Spacer

A 24-Hour Roleplaying Game of Exploratory Paramilitary Space Opera

William F. Hostman

12 sided dice or standard playing cards needed

**Formatted for printing as a 5.5x8.5"
Booklet on US Letter sized paper**

Spacer

A 24-hour RPG of Exploratory

Paramilitary Space Opera

Introduction

Inspirations

Inspired by the 24hour RPG challenges, and started at 9:15 on Monday 13 October 2008. Inspired by Star Trek, BSG, and the writings of Larry Niven and Anne McCaffrey, as well as the old Games Workshop Judge Dredd RPG, Luke Crane's Burning Wheel RPG and Burning Empires RPG, and Gregg Stafford's Pendragon and Hero Wars RPG's. Stop time 22:15 Monday 13 October 2008.

What is Roleplaying

Roleplaying games are a form of shared storytelling. A group is required; three to seven players is normal. One is in a special role, one we'll call the Referee. The Ref plays anything that isn't a player character, and sets the difficulty for tasks.

Guiding Rules

Luke Crane defines in Burning Wheel Revised his core concepts. I wish these were my own ideas, but they are too damned good to let go by. I've included my own take on these.

Set the Task or Say Yes

Action needs to flow. Either set a task or say "yes" when player wants to do something. If need be, make it really hard, or set stakes they won't agree to, but keep it short and to the point

No Rolls until the task is defined and agreed

Once a task is being defined, until everyone agrees on the stakes, and the difficulty is announced. Only once the task is set are the dice rolled.

It's about the Characters

Define your character carefully. In your Principles, you tell the rest of the group what kind of stories you want.

Failing isn't losing

Just because a roll didn't go your way doesn't mean the action itself failed; it just means it didn't happen how you wanted. Instead of not opening the lock, you didn't do so without setting off the alarm

Once it's Rolled, it's Done

Once you roll the dice, the action's committed, AND you may not retry. If you set the stakes for flying to the moon, and fail, you don't make it to the moon. The moon is now off limits.

Defining the Setting

Before characters can be built, the setting should be defined. Players should pick from the following choices, recording their choices on the setting form. Everyone must agree before moving past setting, so compromise is essential.

Who do you work for?

Do you work for the government? For a private corporation? Are you merchants, explorers or soldiers, or some combination of those?

Government: You work for a government agency other than the military.

Corporate: You answer to a corporation or other non-government group.

Mercenary: You work for whomever is paying the bills this week.

Military: You are part of that special sub-set of government, the military.

Independent: You work for yourselves.

House Forces: You work for some nobleman.

Home Government

Is it a Federation, like the US or UN, where the main government can interfere with the local worlds? Or a Confederation, where the locals have the upper hand except where interstellar matters apply? Or an Empire, ruled from on high? Or even a Feudal Imperium, where local nobles run things in the emperor's name. Take your pick, and come to agreement on how it's organized, and the names of the important bodies.

Federation

Confederation

Empire

Imperium

Democracy

It has the following Lawmaking bodies

Who writes the rules?

Local Nobles: Each fief then becomes a whole new set of laws.

Senate: A body with representatives of some kind.

President: One man, replaceable

King/Emperor: The guy under the pointy hat. May or may not also be replaceable.

High Court: A bunch of appointees get to make the laws. Usually a group of lawyers.

Judicial Bodies

Who makes decisions about what the laws actually mean, and hears cases?

Local Nobles: Each nobleman is a judge.

Senate: A body with representatives of some kind.

President: One man, replaceable. Usually, this means also that there is some court system

King/Emperor: The guy under the pointy hat. May or may not also be replaceable.

High Court: Usually a group of lawyers. This is typical. If so, most trials are in lesser courts.

Local Courts: Seldom do they make the interpretations. Usually they do the trials

Inquisitors: Seldom do they make lasting interpretations. They go out and find violations, and then take care of it on their own discretion.

Scope of Play

Are you in the core, on the border, out in the marches but not on the borders? How far are you allowed to travel?

This is where you also define the potential enemies.

Core Worlds: Those places away from the enemy, but close to the real sources of power

Marches: Those areas far from the center of power, but not on the edges.

Borders: The rough end of the civilization.

Neutral Turf: Beyond the borders and uncontrolled.

Enemy Turf: Out where some OTHER government controls. Write them up, too!

The Enemies

Internal Threat: groups inside the Civilization

External Threat: Groups outside the civilization, crossing the border

Player Conflicts: Players are allowed to be at odds with each other, even hostile.

Shipboard Strife: NPCs will be problems to be overcome

Tech Failures: Coping with the loss of technology

Subversion: Someone's trying to turn the good guys bad… without replacing them

High Command: Your bosses may be the problem. Issues with bad orders, or just a strong theme of the relationships between you and HQ.

Other Ships: Friendly ships may not be so friendly

Nature: The hostile universe itself - terrain, "weather," and dangerous environments

Aliens: Not just "Us from outside" but really "Them".

Power of the Players

How much influence on the setting do the players have once play begins.

Small Fish: The PC's don't matter much to the setting. The fleet is big...

Big Fish: Pretty Much everyone in Fleet knows of most of Fleet

Sole Agents: Aside from HQ, you're pretty much it

Local Change: You can make a local difference that matters.

Big Change: You can make a regional or larger change that matters

No Continuity: It doesn't matter. Every adventure starts fresh.

Also, how much oversight do they have? Is the Admiral always in contact, or are the on their own for months on end? How harsh are the bosses?

None: No one is really paying much attention until you get back

Remote: They call, but can't get to you

Local: They are either real close, or can get to you quickly.

Seldom: Less than once per mission.

Often: At least twice per mission: start and end. Handled as the prologue and epilogue scenes.

Frequent: They want updates! At least once per act, they will show up.

Permissive: They generally leave decisions on your end.

Restrictive: They want to make the big decisions back home, but you have some autonomy.

Authoritarian: They want to make most decisions back home, you're just the tool they use to implement them.

Note that Local Authoritarian is little fun for most people, as any significant decisions are to be made at HQ, and you just do it. Remote Authoritarian can be fun… present the information to get what you want, how you want it.

None and permissive, well, you don't even have firm guidelines. Starblazers and Captain Harlock both would fall into this area.

Defining A Being

Attributes

Attributes are rated from 0 to 20. 0 indicates absolutely no potential. 5 indicates significant capability. 10+ is absolutely superhuman.

Inborn attributes are set by using the following array: 5,4,4,3,3,2. The leftover will be used for bonus points.

Trained attributes are set by the following array: 3,2,2,2,1,1,1,0. Extra points may be assigned anywhere; each point from the inborn array gives two trait points.

Special stats are determined separately.

Luck is purchased from inborn points not used to buy traits.

Initiative is the average of Agility and Awareness, then adding Combat, rounding down.

Leadership is determined by rank and stats. Officers use Interpersonal + Rank Number. Enlisted use the lower of the two, plus 1/3 the difference of them. (Handy table in appendix ???)

Rank is determined in play. In general, however, it will be the level in the character's current work field.

Level is a number showing how skilled the character is. Class levels are details of how skilled the character is in specialized fields.

Characters start with 1 level of hobby.

Bonus points may be spent. 1 bonus point will buy one of the following:
- 1 luck
- 2 trained attribute points
- 1 level of department and 1 level of field
- 2 levels of hobby

Inborn	Trained	Special
Agility	Astronautics	Luck
Physique	Combat	Fate
Awareness	Interpersonal	Initiative
Health	Medical	Leadership
Willpower	Science	Rank
	Technical	Level
	Vehicular	Wounds
	Psionics	

Principles

Define two or three principles which guide your character. A principle is defined by a concrete belief, and a resulting action or goal that will come into play.

Further, they need to support the character integrating into play.

Good examples:

The K'T'K are the devoted enemies of Humankind; I will not let them expand.

This shows that the player wants to face the K'T'K and have stories dealing with blocking their expansion.

> *Captain Morass is incompetent; I will see to it High Command comes to see this.*

This shows that the player wants stories dealing with Capt. Morass and his competence. He might be competent. He might not be. The player has chosen to try and prove it.

Bad Examples

> *I am the center of the universe; I will not follow orders.*

This prevents the character from participating in the story well.

> *I hate the Rex; I will kill all the K'T'K.*

The two parts don't match.

> *I am the rightful ruler of the Confed; I will kill all who disagree.*

This is likely to put the character at odds with the other characters.

Traits

Characters will have one or more traits. Traits are personality elements you want to define your character with. You start with 10 points to spread over one or more traits as you see fit. Traits are always adjectives. Examples include Sloppy, Patient, Careful.

Career Fields & Levels

Exploratory Space Opera is usually set in a well defined paramilitary system, including ranks and specializations. We will use several defined departments, each with several specialties.

> *Operations: Astrogation, Communications, Gunnery, Sensors, Flight*
> *Engineering: FTL Drives, STL Drives, Maintenance, Power Systems*
> *Medical: Nurse, Surgeon, Medic, Psychiatry, Pharmacy*
> *Support: Administration, Supply, Legal, Broker*
> *Marines: Infantry, Security, Armor, Battlesuit, Scout*
> *Sciences: Planetary, Social, Space, Physical, Life*
> *Officer: Lead, Delegate, Report, Assess*

Each Department has a level, and that level is also the number of levels split amongst the fields within.

So a level 3 Engineer might be any of the following examples

> *Engineer 3: FTLD 1, PS 2*
> *Engineer 3: Maintenance 3*
> *Engineer 3: FTLD 1, STLD 1, PS 1*

In play, your field level is added to whatever stat is appropriate to the task at hand, and your department level is the number which triggers open ending.

Officer is not really a department; all officers have to multi-class officer and their actual department. Their rank is the lower of their Officer or Department level.

Referee discretion:

Referees are encouraged to add new departments and fields as needed for the group's style of play.

Hobbies

Hobbies are defined by players. They count as fields, but should be fairly self explanatory.

Gear

Characters get to pick their gear. Characters get the following stuff as free: 1 dress uniform, 3 duty uniforms, 3 fatigue uniforms, 1 personal communicator, 1 watch. They get to pick 3 personal points of items.

They also get to pick 1 point of issue items per Rank, plus one for level 0.

Ships get gear equal to the Commanding Officer's Rank in the ship's locker.

1/2 point items	kg	1 point items	kg	2 point items	kg
Communicator	0.2	Pistol, Energy	1	NBC Suit	3
Pocket knife	0.1	Pistol, Slug	2	Porta-comp	1
Data Slate	0.2	Toolkit (spec.)	2	Multi-Scanner	1.5
10 data cards	0.1	Sword	2	Field Surgery kit	2
Camera	0.5	Halberd	3	Grav Car	1000
2 Power Packs	0.2	Vac Suit	3	Squad Tent	10
Ammo Clip	v	Hand Scanner	1	SMG	2
Energy Holdout	0.3	Medkit	1	Energy Rifle	3
Bicycle	5	Grav Bike	100	Rifle	3
Under-uniform Light Armor (1)	0.5	Bedroll and Shelter half or pup tent	2		
		Program slug for Porta-comp	0.1		
		Lt Field Armor (2)	1		
		Hvy Field Armor (3)	3		

Tasks

A task is a formal way of defining a situation that needs resolution. It has several steps.

1) The player says what he wants to accomplish
2) The Referee and other players each suggest results of failure
3) The Referee defines which attribute, which department and field, and the difficulty.
4) the players as a group agree on the stakes: success or failure.
5) the player may back down or choose to act.
6) If he chooses to act, he rolls one 12-sided die
  1) Roll an extra die if you have a relevant special ability
  2) Roll an extra die if you are taking extra time.
7) Each die is checked for open ending: If it is less than the department level, it open ends. In such case, for each die open ending, roll one extra die. Extra dice from open ending may open end, but no more dice than your Department Level may be added.
8) Each die that rolled higher than the sum of the attribute and the field level is taken off the table.
9) The remaining dice are totaled.
10) The dice are compared to the opposing difficulty or roll.

Triangular Progression
Excess=Bonus
1=1
2,3=2
4-6=3
7-10=4
11-15=5
16-21=6
22-28=7
29-36=8
37-45=9
46-55=10

Special stuff:

Traits

Trait rolls always open end on numbers up to half the trait, and open ending may not add more dice than the trait itself. When someone else invokes your trait, you may resist with willpower, and they roll their trait.

When you use a trait to resist something, you roll the trait. Yes, this makes them two edged.

Special Abilities

Some characters have special abilities. If it is relevant, it adds one die. No matter how many relevant special abilities you have, you may only get one extra die for them.

More than one fits

When more than one field fits, use the better of them. Same for departments.

Extra Time

Taking extra time allows an extra die, but at a cost. It takes right up to the deadline, no matter what.

Opposed tasks

When both sides have active parts, resolve it as an opposed task. Both sides roll to generate totals, and both should roll at the same time.

Assistants

Having one or more assistants helps. Look up their skill totals on the Triangular Progression table. Total all the assistant's values, and then look that up. This gives the bonus due to help, this bonus is in extra dice.

> *EG: Joe the Engineer (Tech 4, Engr 4, PP 2) is trying to repair the ship's main drive. He's helped by Petty Officer Smyth and Petty Officer Jones. Smyth is Tech 4, Engr 3, PP1, and Jones is Tech 5, Engr 5, PP2. Smyth has a total of 5 (Tech+PP), which gives a bonus of 3 (4-5=3). Jones is total 7 (Tech 5 + PP2), for a bonus of 2. Their combined bonuses are 5, getting Joe 3 extra dice*

You cannot have more assistants than the triangle progression bonus for your leadership!

Big Target Numbers

If your target number is more than 10, the amount over 10 is extra dice.

Interpreting the results

The opposing side is either the roll on an opposed task, or a difficulty set by the Referee.

If your total was higher than the opposing side, you've succeeded in your stated intent.

If your total was lower than the opposing side, you have failed in your stated intent, and the referee's counter-proposal is in effect.

If the result was a tie, the issue is either unresolved, somewhere in between, or completed with complications.

When levels of success matter, such as pushing for time, the triangular progression table matters. Each line is 10% off the time, or 1 extra unit done. So if you made it by 3, that's two lines. EIther you did three units, or did one unit in 80% of the time, or did 2 units in 90% of the time.

In general, tho' time is not a major factor. Taking extra time always means at least double, and no reductions for success are possible.

Luck

Spending a luck allows rerolling one side of the task. It may be your side, or the other side, but it's your choice. You may pick which dice if it is your side, but if it is the other side, all of them get rerolled.

At the end of session, luck is recovered.

Burning a luck will save a character from death. That point is gone forever.

Replacing Dice with Cards

Each player brings a standard deck, and the GM gets two. Jokers are needed. Instead of rolling dice, draw cards. If you draw the joker, shuffle all the cards in the draw and discard, and as many of the ones in hand as you wish, then finish drawing cards. Jacks, Queens and Kings never succeed, and aces are always 1. On a Jack, a complication arises as well.

Also, instead of rerolls, you get to take a card early. You can use it instead of drawing at any point, but may not replace it once used; it returns to the discard. (You get these for narrating Color Scenes.)

If you have a face card taken early, you may discard it for a story-long side plot instead: Hearts provide a romance to be dealt with, Spades violence, Clubs travel or social, and Diamonds trade or money.

The Referee should have a double deck. this gives him enough cards for several NPC's.

Card Play Warning

Playing with a deck of cards tends to be both noisier, and more apt to disrupt play a bit, but it is worth it. The following options enhance card play further…

Suit Matters

Spades are trump in Combat, Hearts in Battle of Wills, Diamonds in action scenes and clubs in Color Scenes. If you get a trump, it always counts; faces are worth 10.

Held Hand

You start each session with as many taken early cards as your luck.

Swap Held

You may play a card from taken early cards and replace it with one from the deck, so long as you have fewer cards in hand than your unspent luck.

Aliens

Aliens are much like humans. The difference is that they have racial modifiers to some stats, and special abilities. Humans have a racial ability, too.

Humans

Humans start with Fate. A fate point allows to you say "I make this roll!" Fate may not be studied nor practiced, but it may be raised by sacrificing all other benefits of a level gain.

Humans have a maximum attribute of 7

Sartini

These upright bipeds have a prehensile tail, hands on their legs, and fur. They also have a tendency to harmless but annoying practical jokes, and bad puns. +1 to combat and Agility, -1 to Health and Science.

Maximum atts 7 except health and science.

Abilities:

Four Hands. bonus die any time having extra hands would be of use.

Mrin

semi-upright therapod dinosaurs, feathers. Carnivorous, and wicked smart. +2 Awr, +1 Combat, -1 Phys, -1 Hlt, -1 Tech.

Abilities:

Armor: 1 point Natural Armor.

K'T'K

The Bugs… Usually the enemy. These guys are fast, deadly, and fortunately, not terribly tech savvy. +3 Agl, +3 Cbt, -1 Awr-1 Sci, -1 Tech, -1 Veh.

Abilities:

Armor: 2 points natural carapace.

Bleeders: once wounded, they take another wound on a roll of 1d less than the number of light, heavy and deadly wounds. This is always a scratch, but due to overflow, can rise much higher.

Vac Capable: In direct sunlight, they can survive vacuum exposure for Toughness hours if still, or toughness x10 minutes if active. Darkness makes this toughness in minutes, active or not.

Kangids

Psychotic warrior race bent on galactic domination. Their Empire has laws made by the Emperor, cases tried by the high courts, and a combined fleet, scout, Army and Marine HQ and service. They have +1 Cbt, and -1 Medical, and must take a bloodlust trait at 2 (for free), but can take it higher. Otherwise, much like humans. Including fate.

Rigelians

Small, pallid, large eyed, weak and intellectual… they look like Streiber's Grays +1 Science, +1 Awr, +1 Psi, -2 Phys. Racial trait: ruthless curiosity 1, cowardly 1

Small: bonus die any time being 1-1.2m tall helps. Bonus die when dodging ranged attacks.

Khizht

Take a roach. Make it 2.5m long, and semi upright. 2 arms, 2 legs, 2 arm/legs that can be used to increase movement by 2 or used as extra hands. Hlt +1, Sci -1, Med -1, Soc -1

Armor: 2 points.

Bleeder: see K't'k entry.

BIG: bonus die when being big helps. Bonus to your opponent when it's a problem.

Building Adventures

Each player, including the Referee, writes up a brief mission idea. It should be about 1-3 sentences, identify the bad guy, the main plot, and the setting. Usually, these should go on 3x5 cards.

Each player also writes up 2 or 3 plot twist cards. These can be things such as "KTK cruiser arrives on scene looking to eat the Party" or "Instrument failure"

Each mission has 5 phases.

In phase 1, the Referee presents the prologue scene, then each player and the Referee get one scene apiece, to set the stage.

In phase 2, the referee starts by randomly picking one of the plot twist cards. Players need to deal with the plot twist. Everyone then gets two scenes; one of which may be a conflict scene.

In phase 3, the referee starts by randomly picking another one of the plot twist cards. Players need to deal with the second plot twist. Everyone then gets two scenes; one of which may be a conflict scene.

In phase 4, the referee starts by randomly picking yet another one of the plot twist cards. Players need to deal with the second plot twist. Everyone then gets two scenes; one of which may be a conflict scene.

Phase 5 is the final resolution. The Referee sets up the first scene as a problem relating to the original mission. The players get two scenes apiece, one of which may be a conflict scene. Finally, the resolution scene is played, and then the epilogue.

Conflict Scenes

Combat of ships, combat of people, or battles of will are conflict scenes.

Action Scenes

In an action scene, up to 4 tasks may be taken by characters involved in the scene. Once you hit 5 tasks, you're into another scene… even if nothing changed. Someone has to cough up the scene token.

Drama Scenes

Put the dice away. Two or more characters interact in character. No dice rolls permitted. They do, however, give you a reroll token, which you can use to reroll a die later on in the adventure. Alternatively, one character can be giving a soliloquy to their log, or writing a letter home.

Color Scenes

Stuff happens. Only one roll may be made. That one roll is to change the nature of the setting. For example, if the color scene is travel, one roll may be made to Get there in time, or not. Or to get to the right "there" or not. Color scenes may never be back to back.

Advancement

A character must do several things to advance. First, he or she must practice or study. This must be seen in play. Yes, you have to spend scenes on advancement. When you spend a scene describing your study, then you fill in the little circle beneath it. Attributes have two.

Also, a character must fulfill the required experiences. These are:

> *Conflict: the character must be part of a conflict scene, and affected by the outcome.*
>
> *Failure: You must suffer setbacks to grow. In a scene where you have*
>
> *Passion: you must have had a scene that revolves around your traits and principles. A scene about someone else's doesn't.*
>
> *Creativity: in a scene, you must have shown some creativity. Either the character making stuff, or the player creatively handling situations.*
>
> *Judgement: exhibit some good judgement.*
>
> *Risk: Take some. In a scene where there was a real possibility of failure, you went ahead anyway. Doesn't matter if you succeeded or failed.*
>
> *Social: Some form of interpersonal activity.*
>
> *Department: You must have a scene where you act within your department.*
>
> *Field: You must have a scene where you act within your field.*
>
> *Bonus: an extra for any of the above.*

No scene may check more than one of these. You may not "stack" checks. That is, you may only take the check for your current level, not for future levels.

Note that as characters increase in level, more department, field, and bonus checks are required.

When all the checks for a level are filled in, you get 3 circles of advancement. 3 of the circles you've studied or practiced will be used. If you don't have 3 circles studied or practiced, you may opt to not advance until you've gotten them. If you have more than 3 picked, you

When you use a circle of advancement on a Trained attribute, it goes up by 1. When you use two circles on an inherent attribute, it goes up by 1. When you use a circle on a trait, it may go up or down by 1, Your choice.

When you use a circle on a Principle, you may change the principle.

Luck goes up by one every even rank attained.

Conflict

There are several kinds of conflict. We will deal with three in this game: Ship Battles, Personal Combat, and Battles of Will. Any of the three count a scene as a conflict scene, both for scene budgets and for advancement.

Personal Combat

Basic process: Each player gets to pick one action that they will definitely get to do, and one or more that they might get to do.

Action Types

Movement: Move up to your agility in meters

Disengage: Move up to half agility in meters to get out of melee.

Shoot: make a ranged attack

Melee: Make a melee attack and defense

Operate device: operate a personal device.

Charge: combine movement and a melee attack, but no defense.

Psionic: Use a psionic ability

Stun: do nothing.

Shake it off: recover from stunning.

You script your action for the round on a piece of paper (a 3x5 card is excellent) stating what actions you are going to attempt to take. You do not list targets, etc.

The Referee scripts for each opponent. Once all scripting is done, from highest initiative to lowest, characters perform their listed action on a target of their choice.

As they conclude their action, if they have scripted a second action they may make a roll a die. If it is less than their initiative, it becomes their new initiative. If equal to their current initiative, their current initiative drops by 1. If it is higher, or a natural 12, no further action is allowed this round.

If you can not take the scripted action by the time you get to it, you may abort it. Aborting an action lets you check for a followup, which may be scripted immediately.

Holding Action: a hold is declared with any non-stun action. It may be done at any point after another has acted, but for purposes of follow-up actions, it counts their initiative as the target for the follow-up roll.

Once all actions are resolved or lost due to failed followups or stuns, a new round begins the exact same way.

Movement

you can move meters per action equal to your agility, plus any relevant levels. If the ground is difficult, roll agility vs a difficulty by the ground. You can add an agility roll if you are willing to be defenseless…. this is called Running!

Stun

When you have one or more stuns marked on the stun pile, you must script stun as your first action. Don't get to do anything, but you do get to check for additional actions normally. You never script more than one stun per round, and the stun action takes one off the stun pile.

Melee Attacks

Typically these fall under Combat, Marine, Infantry or Combat, Hobby Martial Art, or some such. To hit someone in melee, if they have a defense available, they make a similar combat roll. If they do not have a defense, your difficulty is the higher of their Combat or Agility. If they are unaware, it's the lower.

In melee, you can have several different intents. To stun, wound, to kill, to disarm, to pin.

Charging

Move no more than your agility in meters, and make a melee attack. You may only defend against the target being charged.

Intent to Kill/Hurt/Maim

To kill or to wound, both work the same. Subtract the difficulty from the total to hit, add it to the Physique of the wielder, +1 for a large weapon, -1 for a short weapon. This is the damage value. The defender uses their toughness, counting armor value for open ending (like a department level).

Both make rolls. Damage rolls open end on th bonus of the DV.

- If the toughness roll is double the DV + the DV roll, no damage TR > (DR x2)+DV
- If the Toughness roll is more double the DV roll, scratch wound.
- If the Toughness roll is more than the DV roll, light wound.
- If the DV roll is tied or more than the Toughness roll, heavy wound.
- If the DV roll is more than 2x the Toughness roll, deadly wound
- if the DV roll is more than double the toughness roll plus the toughness value, instant kill. DV > (TR x2)+TV

Intent to Stun

Figure damage values just like kill/hurt/maim. If the weapon isn't equipped with a stun function, halve the result.

If the Damage roll exceeds the Toughness Roll, look up the difference on the triangular progression table, and the bonus is how many stuns are inflicted.

Intent to Disarm

Damage Value is figured normally. Resist with the higher of Toughness or the weapon roll. If the Damage roll is higher than the resistance roll, look up the difference on the triangular progression table, and the bonus is how many meters it is away from the former wielder.

Ranged Attacks

 Rolling to hit is against either a range factor or the target's agility roll (if dodging). It's never easier than difficulty 1. The normal formula is to look on the triangular progression table for the range, and find the bonus; that's the range value, then reduce the range value by 1 for pistols, 2 for SMG's, 3 for Carbines, or 4 for rifles; if you wind up negative, multiply by -1, for being inside point blank range. Defensive factors add an open end chance to the range; Concealment is 1 for light, 2 for heavy; cover is 2 for light, or 3 for heavy. Wearing appropriate camouflage is +1 to the open end chance.

Damage works exactly like melee, except that the Base Damage is fixed by weapon, rather than being based upon the attacker's Physique.

Stunning Out

Every time you take stuns, you must make a roll with the intent to remain conscious. It's toughness vs the number of stuns built up. On a success, you stay up. On a tie, you may script only a single stun next round. on a fail, you are KO'd, and drop to the ground.

Effects of wounds

Every wound causes a stun to be added to the Stun pile. You can take up to 4 scratch wounds, which don't do much else. You can take 3 light wounds; each light wound reduces every task value by 1, so all three would be -3. You can take two heavy wounds, each of which imposes a -2 penalty on tasks. You can take one deadly wound, and it imposes a -4 on tasks. If your wound penalty is as big as your toughness, you are unable to function.

Overflow

If you have taken all your wounds of a given type, you **overflow**.

A scratch wound overflows to a light wound or a number of stuns equal to the number of wounds already marked.

A light wound overflows to two scratch wounds or a heavy wound.

A heavy wound overflows to two light wounds or a deadly wound.

A deadly wound overflows to two heavy wounds, or to dead.

Shrugging Off Wound Penalties

You can spend an action to shrug off the wound penalties. It's a Willpower roll against a difficulty of the number of wounds marked. Marine Division or Boxing or similar hobbies allow open ending. Yes, wound penalties DO apply on this one…. The result is the number of wound penalty points you may ignore. Note that the wounds are still there.

Operate Device

Use a scanner, open a door, whatever it is, if you can do it in about 3.6 seconds or less, the Referee should set a difficulty and let you try. Each action may only get one piece of information, if using tech to get answers.

Invoke Psionic Powers

It takes an action to start most powers. You can get one bit of information per line on the triangular progression table per action using psionics. Yes, it's faster than tech.

Weapons Data

Knife: -1 Dam. May be thrown with Acc 0

Swords: +0 Dam.

Clubs: +0 Dam, -1 Dam Stunning (Better than halving!)

Greatswords: +1 Dam

Halbeards: +1 Dam

Energy Weapons: Damage Value equals PP spent. Holdouts may spend 1-4, Pistols 1-7, Carbines 1-10, Rifles 1-13, Heavy Weapons 1-16. Holdouts have one PP of 100 points, Pistols 2, Carbines 3, Rifles 4, and heavy weapons 5. Wide beam (15°) is double cost

Slug throwers: Pistols DV5, SMG's 7, Carbines 9, Rifles 11, Heavy Rifles 13. Autofire is +1 to open end for triple ammo

Battle of Wits

Each side starts with a "Body of Argument", and a stated intent. Once both sides agree to the battle of wits, and each other's intent, the BOA is figured. It equals Social+Will+ (relevant abilities). The intent is usually to get one of the two parties to do something; sometimes it is to convince a third party. If trying to convince a third party, the arguers do not need to agree to the stakes, only the third party does.

Your goal is to reduce your opponent's body of argument to 0. Difficulty starts at 1.

Each turn, script one or more actions.

Counterpoint: You attempt to make a point and increase your body of argument. No more than once per turn, and never twice in a row.

Point: you attempt to refute an opponent's argument, reducing their body of argument

Obfuscate: you attempt to cloud the issue, raising the difficulty for your opponent.

Attack: you attempt to distract your opponent, making them sputter and lose an action. This is not against the normal difficulty, but against the opponent's willpower.

Clarify: You attempt to bring the topic back to the goal, and reduce the difficulty.

Worries: Works exactly like personal combat stuns.

Initiative is set equal to the starting body of argument, and resets each turn to that. Otherwise, initiative and scripting work just like combat. On your initiative, you declare your scripted action, then make your roleplay statement, and then roll for it. You get 10 seconds per action to speak. Once you've rolled, and the effect is applied, you roll for next initiative, and the referee calls for the next initiative point.

In the case of Points, Counterpoints, Obfuscates, and clarifications, the difference between the difficulty and the roll is looked up on the triangular progression table, and the bonus is applied as directed.

On an Attack, if you succeed, the difference is looked up to find the number of worries applied. If your attack total was a 0, however, you reduce the opponent's difficulty by 1 and your own body of argument by 1, as they let you build a mental trap.

Results of a Battle of Wits

If you have increased your body of argument over starting, you need not concede anything. Total victory.

If you are still above half your starting BoA, you have to make a minor compromise.

If you have more than 1 left in your BoA, but not more than half your starting, you must make a major compromise

If you have only 1 left in your BoA, you must compromise evenly.

Once everyone involved agrees to the compromise, apply the effects, and start the next scene.

Space Battles

Space battles are more rigid than the others.

Ships have a toughness, and a speed, and various bits and pieces.

Power is best handled by poker chips.

Steal a hex map, or print one out. Use counters on the map. Or, use 1" per movement point, and a protractor, on the table top.

On its turn, a ship moves based on its speed in each of the 3 phases. After each phase, it may take one or more actions.

The helmsman may increase or decrease speed, or make a turn, in any given phase. He gets a number of thrust markers from the STLD Engineer.

Each gunner may fire once in any given phase. All weapons take power points equal to their class, and have an Acc equal to their class.

Power plants produce power once per turn, before phase 1 movement. It all gets dumped into the battery pile. PP Engineering Tech can be used to transfer power to other systems, or to push power. A power push roll is a difficulty of 3 per point; on a failure the power plant is reduced. A transfer roll is 1 power per point.

Engineering may also push drives STLD Engineering Tech can be used. Each ship lists how much power it takes to generate thrust. Converting power to thrust is a difficulty of 1 per thrust. Converting more in a turn than the max rating is difficulty 3 per point. The helmsman may not have in hand more than the drive's rating, however, nor may the engine hold more power than is needed maximum rating.

Small Craft pilots do not need to deal with power; the may shoot once per turn, and have the listed thrust available at the start of the turn. They can push for extra thrust at diff 4 per point. Landing is a difficulty equal to the difference in speed and requires the same heading.

Movement Table															
Speed: 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Ph1 0	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5
Ph 2 1	0	1	2	2	2	3	3	3	4	4	4	5	5	5	6
Ph 3 0	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5

Ship Damage

Roll damage normally, with a DV of 2 per class of weapon. Toughness likewise is rolled normally. The table is different, however. If the toughness roll exceeds the damage, none is taken. If it equals, no one

may act next phase. If higher, the difference is looked up, and the bonus is the number of system hits.

Ship List

Corvette
Toughness 3
Bridge: 1 (5T) (2man)
Sens: Class 4 (1T)
Coms: Class 4 (1T)
1 class 4 Blaster (10T)
PP: [6][4][2] (12T)
SLD: 1pp/mp, Max [6][4][2] (9T)
FTLD [6][4][2]. Jump to FTL takes 4pp/factor, maintaining takes 1pp/factor. (20T)
PPF: [4wk] (12T)
Crew: Min 3 Engr, 2 Ops.
Quarters OQx2, POQx3 CQx4 (25T) [OQx2][POQx3][CQx4]
Cargo: 5T [5]

Fighter A
Tou 1
Cockpit: 1 (3T) [1C]
Class 1 blaster (1T) [1B]
SLD [5] (5T)
Fuel: [1wk]

Fighter B
Tou 2
Cockpit 2 (5t)
Class 2 Blaster (3T)
SLD [5][2] (10T)
Fuel: [1wk] (2t)

Design system notes - if you can figure them out, have fun!
by class factor: Sensors: x0.1   Blaster: x1   comm x.1
SLD: 3/u, 200F/u   FTLD 5+5/u, 200F/u   PP: 4/u, 2pp/u
PPF: 1/u/wk   FTLF:0 Fuel 1Hit/20t
OQ: 4T, POQ, 3T, CQ 2T.   SC Drive: 50F/t, 1 hit/5t, 1pu/h
Cockpit 1+2xCrew   Pass Seat: 1T   SCF: 1T/hit/wk 1 hit/10t
CE: 1 per 20T, CO: 1 per 10T G, plus 1-3 Ops

Ranks

Since the game focuses on military structures, we need a rank system.

Giving orders is simple. If it's within their job description, and you ask, and they are on duty, and it won't get them killed, they do it. If it's not in that window, make a leadership roll. It is opposed by their Will or Rank. Officers can give orders to any enlisted, but only to officers of lower rank than themselves. Enlisted can only give orders to lower rank enlisted of the same service.

Bonus dice for the giver: officer to enlisted, in their job duties.

Bonus to Leadership: +1 open end each if: in their job description, won't get them killed, on duty.

Bonus to resist: +1 OE for each: obviously gonna die, Not in My Chain of Command, Not in my service.

Rank titles

Officers	Space	Ground	Agent
9	Grand Admiral	Gen	Director
8	Sector Admiral	Lt. Gen	Assistant Director
7	Fleet Admiral	Major Gen	Sector Director
6	Commodore	Brigadier	Regional Director
5	Captain	Colonel	Office Director
4	Commander	Lieutenant Colonel	Managing Agent
3	Subcommander	Major	Leading Agent
2	Lieutenant	Captain	Senior Agent
1	Sublietenant	Lieutenant	Agent
0	Ensign	Ensign	Junior Agent
Enlisted			
9	Sector CPO	Command SM	Agency COp
8	Fleet CPO	Brigade SM	Sector COp
7	Line CPO	Regimental SM	Regional COp
6	Sr. CPO	Battalion 1Sgt	Office COp
5	Chief PO	Company 1Sgt	Chief Operative
4	Senior PO	Platoon Sergeant	Sr Operative
3	Junior PO	Section Sergeant	Jr. Operative
2	Spacehand	Corporal	Clerk
1	Apprentice	Private	Jr Clerk
0	Recruit	Recruit	Recruit

PO means Petty Officer. CPO is Chief Petty Officer. 1Sgt is "First Sergeant" COp is Chief Operative, SM is Sergeant Major.

Groups should feel free to modify rank titles to suit their game.

Enlisted Leadership Table:

	1	2	3	4	5	6	7	8	9
1	1	2	2	2	3	3	3	4	4
2	2	2	3	3	3	4	4	4	5
3	2	3	3	4	4	4	5	5	5
4	2	3	4	4	5	5	5	6	6
5	3	3	4	5	5	6	6	6	7
6	3	4	4	5	6	6	7	7	7
7	3	4	5	5	6	7	7	8	8
8	4	4	5	6	6	7	8	8	9

Crewing Ships: Since only the Corvette is included, and it is normally commanded by a Lieutenant… Nominal command grades may be filled by characters one rank below, the same, or up to two ranks higher than required.

Spacer Setting Form

Who do you work for?

◯ Government	◯ Corporate	◯ Mercenary
◯ Military	◯ Independent	◯ House Forces

Home Government

It is a:

◯ Federation	◯ Empire	◯ Democracy
◯ Confederation	◯ Imperium	◯ _____

It has the following Lawmaking bodies:

◯ Local Nobles	◯ Senate	◯ President
◯ King/Emperor	◯ High Court	◯ Popular vote
◯ public petition	◯ _____	◯ _____

It has the following Judicial Bodies

◯ Local Nobles	◯ Senate	◯ President
◯ King/Emperor	◯ High Court	◯ Local Courts
◯ Inquisitors	◯ _____	◯ _____

It has the following agencies

◯ Navy	◯ Scout Service	◯ Marine Corps
◯ Integrated HQ	◯ Army	◯ Star Police
◯ House Forces	◯ Psi-Corps	◯ Thought Police
◯ Political Police	◯ Health Service	◯ Health Police

Scope of Play

◯ Core Worlds	◯ Marches	◯ Borders
◯ Neutral Turf	◯ Enemy Turf	◯ _____

Threats

◯ Internal Threat	◯ External Threat	◯ Player Conflicts
◯ Shipboard Strife	◯ Tech Failures	◯ Subversion
◯ High Command	◯ Other Ships	◯ _____
◯ Nature	◯ Aliens	◯ _____

Power of the Players

◯ Small Fish	◯ Big Fish	◯ Sole Agents
◯ Local Change	◯ Big Change	◯ No Continuity

Oversight

◯ None	◯ Remote	◯ Local
◯ Seldom	◯ Often	◯ Frequent
◯ Permissive	◯ Restrictive	◯ Authoritarian

Spacer Character Form

Player _____

Character _____

Ship _____

Species _____ Gender _____

Attributes - Inborn

Agil	Phys	Awr	Hlt	WP		Luck	Level

St ⚬⚬ ⚬⚬ ⚬⚬ ⚬⚬ ⚬⚬   Spent: ⚬⚬⚬⚬⚬⚬

Attributes - Trained

Astro	Cbt	I.P.	Med	Sci	Tech	Veh	Psi

St ⚬ ⚬ ⚬ ⚬ ⚬ ⚬ ⚬ ⚬

Department   Fields

Principles

1: _____ ⚬
2: _____ ⚬
3: _____ ⚬

Traits
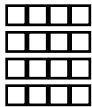
Hobbies

Advancement Tallies

Level	0	1	2	3	4	5	6	7	8	9
Conflict:	◇	◇	◇	◇	◇	◇	◇	◇	◇	◇
Failure:	◇	◇	◇	◇	◇	◇	◇	◇	◇	◇
Passion:	◇	◇	◇	◇	◇	◇	◇	◇	◇	◇
Creativity:	◇	◇	◇	◇	◇	◇	◇	◇	◇	◇
Judgement:	◇	◇	◇	◇	◇	◇	◇	◇	◇	◇
Risk:	◇	◇	◇	◇	◇	◇	◇	◇	◇	◇
Social:	◇	◇	◇	◇	◇	◇	◇	◇	◇	◇
Department:	◇	◇	◇	◇◇	◇◇	◇◇	◇◇	◇◇◇	◇◇◇	◇◇◇
Field:	◇	◇	◇	◇	◇◇	◇◇	◇◇	◇◇	◇◇◇	◇◇◇
Bonus:		◇	◇	◇	◇	◇◇	◇◇	◇◇	◇◇	◇◇◇

Personal Combat Data

Initiative	Toughness	Scratch	Light	Heavy	Deadly	Stun Pile
◯	◯	◯	◯	◯	◯	☐☐☐
(Agl+Awr)/2+Cbt	(Hlt+Phy+WP)/2	☐☐☐☐	☐☐☐	☐☐	☐	☐☐☐
		Stunning	-1 per each	-2 per each	-4 per each	☐☐☐ ☐☐☐

Personal Gear

P_____ _____ _____ _____
P_____ _____ _____ _____
P_____ _____ _____ _____
0_____ _____ _____ _____
1_____ _____ _____ _____
2_____ _____ _____ _____
3_____ _____ _____ _____
4_____ _____ _____ _____
5_____ _____ _____ _____
6_____ _____ _____ _____
7_____ _____ _____ _____

Special Abilities

_____
_____
_____
_____

Triangular Progression

Excess=Bonus

1=1
2,3=2
4-6=3
7-10=4
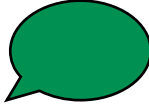11-15=5
16-21=6
22-28=7
29-36=8
37-45=9
46-55=10
56-66=11
67-78=12
79-91=13
92-105=14
106-120=15
121-136=16
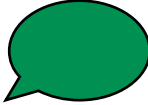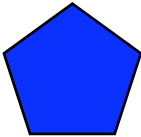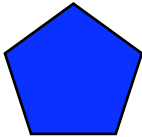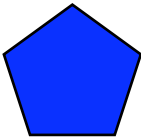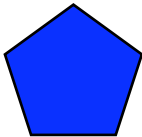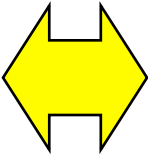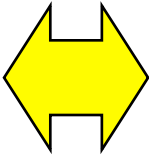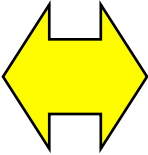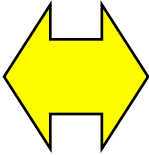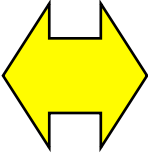
Conflict Scene Token	Conflict Scene Token
Non-Conflict Scene Token	Non-Conflict Scene Token
Reroll Token	Reroll Token
Reroll Token	Reroll Token
Power Token	Power Token
Power Token	Power Token
Power Token	Power Token