

Meltdown

- GM Guide -

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Abstract

A science fiction RPG where the central gameplay involves fixing things and using futuristic weaponry creatively. Players are equipped with futuristic weaponry to be used in combat. Throughout the campaign they solve several mysteries based around modern scientific research and they'll have to use their equipment in new and creative ways in noncombat engagements.

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1 Preface

1.1 Notation

Typical D&D notation will be used, with some shorthand added.

- The *GM* is the game master and controls the game as a narrator.
- *1d6* means roll one 6-sided die.

2 Campaign

2.1 Fusion Reactor

2.2 Quantum Computer

2.3 Gravitational Wave Interferometer

2.4 Neutrino Detector

2.5 Radiotelescope Array

2.6 Particle Accelerator

3 Engagements

3.1 Outside station chasing on foot

3.2 Inside station being chased on foot

3.3 Space chasing in fighters

3.4 Ground chasing in large vehicle

3.5 Ground being chased in small vehicles

3.6 Space being chased in large ship

4 Combats

5 Locations

5.1 The Magnificent Station above Earth

5.2 The Children about Jupiter

5.3 The Settlement of Mars