Only one player may **plan & prepare** per Downtime. Players may give up one of their Downtime actions to assist: if one does so, take **advantage**. If two do so, act with **confidence**.