

Main Sequence

Introduction

Main Sequence was made to be lighting fast. The mechanics are aimed at those groups who don't want to spend a lot of time looking through books in order to resolve an in-game issue. This should free up time for roleplaying and a more immersive experience.

This game is part of the WyRM (Warrior Rogue and Mage) family of RPG systems. It's direct basis is WYRED which was based on WyRM and RAG (Resolute Adventurer and Genius). WYRED has had an advanced edition come out called REWIRED that is a more fleshed out, mechanics heavy game. All of these games are fast in play and fair in conflict resolution.

There is no default setting for Main Sequence. Sorry. However, it is super easy to re-skin things to fit most any setting you can come up with. I've even taken adventures from other systems and used them by merely inserting the Main Sequence rolling system. Once the basic idea of the game is understood it is also very simple to create new rules, races, and side mechanics to suit your group's needs. This is usually done by creating new Perks that the GM approves.

Though it is presented here as a science fiction game, I have used it for almost everything.

For those who helped design and playtest this game, I must thank R. E. Davis, C. Hilpert, J. Bryant, Uz, Mr. and Mrs. Mercer, JDogg, M. Roylance, and many others.

I hope this game brings you half the joy it has brought me.

Enjoy.

-M. Bryant

Core Mechanics

Basic Task Resolution

All die rolls in Main Sequence are based off a single d6 roll. A natural roll of six "explodes", meaning it counts as a "5" and is re-rolled and added to the result. Dice may explode more than once.

1d6 + Attribute* + Skill Modifier vs. Difficulty Level (DL)

*Note: Combat rolls use the Combat Rating instead of an attribute.

Unopposed Checks

If the task at hand is not actively opposed, the player has to beat a difficulty level determined by the GM. The following list provides you with some examples (DL in parenthesis):

Easy(5), Routine(7), Challenging(9), Hard(11), Extreme(13), Insane(15)

Example: Alex tries to hack a computer console. The GM determines that this console is HARD to hack into (DL 11). Alex rolls a d6 and gets a 3. He adds his Tech attribute (4) and his Hacking skill (4). The total result is $3 + 4 + 4 = 11$. Alex manages to gain access to the console, but just barely.

Opposed Checks

The opposed check method is used when two characters are in direct competition. This is a contest of rolls. The player of each character makes a roll for the appropriate attribute (and skill, if any). Whoever gets the higher result wins the contest. Opposed checks don't need to be of the same attribute (or skill), so long as the action of one can oppose the other.

Example: Lorenz is trying to sneak past a guard. Lorenz rolls a 2. His Agent attribute is 3 and his Stealth skill is Basic (2). His total roll is $2 + 3 + 2 = 7$. The guard rolls for Awareness. He rolls a 4. Since he has a Tech of 2 and no skill invested in awareness, his total is $4 + 2 + 0 = 6$. Lorenz sneaks by unnoticed. The guard comments that he must have just heard the wind.



Circumstantial Modifiers & Automatic Success

The GM may add circumstantial modifiers to any DL as he or she sees fit, particularly with environmental or circumstantial cases (poor lighting, lack of tools, etc...). When the risk of failure is extremely low and the task is only of minor importance to the story of the character has an appropriate skill, the GM may decide that no roll is necessary. In this case the character automatically succeeds and the player does not need to roll.

Using Edge

Edge allows players to take control of the game at its most basic level (and can also be spent by the GM for important NPC's to gain a brief advantage). Edge can be spent to do any of the following:

- **Ignore an attack** that would have killed the character, making it just miss instead. The edge point may be spent after damage is rolled.
- **Change an immediate detail** in the game world through subtle narrative control.
Example: Your character knows the NPC you've just met. There is a shop in the town you just entered with a piece of equipment you need. The hinges on that door are just rusty enough for you to try to break it open.
- **Re-roll a single die** after it is rolled and use the better of the two rolls.
- **Add +2 to a single check** before the die is rolled.

Edge does not replenish naturally. The GM rewards one or two Edge back to the players whenever they reach certain milestones within the story. Another option could be to regain some Edge during extended 'in game' downtime.

Character Creation

Attributes

Characters have the following three primary attributes:

- **Soldier** is a character's physical performance and survival capacity.
- **Agent** covers agility, skill and direct precision.
- **Tech** is knowledge and analytical capabilities of the character.

Players start out distributing **10 points** across all three attributes; with a maximum rating of 6 (six) in any attribute. Players must invest at least one point into every attribute.

Characters also have the following derived stats:

- **Combat Rating:** an average of *Soldier* and *Agent* rounded down.
- **Hit Points:** a number of points equal to *Soldier* + 6
- **Initiative:** an average of *Agent* and *Tech* rounded down.
- **Edge:** Starts at 3.
- **Defense:** equals *Combat Rating* + 4.

Skills

Characters also receive **six** ranks (or dots) to invest in skills. Skills are ranked **Basic** (+2 bonus), **Advanced** (+4), or **Master** (+6). Starting characters may only raise a skill up to Advanced (+4). Without ranks in training, the character still gets to add their appropriate attribute on the skill roll.

Finishing Steps:

- Characters then choose **three Tags**.
- They also receive **(1d6)x\$5000** to spend on **gear**. To speed up play you may allow beginning characters to choose a reasonable but small equipment list.
- The STAT column in the Skill table indicates which attribute is used. S = Soldier, A = Agent, and T = Tech. CR = Combat Rating.
- When filling out the character sheet, the Total Mod column in the Skill table is used as a “one stop shop” when using that skill. *Total Mod = Attribute + Skill Modifier*. This way, when you use a skill, you roll your d6 and add the Total Mod for that skill. You don't have to look 3 different places on your character sheet to see what your result is.
- The blank spaces under the Knowledge and Vehicle skills are there to specify which branch of knowledge or what kind of vehicle. The character's general knowledge level is the same as their Tech rating. Their general vehicle level is their Agent rating.
- In the Weapons table, the ATTACK MOD is the same number as the skill used for that weapon. If you are firing a gun, ATTACK MOD = Total Mod for the Ranged skill. If you are using a knife, ATTACK MOD = Total Mod for the Melee skill. This is so that when you are using weapons, you only have to look at the Weapons table.



SKILL	STAT	DESCRIPTION
ACROBATICS	AGENT	Maneuvers such as tumbling, tight-rope and balance.
ATHLETICS	SOLDIER	Actions like climbing, lifting, running and throwing.
AWARENESS	TECH	Skill to assess details in surroundings or situations.
GUNNERY	COMBAT RATING	Use of heavy military weapons, like laser turrets and chain guns.
HACKING	TECH	Ability to attack and override computer countermeasures.
INTERACTION	AGENT	Negotiation, diplomacy, and bargaining skill.
KNOWLEDGE*	TECH	Information and study of a particular field of interest.
LARCENY	AGENT	Shady talents: Pick-pocketing, lock-picking, forgery.
MELEE	COMBAT RATING	Hand-to-Hand weapons: Knives, swords, stun batons, etc.
RANGED	COMBAT RATING	Personal ranged weapons: Pistols, beam rifles, SMG's, shotguns
STEALTH	AGENT	Ability to evade and go unnoticed.
UNARMED	COMBAT RATING	Personal fighting: fists, kicks, throws, grappling, etc.
VEHICLE*	AGENT	Advanced operations and maneuvers of vehicles.

*Knowledge and Vehicle require a specified field, and a character may have several Knowledge/Vehicle skills. Examples include Knowledge(Physics), Knowledge(Medical), Knowledge(Business), Knowledge(Restaurants), as well as Vehicle (Hover bike), Vehicle (Mid Bulk), Vehicle (Fighter), etc.

Experience Points (XP) and Character Advancement

1 XP is awarded for each of the following:

- Completing an adventure
- Defeating a major foe or obstacle
- Particularly good roleplaying
- Doing something very, very cool
- Suffering a major setback

XP Is Spent As:

- 2 XP to gain 1 Hit Point
- 2 XP to gain a skill at Basic +2
- 5 XP to increase Basic skill to Advanced +4
- 8 XP to increase Advanced skill to Master +6
- 8 XP to gain a Tag
- 2x Current rating to raise an Attribute

Ship Tags

Excellent Skill: Taken once per skill (Excellent Ranged, Excellent Knowledge (Medicine), Excellent Interaction, etc.) Once per scene, your character may treat any successful roll with that skill as if they rolled a natural “6”. This causes the die to explode.

Buddy: Has an NPC friend, partner, crew mate, or side kick who tags along on the adventures.

Champion (aka “...With a Cause”): Character receives +2 for any Interaction roll on behalf of a creed, organization or cause they believe strongly in. They also get +2 on all rolls against direct opponents of said cause.

Contact: Has an NPC they can go to for information, jobs, under the table deals, etc.

Defensive Driver: With this tag, you may add your Awareness skill bonus to vehicle defense.

Charm: +3 to Interaction rolls when attempting to charm or seduce.

Dual-Wielding: Using a weapon in their off-hand grants a free Parry; does not grant extra attack.

-Double Attack (*Requires Dual-Wielding*): Forfeit the free Parry for an extra attack.

Gadgeteering: Receive a +3 bonus to rolls using an applicable Knowledge skill whenever you attempt to design and build a new machine or device.

Gearhead: Receive a +3 to Knowledge (Mechanics) or (Engineering) when repairing or modifying a vehicle.

Hard Bargain: +3 to Interaction rolls when used for negotiations and bargaining.

Lucky: You may re-roll a failed roll and use the better die once per scene without using Edge.

Mechanologist: Receive a +3 bonus to rolls using the Knowledge (Mechanics) skill whenever you attempt to deduce how a machine works through study.

Nimble: This talent allows you to automatically dodge one attack per combat. If taken twice, you may dodge two attacks per combat.

Off The Grid: Has absolutely no paper trail for his or her identity or birth records. Could be good or bad.

Status (Group): This is the rank and sway your character has with a particular alien race, government or other kind of organization. It's rated much like skill ranks (Basic +2, Advanced +4, Master +6) Once per session, the player may make an Agent check (plus the Status) to acquire some form of assistance from the organization. A normal request, like information or basic resources, is usually DL 7, but more intensive requests (security clearance, back up, large sums of cash) escalates the DL according to GM Fiat.

Tough: Your uncanny resistance to punishment grants you a natural 2 Damage Soak.



Combat Actions

- **Initiative:** Determines the order of character turns in a round of combat. They may also choose to lump groups of NPC's into single rolls per group.
Roll 1d6 + Initiative rating.
- **Movement:** During a character's turn, they may move a distance equal to one Close range band. They may also use the move action to duck, roll, leap etc. These may require an Athletics or Acrobatics roll.

In addition to moving, a character may perform an additional action.
Choosing to forfeit a move does not grant an extra action and vice versa.

- **Attacking:** A character makes their attack roll ($1d6 + \text{Combat Rating} + \text{Skill}$) versus a difficulty equal to their opponents Defense rating, plus any modifiers from cover or environments. Damage dealt is equal to the weapon's damage rating, plus the degree of success rolled **over the opponent's Defense** on the attack roll.
- **Parrying:** You may attempt to parry an attack using a melee weapon.
 $1d6 + \text{Soldier} + \text{Melee}$. The result of your parry roll acts as your Defense against the parried attack. You forfeit your next combat action.
- **Dodging:** Mechanically similar to a Parry, except the roll is $1d6 + \text{Agent} + \text{Acrobatics}$ for a melee attack, $1d6 + \text{Tech} + \text{Acrobatics}$ for a Ranged attack.

Range Bands:

Distance is grouped into six narrative range bands. These bands come into play when determining if a weapon can be used to strike an opponent and in chase sequences. A weapon or attack can hit foes at its listed range band or closer. The six range bands are:

- **Self:** One's own body and anything being worn or carried.
- **Melee:** Anything that can be hit with a hand held weapon like a club or sword. If you can reach out and touch it, this is the range.
- **Close:** A reasonable shot with a small projectile weapon or a thrown object.
- **Medium:** Beyond the range of thrown objects. Requires skill to hit with a small projectile weapon; easier to hit with a heavier projectile weapon such as a rifle.
- **Long:** Beyond range for small projectile weapons. Requires skill to hit with a larger projectile weapon.
- **Far:** Possible to hit with great skill using a larger projectile weapon, but generally outside shooting range of hand held weapons at all.

Rate of Fire:

- **Single Shot:** May attack only one target during a combat round.
- **Semi-Automatic:** May attack two targets in a single action. A -2 penalty is applied to the roll against the second target.
- **Burst Fire:** May shoot up to 3 targets within line of sight. Take an additional -2 penalty to the attack roll against each target after the first.
- **Full Auto:** Within line of site, the weapon may be used to fire a spray of bullets at up to 10 targets. Each target within the spray after the first takes on an additional -2 on the attack roll against them.

When attacking multiple targets, there is a single attack roll that is made. If a penalty is applied for multiple targets, that penalty comes off of the single roll.

Example: Ree fires her fully automatic laser rifle at a group of four opponents. They are at the opposite end of the hall so she can target all four. She rolls a 5. Her Combat Rating is 4 and here Ranged skill is Advanced (4). Her total roll against the four opponents is $5 + 4 + 4 = 13$. All of the opponents have a Defense of 7. When the GM applies the attack, the first opponent has a roll of 13 against him (Ree's full roll). The second guy has an attack roll of 11 applied against him ($13 - 2 = 11$). The third guy gets a total of 9 against him ($13 - 2 - 2 = 9$). The last opponents has a total of 7 against him ($13 - 2 - 2 - 2 = 7$). Ree hits all of her assailants. Each opponent takes less damage than the last due to the fact that damage is added to by the amount rolled over the target's Defense.

Damage:

When a successful attack roll is made against a target, **the target takes damage equal to the base weapon damage *plus* the amount rolled over the target's defense.** Damage is subtracted from the target's Hit Points. If a character's Hit Points ever drop to zero, that character is incapacitated and could die. Hit Points never drop below zero from attacks or hazards.

Example: Bob shoots an alien with a Light Pistol (damage of 4.) The alien's defense is 8; the roll is 12 total for the attack. The alien takes 4 points of damage (light pistol), plus an additional 4 points for the roll over ($12-8=4$), thus taking a total of 8 points of damage.

Armor and Cover:

Armor in Main Sequence is used to soak up damage and minimize trauma. Every time damage is assigned to a character, their total *Damage Soak* rating is reduced from the amount of damage dealt to them. The highest rated armor worn is used. The Tough Tag stacks with any armor worn. Sometimes they will soak all of the damage and lose no Hit Points at all.

Example: The alien that Bob shot is wearing armored clothing. This gives a Damage Soak of 2. Instead of taking the full 8 damage from Bob's attack, it soaks 2 damage and loses 6 Hit Points.

Being behind a solid object makes a character harder to hit. This increases the character's defense by a value that depends on the degree of cover. Partial cover increases defense by +2. Cover of approximately half the character's body increases Defense by +4. Near total cover increases defense by +6. Concealment — that is, being hidden from view by objects which will not actually resist attack — does not increase defense, but it will increase the DL to spot a character by similar values.

Healing:

Characters naturally heal 3 Hit Points per day of rest. Only light activities may be undertaken during that time. A character who takes part in a combat, a chase or similar strenuous activity may only heal a single Hit Point that day. Characters with the Knowledge (Medicine) skill may use their abilities to speed up healing. When receiving such treatment, a character heals an extra number Hit Points per day of rest equal to the attending character's Knowledge (Medicine) skill bonus. This only applies if the character giving the treatment beats a Knowledge (Medicine) skill roll with a DL of 7 to 9. Of course, in the future there are plenty of medicines and treatments that can speed up the healing process. The GM may rule that if such treatments are on hand (in limited quantities), the healing rate from a successful Knowledge (Medicine) check may be bumped up to *per scene* of down time in the story.

Knockout and Death

If a character (player character or major non-player character) is reduced to 0 Hit Points with an attack that deals "bashing damage" (unarmed blow, blunt weapons, or an impact the GM declares to be nonlethal) the character is rendered incapacitated — dazed, possibly unconscious, and unable to act. An incapacitated character regains 1 Hit Point when the GM declares combat to be over, and may get up.

A character reduced to zero Hit Points by a weapon strike that is not blunt or by severe environmental damage (falling, impact of a massive object, etc.) is dying. The character is treated as incapacitated. In a number of rounds equal to the character's Soldier Attribute, the character will die. A dying character can be stabilized with a Knowledge (Medicine) check of DL 9. The character is then treated as if he or she had a negative number of Wounds equal to the number of rounds that passed after the killing blow. These must be healed before the character can become active again.



If the Knowledge (Medicine) check fails to stabilize a dying character, another check may be attempted at DL 11. If this check fails, a final check at DL 13 can be made. If none of the stabilization checks succeed, the dying character perishes.

Spaceships & Gear

Ship Attributes

Ships have the following four primary attributes:

- **Tactical** is the ship's hardiness and combat ability.
- **Propulsion** represents speed and maneuverability.
- **Sensors** represents the ship's sensors and on board computing power.
- **Tonnage** is the ship's size/how much it can carry.

The GM and players should decide how advanced their ship should be. For a low tech ship (ex: Serenity), 5 – 6 points should be distributed among the four attributes. For high tech adventures (ex: U.S.S. Enterprise 1701-D), 14 – 16 points should be distributed.

Ships also have three derived stats:

- **Hit Points** are equal to $(Tactical + Tonnage) \times 4$.
- **Defense** is equal to $(Tactical + Propulsion) + 6$.
- **Net Defense** represents the difficulty of hacking into the ship's sensors or on board computers. Cyber Defense is equal to $4 \times Sensors$.

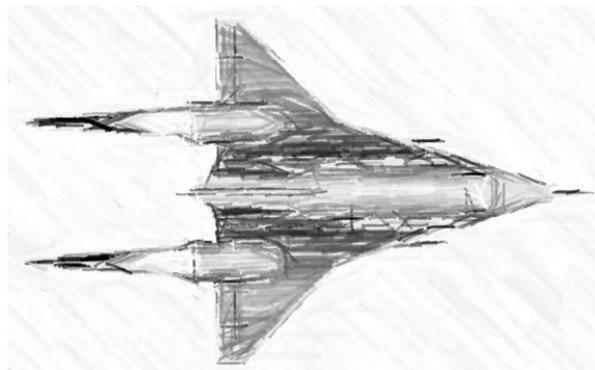
The players then choose three tags for their ship. Some tags may be given for free depending on the needs of the setting.

Using Your Ship

When characters use a ship's systems, they roll:

1d6 + Character Attribute + Character Skill + Ship's Attribute vs. Difficulty Level (DL)

For example: Hoban wants to pull an EXTREME maneuver in his Mid-Bulk ship. He rolls 1d6+Agent+Vehicle(Mid-Bulk)+Propulsion vs. DL 13.



Ship Tags

Shields: The first rank of Shields gives the ship 10 temporary Hit Points. The second time this tag is taken, it gives an additional 5 temporary Hit Points. These Hit Points must be depleted before attacks can begin to affect the ship itself. The shields are replenished at the same rate as the ship's natural Hit Points (see Ship Repair). Once per session, the ships shields can be boosted to 75% of full charge.

Double Attack (*two tags must be invested*): The ship gets two attacks during its attack action.

Lucky Boat: When using the ship's systems, one crew member may re-roll a failed roll and use the better die once per scene without using Edge.

Nimble Ship: This talent allows the pilot to automatically dodge one attack per combat. If taken twice, two attacks can be dodged per combat.

Armor: The ship has armor of some sort. This gives it +2 Damage Soak. If taken twice, an additional +1 Damage Soak is given.

Stealth: The ship has a sleek design or is coated in a material that does not reflect sensors. The first rank adds +2 to the difficulty of detecting the ship. The second rank adds an additional +2. The third time it is taken, the ship gets a cloaking device (see Ship Detection).

FTL Drive: The ship may travel Faster Than Light.

Miscellaneous Tags: Tags can be made to fit the ship into any particular setting. Examples are Detachable Saucer Section, Droid Turrets, Carrier Bay, and so on...

Shipboard Weapons

These could vary according to your setting, but here is a guideline:

Weapon	Total Mod.	Range	Ammo	Damage
Lasers	<i>Firing character's Combat Rating + character's Gunnery skill + Tactical</i>	Long	N/A	<i>Damage=Tactical</i>
Torpedoes	<i>Firing character's Combat Rating + character's Gunnery skill + Tactical</i>	Medium	<i>4x(Tactical)</i>	<i>4+Tactical</i>



Weapons, Armor & Gear

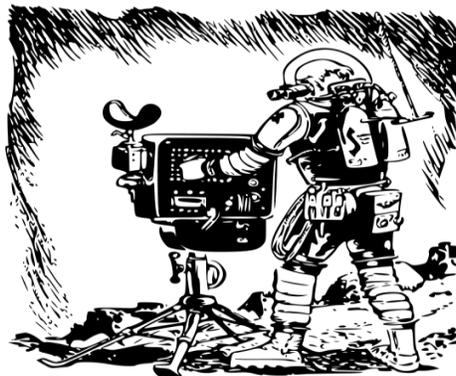
Weapon	Skill	Damage	Range	Rate of Fire	Ammo	Cost
Knife	Melee	2	Melee	N/A	N/A	\$25.00
1H Edged	Melee	3	Melee	N/A	N/A	\$300.00
1H Blunt	Melee	3 Bash	Melee	N/A	N/A	\$100.00
2H Edged	Melee	4	Melee	N/A	N/A	\$600.00
2H Blunt	Melee	4 Bash	Melee	N/A	N/A	\$200.00
Light Pistol	Ranged	4	Close	Semi-Auto	15 (Clip)	\$1,000.00
Heavy Pistol	Ranged	5	Medium	Semi-Auto	8 (Clip)	\$3,000.00
Laser Pistol	Ranged	5	Medium	Semi/Burst	N/A	\$5,000.00
Light Rifle	Ranged	5	Long	Single Shot	5 (Clip)	\$4,000.00
Heavy Rifle	Ranged	6	Long	Single Shot	8 (Clip)	\$8,000.00
Battle Rifle	Ranged	5	Medium	Semi/Burst/Full-Auto	30 (Clip)	\$6,500.00
Laser Rifle	Ranged	6	Long	Semi/Burst	N/A	\$7,500.00
Sub-Machine Gun	Ranged	5	Close	Burst/Full-Auto	30 (Clip)	\$4,500.00
Shotgun	Ranged	6	Close	Semi-Auto	10 (Drum)	\$6,500.00
Light Machine Gun	Gunnery	8	Long	Burst/Full-Auto	100 (Belt)	\$10,000.00
Assault Cannon	Gunnery	10	Long	Semi-Auto	20 (Drum)	\$35,000.00
Missile Launcher	Gunnery	12	Far	Single Shot	1 (Missile)	\$25,000.00
Grenade	Athletics	10*	Close	Single Throw	1	\$200.00
Flash-bang	Athletics	5 Bash*	Close	Single Throw	1	\$200.00

*Explosive damage is rolled against every individual in a Close range band from the point of detonation. Flashbangs may also blind everyone within a Close range band of the target for two rounds. May be Dodged to avoid effect.

Armor	Damage Soak	Description	Cost
Reinforced Clothing	1	Clothes fitted and layered for a fight	Casual: \$100 / Formal: \$500
Armored Clothing	2	Plated jackets, vests, and coats.	Jacket or Coat: \$950

Armored Plating	3	Standard for SWAT	Helmet: \$600/Body Suit: \$1,050
Exo-Armor	4	Military-grade exoskeleton armor.	Full Suit: \$25,000

Gear	Cost	Skill	Notes
Ammo	\$0.50 per round	N/A	Standard ammunition for hand held firearms
Portable Computer	\$2,000 x Rating	Knowledge (Computers) or Hacking	Maximum Rating: 4
Desktop Computer	\$1,500 x Rating	Knowledge (Computers) or Hacking	Maximum Rating: 6
Communicator	\$2,000.00	Knowledge (Computers)	Future evolution of cellphone
Cardkey Spoofer	\$3,000 x Rating	Larceny	+Rating vs. Electronic Locks
Carjack Tools	\$5,000.00	Knowledge (Mechanics) or Larceny	+2 towards attempted vehicle theft.
Medical Kit	\$1,000 per.	Knowledge (Medicine)	+2 to Medicine Skill rolls.
Motion Sensor	\$500.00	Stealth (for placement)	May be used for alarm or explosives.
Flaregun	\$250.00	Ranged	Single Shot, 3 Damage.
Rope, 50'	\$200.00	Athletics	For scaling walls etc...
Cat Burglar Kit	\$400.00	Larceny	Lock Picks and Glass Cutters.
White Noise Maker	\$1,000.00	N/A	+3 DL to ease drop on conversations.
Digital Camera	\$950.00	N/A	Several hours of video, many pics.



Additional rules:

Alternate Wealth System

An alternate wealth system that I have been using with Main Sequence is to have characters acquire a variable Wealth rating. What makes it different from the classic RPG method is that they won't be counting credits, gold, etc. The characters can acquire Wealth of levels 1 through 6. Level 1 would be subsistence living, 3 is like a well off merchant, and 6 is like an emperor.

After getting wealth through their adventures, characters can automatically buy items that are 2 ranks below their current Wealth rating. An item that is 1 rank below their current rating requires a Wealth roll. $1d6 + \textit{Wealth rating}$. If the beat or match a DL of 5, they buy the item with no loss to their Wealth. If they do not beat the DL, they can get the item but they will permanently lose 1 Wealth rank.

If the character is trying to buy an item equal to their Wealth rating, they must beat a DL of 7. Success and failure have the same consequences as stated above.

If they are trying to buy an item above their current wealth rating, they must beat a DL of 9. Success and failure have the same consequences as stated above.

Optional Rule: Starting Equipment

I have noticed that the longest, hardest part of character creation is buying starting gear. Whether or not you use the alternate wealth system, you could choose to allow the characters to have a common sense starting list of equipment. The GM gets last say on what would be allowed.

Optional Rule: Cinematic Ammunition

When running my own games, I have never made people individually count every bullet they fire. Instead, the players are charged a weekly expense to keep themselves stocked and to keep a roof over their head. If a situation looks like there will be a lot of shooting, the players may choose to invest extra money into ammo so they won't have to worry about running out during combat. Given this freedom, the player may choose to role play a dramatic spray of bullets with every attack. Mechanically, this still counts as only one attack, but it adds a lot of flavor to game play.

If the players don't invest money into extra ammo, they may run out in a prolonged battle. This should be handled cinematically and at the discretion of the GM.

Optional Rule: Extended Challenges

This is for when a doctor performs a surgery, an engineer performs heavy modifications, or other such challenges. A challenge may need many points of success before it is completed. We will say 25 points of success are needed for an example. This doesn't mean that it is DL 25. The player may have to roll a few times to achieve the task. Whatever the player rolls is added up and when the total equals or exceeds 25, the job is finished. The players should be given 3 rolls to accomplish the task. If they fail to get the required number of success points, the job could be partially done or a complete failure.

Another option would be to allow the player to roll every so often (in game time). If the player gets to roll once every hour, it may take them 8 hours to get a big project done. It may take them one hour. It might take a longer time, but the player gets more than just 3 tries.

Ship Repair

Left to their own devices few ships will repair themselves. Three times per day, a character may make a Knowledge (Engineering), (Mechanics), or other applicable skill check against DL 9. The ship recovers a number of Hit Points equal to the amount rolled over the Difficulty Level. The Difficulty Level may vary according to the severity of the damage (GM's decision). If you only have one mechanic (or engineering team for bigger ships), only three roles may be made for each day. This means the player must choose what to work on. Either the shields, the ship's repair, or some other project.

Optional Rule: Systems Failure

The GM may choose to have a major shipboard system fail or for a hull breach to occur. This could happen due to environmental factors, but it happens more often during combat. A good rule is to occasionally have a system (i.e. life support or weapons) fail when the ship's Hit Points are reduced to 50% and again at 25%. For a less extreme fight, have the first failure occur when Hit Points are reduced to 25% and the second at 10%. To fix a system a Knowledge (Engineering) or Knowledge (Mechanics) check must beat DL 9.

Ship Destruction

When the ship's Hit Points are reduced to zero, the ship is in danger of destruction. If the ship blows up or breaks apart, all the characters on board are killed. When an attack would bring the ship to zero Hit Points, every character on board must spend one point of Edge or the ship will be destroyed. If a character is out of Edge, their console explodes (or something to that effect). This reduces them to 0 hit points and is treated as lethal damage. The characters who spent Edge survive and the ship's Hit Points remain the same as they were before the attack. When an attack would destroy the ship and no one has any Edge, the ship is destroyed and all hands lost.

Ship Detection

Under standard circumstances a $1d6 + Tech + Knowledge (Sensors) + Sensors$ roll against DL 7 will reveal the presence of any ship within sensor range. Some factors may add to the difficulty (ex: Gas cloud, ion storm, damaged sensors). If a ship has a cloaking device, a roll higher than DL 19 will lead to the ship's detection. Of course, the cloaked ship might be venting gas or leaving a detectable trail if its systems aren't in tip top shape.

The same rules could be applied to hand held sensors detecting life forms on a planetary surface.

Chase Rules:

- There are two participants in a chase: *The Pursuer* and *The Quarry*.
- Chases begin at a range band determined by the starting positions of the participants.
- At the beginning of a round, both participants roll appropriate checks: *Agent + Vehicle* for ground vehicles, *Agent + Vehicle + Propulsion* for ships, or *Soldier + Athletics* if on foot.
- If either the quarry or the pursuer is obviously faster than the other, that participant receives a bonus to the roll (for example, +2 for the difference between a man and a galloping horse, +4 for a man and a speeding car, +6 for a man and an airplane). Common sense should be applied in using this option.
- Subtract the Pursuer's roll from the Quarry.
- If the quarry can extend the range beyond Far, it has escaped. If the pursuer can bring the range to Melee, the quarry has been caught and the pursuer can attempt to capture the quarry.

Difference	Change
+7 or more	Quarry immediately escapes
+5 to +6	Gap increases by 2 range bands
+3 or +4	Gap increases by 1 range band
+2 to -2	No Change
-3 to -4	Gap decreases by 1 range band
-5 to -6	Gap decreases by 2 range bands
-7 or less	Pursuer immediately catches quarry

Example Combats

Tryder, the sensors officer of the ISS Valkyrie decides to perform an area wide sensor sweep upon arriving at their new coordinates. (He rolls $1d6 + Tech + Knowledge (Sensors) + Sensors$ roll against DL 7). He rolls a $4 + 3[\text{his Tech rating}] + 0[\text{his Knowledge (Sensors) rating}] + 3[\text{the ship's Sensor rating}] = 10$. The DL for detecting a standard ship is 7. He detects an approaching vessel.

Tryder: Captain, a ship is approaching. It appears to be the KV Katath. Their systems are comparable to our own.

Captain Allen: Raise shields. Lt. Ginger, hail them.

Ginger: No response.

The Katath opens fire. (They roll $1d6 + \text{character's Combat rating} + \text{character's Gunnery skill} + \text{ship's Tactical rating}$ vs. the Valkyrie's Defense rating). The GM rolls a $1 + 3 + 2 + 5 = 11$. The Valkyrie's Defense rating is 14.

The crew of the Valkyrie feel the ship rock slightly as they take a harmless blast.

Tryder: No damage, sir.

Cpt. Allen: Return fire with torpedoes. Destroy these belligerent fools!

Tryder fires the torpedoes. He rolls a $5 + 4[\text{his Combat Rating}] + 4[\text{his Gunnery skill}] + 5[\text{the Valkyrie's Tactical rating}] = 18$. The Katath's Defense is 14. The Valkyrie deals a default of 9 damage [Valkyrie's Tactical rating + 4 for using torpedoes] **PLUS** 4 [the amount rolled over the Katath's Defense]. The Valkyrie deals $9 + 4 = 13$ damage. The Katath has the Armor Tag and Soaks 2 damage. After the 2 damage is soaked, the remaining 11 damage is taken from Katath's Hit Points.

If the Katath also has the Shields Tag, giving it 10 temporary Hit Points then the Valkyrie's attack would completely deplete the Katath's shields and only 1 damage would be left over. The Katath's armour would completely soak the 1 remaining damage because of its Armor Tag.

Since the Katath does not have the Shields Tag and it only has 11 Hit Points, the ship is destroyed in a bright flash. Only red hot debris remains.

Later on during the same adventure, Cpt. Allen finds himself on a jungle planet. He is engaged in one-on-one combat with the commander of the fleet that the KV Katath was a part of. After exchanging one-liners, they roll initiative. Allen rolls a $4 + 4[\text{his Initiative rating}] = 8$. The GM rolls a $3 + 4 = 7$ for the commander. Cpt. Allen acts first.

Captain Allen fires his laser pistol. He rolls a $2 + 3[\text{his Combat Rating}] + 2[\text{his ranged skill}]$ vs. $8[\text{the commander's Defense}]$. $2 + 3 + 2 = 7$ so Allen misses his shot. He uses his movement action to dive behind a large tree. He peeks out from behind the tree so he can see what the commander is doing.

The commander fires a spray of bullets from his rifle while running toward the tree. He rolls a $1 + 4 + 4 = 9$. If Allen was in the open he would have been hit because his Defense is only 8. Since he ducked behind a tree and is mostly concealed, this adds +4 to his Defense. So his covered Defense is $8 + 4 = 12$. The commander's bullets strike the tree and a blast of bark nearly hits Allen in the face. The commander already used his movement phase to run toward the tree.

Allen returns fire. He spends a point of Edge to add +2 to the roll. He rolls a $4 + 2[\text{for the Edge point}] + 3[\text{his Combat Rating}] + 2[\text{his ranged skill}] = 11$ vs. $8[\text{the commander's Defense}]$. Allen's attack deals a default damage of 5 [for the laser pistol] **PLUS** 3 for the amount rolled over the commander's defense. $5 + 3 = 8$. The commander has 11 hit points and no damage soak. He is reduced to 3 Hit Points. He stumbles to his knees with a smoking burn on his chest. He throws down his rifle.

The commander: Stop! I surrender! [gasp] I am your prisoner. Spare my life

Captain Allen: Normally I would reward such cowardice with death, but you have information that I need. Get on your feet and walk in front of me. We are heading back to the village.

Fin

Main Sequence

CHARACTER RECORD SHEET

NAME:

PLAYER:

CONCEPT:

MISC:

Soldier (S)		<u>XP:</u>		SKILL	STAT	Basic +2	Advance +4	Master +6	Total Mod.
Agent (A)				ACROBATICS	A	0	0	0	
Tech (T)				ATHLETICS	S	0	0	0	
Combat (CR)		<u>Wealth:</u>		AWARENESS	T	0	0	0	
Hit Points				GUNNERY	CR	0	0	0	
Initiative				HACKING	T	0	0	0	
Edge				INTERACTION	A	0	0	0	
Defense				KNOWLEDGE	T				
Damage Soak						0	0	0	
Tags						0	0	0	
				LARCENY	A	0	0	0	
				MELEE	CR	0	0	0	
				RANGED	CR	0	0	0	
				STEALTH	A	0	0	0	
				UNARMED	CR	0	0	0	
				VEHICLE	A				
						0	0	0	
						0	0	0	
						0	0	0	

WEAPON	RANGE	RATE	ATTACK MOD	DAMAGE

GEAR

Main Sequence

Starship Record Sheet

<u>Name:</u>	<u>Class:</u>
<u>Crew:</u>	<u>Misc:</u>

Tactical	
Propulsion	
Sensors	
Tonnage	

Hit Points	
Defense	
Net Defense	
Shields	
Armor	

Cargo & Miscellany	

Weapon	Mod.	Range	Ammo	Damage

Tags

