

Example of Play



The 23rd Outriders

This example follows some of the scenes in the art found in Ganymede Outriders. Our cast of characters are:

Twofer (the captain)

Hammer (the driver)

Single (the gunner)

And Alan (the new guy)

GM: You're journey to the BacFarm has been largely uninteresting, but due to the time of year, the ice build up has meant the trip has taken a little longer than expected. It's mid-afternoon by the time you arrive. The BacFarm in question, S35, hasn't sent the last two scheduled reports. You arrive at a crest, and the BackFarm sits low down in the valley before you.

Hammer: If the crest provides a good vantage point, I'll park the buggy here.

Single: I'm happy to take watch, I'll have the heavy machine gun to cover you should anything go sideways.

Twofer: Well, maybe the rest of us can head down to see what's up.

Alan: Yep.

Hammer: Sounds good.

GM: Ok. Well the three of you grab your tools and head down to the BacFarm. It's not a long walk, and as you approach a quick visual check tells you that everything looks like it should be functioning fine. There's no obvious damage to the BacFarm or its antenna array.

Twofer: Well I'm going to head straight for the console and run a diagnostic.

GM: Well that sounds like a Fix test, I won't ask for a roll, because that sort of diagnostic is exactly what the console is built for. You plug in and get a quick readout, the hardware looks ok, but the frequency settings are fried and signal strength is way higher than it should be.

Twofer: Ok, well I'm not sure if that sounds like an accident, can I fix it?

GM: Yes, but you'll have to wait for your next turn.
Alan, what are you doing?

Alan: I'll take a walk around the BacFarm and see if there's anything we might not have seen on our approach.

Hammer (jumping in): I'll go with Alan, just in case.

GM: No worries. You both take a lazy circle around the BacFarm to see if there is anything wrong. The BacFarm itself is a dome about 10 meters in diameter, so it doesn't take long to get around. You don't see anything visibly wrong with it.

Hammer: Can I roll Notice in case I missed anything?

GM: Absolutely. Let's make it Difficulty 1.

Hammer's player rolls 3D6 for his Notice skill, scoring a 3, 5, and 5.



That's two successes, and one more than the difficulty (enough to succeed, but not enough to gain Drift).

GM: Ok, well the BacFarm is in need of a clean, but it's not in bad shape, and there's no indication of any physical damage. All indicator lights on the exterior show it's still in the oxygen making business.



Hammer: Ok, well that's good at least.

GM: Single, what are you up to?

Single: Well I'm up on the ridge line, I think I'd like to keep a watch out, so I'll roll Notice.

GM: Yep, let's make it a Difficulty of 1, this ridge line gives you a good all around view.

Single's player rolls 4D6 for his Notice skill, scoring a 2, 3, 4, and 4.



GM: That's two successes, and enough to beat the Difficulty. You're not sure exactly what it is because the ground is hilly in that direction, but there's a dust cloud. Something seems to be moving in on your position.

Single: Crap. Ok, well I'm going to point and shout a warning down to the others.

GM: Twofer, Hammer, Alan, you hear shouting from Single, it's a warning. Looking up at the ridgeline what would they see Single?

Single: They'd see me up on the ridge line, shouting and pointing in the direction of the movement.

GM: Twofer, what are you going to do?

Twofer: Well, I don't want to leave this job unfinished. I'm going to tell Hammer and Alan to get back to the buggy, and then I'll roll Fix to get this antenna working properly.

GM: Ok, well it's going to be a Difficulty of 2, and a Risk of 1 - you know something is approaching and you're feeling under pressure.

Twofer's player rolls her Fix skill of 3D6 scoring a 5, 4, and a 3...



GM: That's 2 successes, enough to tie with the Difficulty. You can choose to succeed and give me 1 Drift, or fail and take 1 Drift, or you could Shift your skill for 2 Stress?

Twofer: Well, I don't want to be giving you Drift, but I don't want to fail either, so I'll shift my skill, it'll cost 2 Stress, but I'll be able to roll 2 extra dice for my linked Stat (*Wits*).

Twofer's player rolls the two extra dice, scoring a 4 and a 5, lucky!



Twofer: Wow! Ok! Well that's 4 successes overall, which means I succeed, and I beat the Difficulty by 2, so I get a Drift to spend. I want to spend that Drift to gain an advantage, I'll say that whatever Single saw moving out there in the Frost is far enough away that I still have time to grab my stuff and make it to the buggy...

GM: That sounds like a great use of Advantage, sure. Ok, Hammer?

Hammer: Well all I know is that something is coming, so I'll move towards the buggy, and I'll use my action for an extra move to make sure I get there, and get into the driver's seat ready to go!

GM: No problem, the buggy is a Moderate distance, so moving twice will get you there. Alan?

Alan: I think I'll do the same as Hammer. I want to get my rifle ready just in case.

GM: Well you run up the valley and jump in behind Hammer, gun out and looking around. Single?

Single: Can I see what's coming yet?

GM: As you watch, it looks like Twofer finishes off the repairs and starts moving. On the valley ridge opposite a number of raptors appear, they are running low and fast.

Single: Crap. I'm going to climb into the buggy and up behind the HMG, are they close enough to fire at?

GM: They will be next turn, they're all Claws, lightning fast. Twofer?

Twofer: I'm getting out of dodge. My Advantage said that I'd have enough time to get back to the buggy, so I'm going to move twice to get there!

GM: Ok, you scramble up the rise and throw your tool bag into the back of the buggy as you leap in. Hammer?

Hammer: I'm going to put my foot down!

GM: Ok, well as the engine roars into life, the Raptors crest the rise behind you. You came through a canyon to get here, and the ground is rocky. Accelerating and moving at speed through that will be Driving at a Risk of 2.

Hammer: Yep, well I'm going to try and lose them through this rocky canyon. I'll be moving at our Max Speed, which is 3. That's higher than our Handling of 2, so I'll be at a +1 to the Difficulty.

GM: Ok, well let's see. The Raptors are deadly fast, they're moving at Speed 4, which means they're faster. That adds +1 to the Difficulty. They have a Move skill of 3D6, which is the base Difficulty, all up it will be...

Hammer: (*Grimacing*) Yeah, a Difficulty of 5. I'm going to spend 2 Stress to Shift my skill, so I'll be rolling 6D6.



Hamer's player rolls the dice and scores a 5, 4, 5, 3, 4, and 5, for a total of 5 successes.

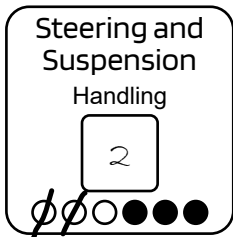
GM: Well you've tied with the Difficulty, do you want to succeed and give me a Drift, or fail and gain a Drift?

Hammer: I'm going to succeed and give you a Drift. I don't want to fail with a bunch of raptors snapping at our tail pipe.

GM: Ok! I'm going to use that Drift to add a



Complication, one of the Claws manages an attack on the buggy before you make some ground away from them. Before we roll that though, the Drive test was at a Risk of 2, you can't remove it with Drift, so that will be 2 Stress Damage to the Steering and Suspension. Much more and you'll start taking Integrity damage!



GM: Now the complication... The raptor leaps at the buggy, slashing out with it's sickle like claws. It has a Fight skill of 3, so that's what you need to roll Drive against to avoid the buggy getting Hit Hammer!

Hammer's player rolls to avoid the attack, he rolls a 6, 3, 2, and 2 on his Skill dice. The 6 on the skill dice explodes, and Hammer's player rolls another D6, scoring a 3... Unlucky!

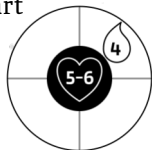


GM: With a screech the raptor lands on the rear of the buggy, rending with its claws.

The GM rolls the Raptors's Damage rating of 4, getting a 6, 4, 3, and 1.



GM: Ok, well looking at the damage chart we can see that the '6' counts as 1 'Health Damage' and the '4' counts as 1 'Stress Damage', however, the Raptor is 'Deadly!' so both results count as Health Damage.



Because the Raptor is an Adversary, it's dice don't explode.

GM: The buggy is a Large target, so the damage inflicted is halved (rounding up), all up that's 1 damage!

Hammer: Phew, our Armour can take care of that, lucky it didn't roll better!

Now the Raptor has acted because of the Complication, it is back to the players' turns. Single's player asks if he can go next, and everyone agrees.

Single: I've had enough of this raptor, I'm going to light it up with the HMG! I don't care what the Difficulty is, I'm going to Shift my skill for an extra 2D6; I'll be rolling 6D6 for my attack.

GM: The Claw has a Move skill of 3, so that's your Difficulty. Shifting will cost you two Stress.



Single: I'm happy with that!

Single's player rolls 6D6 skill dice scoring a 6, 6, 5, 4, 4, and 1. The two sixes on the skill dice explode, and Single rolls a 6, and a 1, the latest 6 explodes again, scoring a 1.

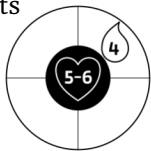


GM: What a roll! You beat the Difficulty by 3, so that's a point of Drift to spend as well. Roll your damage!


Single's player rolls the Damage rating of his HMG (6) in dice, scoring a 5, 5, 4, 3, 3, and 2.



Single: According to the hit chart the 5s counts as Health damage, while the 4 counts as Stress damage. The HMG is a Heavy weapon, so double damage to normal targets like the Claw. That's a total of 4 Health damage and 2 Stress damage!



GM: The Claw is Tough, meaning it ignores damage from Stress. It also has 1 Armour, so ignores 1 Health damage. That leaves a total of 3 Health damage...

		'Claw'			
Max Speed	Armour	Fight	3	Keywords: Tough	
4	1	Move	3	Weapon Qualities: Deadly	
Current Speed	Dam.	Notice	2	Damage	
4	4	Sneak	2		

GM That's a big attack Single, but not enough to end the Raptor!

Single: I still have my Drift right? I could use it to roll an extra damage dice, but I think I'll use it for Advantage. Could the barrage be enough to knock the Claw off the back of the buggy.

GM: That sounds like a great use of your Drift. The raptor is caught in a haze of fire, it loses it's tenuous footing, and tumbles into the dusty wake of the buggy.

In the barrage from Single the Raptor took a lot of damage. With only grey dots left, the Claw loses all Keywords and Weapon Qualities... If it decides to continue the pursuit in it's weakened state, maybe the other members of the 23rd Outriders can do the rest!





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