

MC REFERENCE SHEET: THE BASICS AND THE FIRST SESSION

AGENDA

- Make Star World seem real.
- Make the players' characters' lives not boring.
- Play to find out what happens.

ALWAYS SAY

- What the principles demand.
- What the rules demand.
- What your prep demands.
- What honesty demands.

THE PRINCIPLES

- Create conflict for the players' characters to live among.
- Address yourself to the characters, not the players.
- Make our move, but misdirect.
- Make your move, but never speak its name.
- Look through crosshairs.
- Name everyone, make everyone human.
- Ask provocative questions and build on the answers.
- Respond with complications and intermittent rewards.
- Be a fan of the players' characters.
- Think offscreen too.
- Sometimes, release decision-making to the players.

MV MOVES

- Separate them.
- Capture them.
- Put someone in a spot.
- Trade harm for harm (as established).
- Announce off-screen complications.
- Announce future complications.
- Inflict harm (as established).
- Take away their possessions.
- Make them buy.
- Activate their gear's downside.
- Tell them the possible consequences and ask.
- Offer an opportunity, with or without cost.
- Turn their move back on them.
- Make a threat move.
- After every move: "What do you do?"

ESSENTIAL THREATS

- Where the PCs are, create a landscape.
- In any local population, create a want, affliction, and/or surplus.

A FEW MORE THINGS TO

DO

- Make maps and charts.
- Turn questions back on the asker or over to the group at large.
- Digress occasionally.
- Elide the action sometimes, and zoom in on its details other times.
- Go around the table.
- Take breaks and take your time.

DECISION-MAKING

In order to play to find out what happens, you'll need to pass decision-making off sometimes. Whenever something comes up that you'd prefer not to decide by personal whim and will, don't. The game gives you four key tools you can use to disclaim responsibility. You can:

- Put it in your NPCs' hands.
- Put it in the players' hands.
- Create a countdown.
- Make it a stakes question.

THE FIRST SESSION

The players have it easy. They have these fun little procedures to go through and then they're ready to play. Your job is harder, you have a lot more to set up than they do. They each have one character to create, you have the whole bedamned world, so you get the whole first session to create it in.

DURING CHARACTER CREATION

While the players are making their characters, here are some things to get out up-front:

- Your characters don't have to be friends, but they should definitely be allies.
- Your characters are unique in Star World.
- You are empowered to establish factions you aren't part of.
- 1-armor can be concealed or built into clothing, 2-armor is obviously armor.
- I'm not out to get you. I'm here to find out what's going to happen. Same as you.

DURING THE FIRST SESSION

- MC the game.
- Describe conflicts and complications.
- Springboard off character creation.
- Ask questions all the time.
- Leave yourself things to wonder about. Note them on the threat map.
- Look for where they're not in control. Push there.
- Nudge the players to have their characters make moves.
- Give every character good screen time with other characters.
- Leap forward with named, human NPCs.
- Hell, have a fight.
- Work on your threat map and essential threats.

THE THREAT MAP

During play, keep notes on the threats in the world by noting them on your threat map.

The innermost circle is for the PCs and their resources. There, list the PCs' gangs, followers, crews, vehicles, and everything else they own that you'll be responsible to play. Most of your essential threats go here.

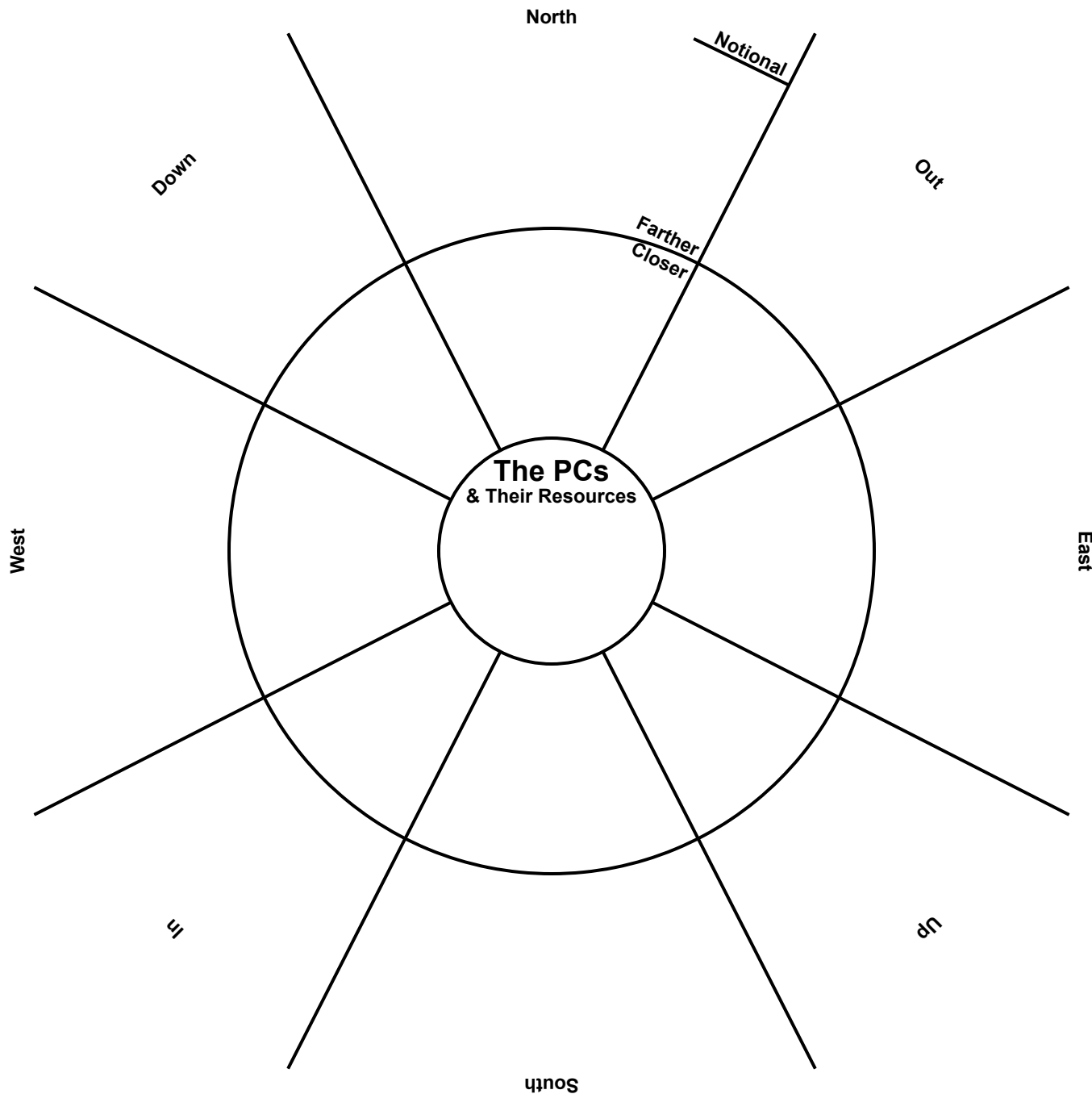
The next circle out, "closer," is for the NPCs that surround them and their immediate landscape. The third circle, "farther," is for things that they would have to travel in order to encounter. Things that they have only heard rumors of, or ideas you have that you have not yet introduced, you can write outside the circle, as "notional."

North, south, east and west are for geography. Up and down are for above and below. In is for threats within the local or surrounding landscape or population, out is for threats originating in the world's psychic maelstrom or even elsewhere.

AFTER THE FIRST SESSION

- Go back over the threat map. Pull it apart into individual threats.
- Consider the resources that are available to each of them, and the resources that aren't.
- Create them as threats, using the threat creation rules.
- Before the second session, be sure you've created your essential threats.

MC REFERENCE SHEET: THREAT MAP, SESSION: _____



RESOURCES

Agriculture, meat, grain, fresh fruit, staple foods, preserved foods, soil, prefabricated building materials, fuel, leisure, medical supplies, personal weapons, munitions, illicit drugs, passengers, slaves, machinery, raw materials, livestock.

TAGS

Well defended, strategic location, secret location, within a grav wave.

I WONDER...

FACTION SHEET: BLANK

Faction: _____

Origin: _____

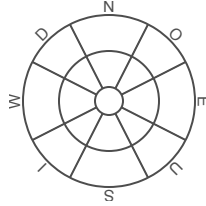
Kind: _____

Impulse: _____

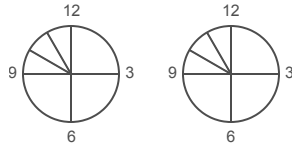
Descriptions & Cast:

Stakes:

Threat Map



Connected Threats



Faction: _____

Origin: _____

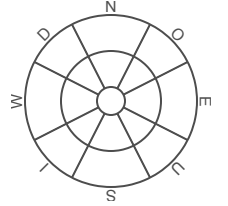
Kind: _____

Impulse: _____

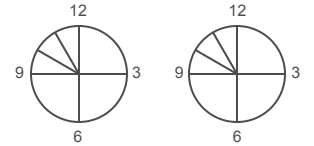
Descriptions & Cast:

Stakes:

Threat Map



Connected Threats



Faction: _____

Origin: _____

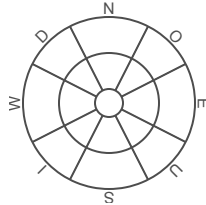
Kind: _____

Impulse: _____

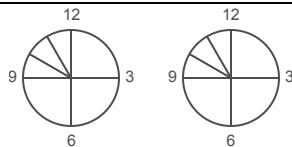
Descriptions & Cast:

Stakes:

Threat Map



Connected Threats



Faction: _____

Origin: _____

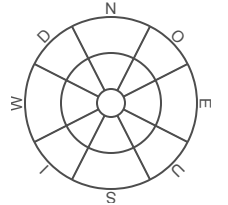
Kind: _____

Impulse: _____

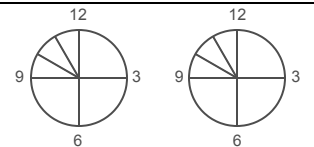
Descriptions & Cast:

Stakes:

Threat Map



Connected Threats



FACTION SHEET: BLANK

Faction: _____

Origin: _____

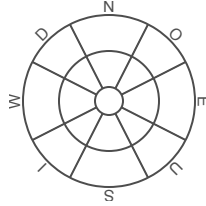
Kind: _____

Impulse: _____

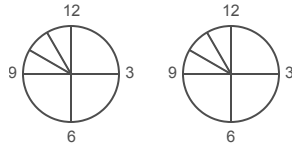
Descriptions & Cast:

Stakes:

Threat Map



Connected Threats



Faction: _____

Origin: _____

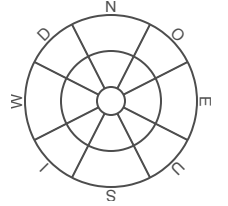
Kind: _____

Impulse: _____

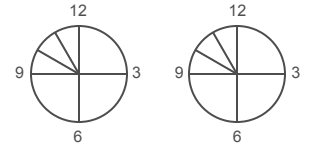
Descriptions & Cast:

Stakes:

Threat Map



Connected Threats



Faction: _____

Origin: _____

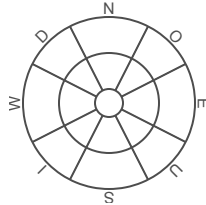
Kind: _____

Impulse: _____

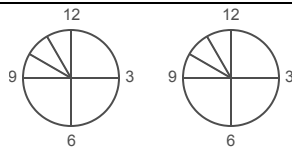
Descriptions & Cast:

Stakes:

Threat Map



Connected Threats



Faction: _____

Origin: _____

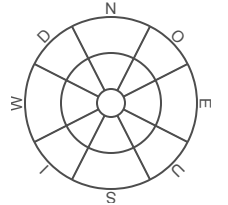
Kind: _____

Impulse: _____

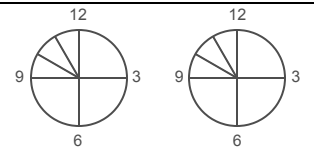
Descriptions & Cast:

Stakes:

Threat Map



Connected Threats



SOLAR SYSTEM SHEET: BLANK

System: _____

Planet / Feature #1: _____

Planet / Feature #2: _____

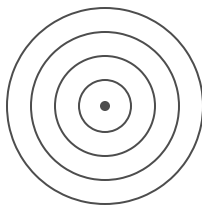
Planet / Feature #3: _____

Planet / Feature #4: _____

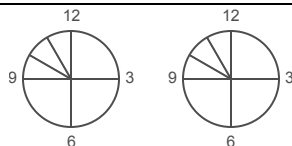
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



System: _____

Planet / Feature #1: _____

Planet / Feature #2: _____

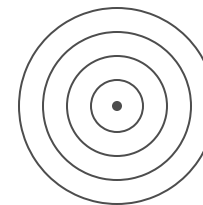
Planet / Feature #3: _____

Planet / Feature #4: _____

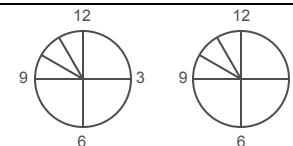
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



System: _____

Planet / Feature #1: _____

Planet / Feature #2: _____

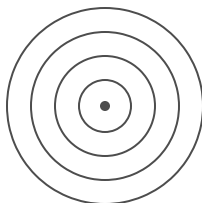
Planet / Feature #3: _____

Planet / Feature #4: _____

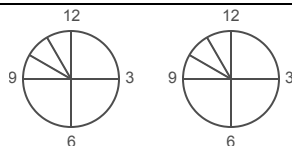
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



System: _____

Planet / Feature #1: _____

Planet / Feature #2: _____

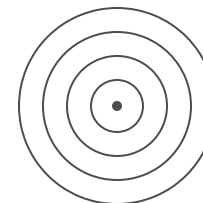
Planet / Feature #3: _____

Planet / Feature #4: _____

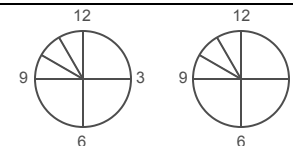
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



SOLAR SYSTEM SHEET: BLANK

System: _____

Planet / Feature #1: _____

Planet / Feature #2: _____

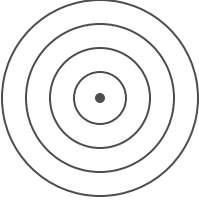
Planet / Feature #3: _____

Planet / Feature #4: _____

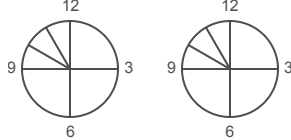
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



System: _____

Planet / Feature #1: _____

Planet / Feature #2: _____

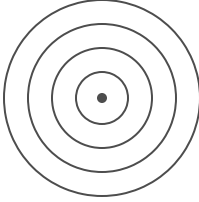
Planet / Feature #3: _____

Planet / Feature #4: _____

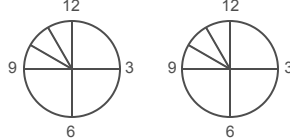
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



System: _____

Planet / Feature #1: _____

Planet / Feature #2: _____

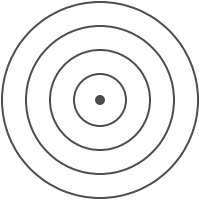
Planet / Feature #3: _____

Planet / Feature #4: _____

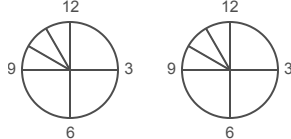
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



System: _____

Planet / Feature #1: _____

Planet / Feature #2: _____

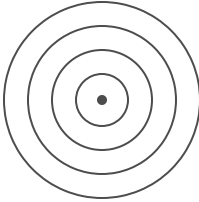
Planet / Feature #3: _____

Planet / Feature #4: _____

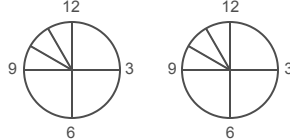
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



REFERENCE SHEET

SAMPLE NPCS

SYSTEM GOVERNOR (Possible Tags: Overconfident, hard to reach, bribable)

BUREAUCRAT (Possible Tags: Boss of his fiefdom, bribable)

NAVAL OFFICER (Possible Tags: Military overconfidence, military support, bound by accords)

PIRATE CAPTAIN (Possible Tags: Wrathful, outlaw, fragile confidence)

REPAIR CHIEF (Possible Tags: Professional, uncouth, busy)

INTERROGATOR (Possible Tags: Skeptical, determined, fanatical)

MERCHANT (Possible Tags: Helpful for a buck.)

MAGNATE (Possible Tags: High stakes, connected)

SAMPLE GROUPS

ADVANCED ASSAULT TEAM

CREW SIZE		Small	CREW TAGS Professional soldiers.
CREW HARM	2	CREW ARMOR	
CREW DETAILS (E.G. NAMES) Sophisticated equipment			

COVERT ASSAULT TEAM

CREW SIZE		Small	CREW TAGS Professional soldiers, stealthy
CREW HARM	2	CREW ARMOR	
CREW DETAILS (E.G. NAMES) Military equipment.			

PIRATE BOARDING PARTY

CREW SIZE		Small	CREW TAGS Criminal inclinations.
CREW HARM	2	CREW ARMOR	
CREW DETAILS (E.G. NAMES) Vacsuits, charge pistols, and vibroknives.			

ORBITAL REPAIR CREW

CREW SIZE		Medium	CREW TAGS Technically inclined.
CREW HARM	1	CREW ARMOR	
CREW DETAILS (E.G. NAMES) Vacsuits, tools.			

REFERENCE SHEET

LIGHT SHIPS

CREW TRANSPORT

Light transport for moving personnel between installations. Ship Option: +1 handling.

SHIP NAME Crew Transport			FRAME 1 - Light
MASSIVE 2	SHIP HANDLING 1	SHIP SPEED 3	SHIP ARMOR 1
SHIP WEAPONS None or Close Armament (5-harm close) and Assault Boarding Capability		SHIP TAGS	

SUPERIORITY FIGHTER

Light superiority fighter. Ship Option: -1 Massive.

SHIP NAME Superiority Fighter			FRAME 1 - Light
MASSIVE 1	SHIP HANDLING 0	SHIP SPEED 3	SHIP ARMOR 2
SHIP WEAPONS Close Armament (5-harm close), +1-armor.		SHIP TAGS	

SURVEY SHIP

Light survey ship. Ship Option: FTL-capable.

SHIP NAME Superiority Fighter			FRAME 1 - Light
MASSIVE 2	SHIP HANDLING 0	SHIP SPEED 3	SHIP ARMOR 1
SHIP WEAPONS Ranged Armament (3-harm close/far), Larger Broadside.		SHIP TAGS	

SMALL SHIPS

DESTROYER

Small warship typically used for merchant escort duties and fleet screening. Ship Option: FTL-capable, +1 speed.

SHIP NAME Destroyer			FRAME 2 - Small
MASSIVE 8	SHIP HANDLING 0	SHIP SPEED 3	SHIP ARMOR 2
SHIP WEAPONS Ranged Armament (4-harm close/far), Larger Broadside.		SHIP TAGS	

SMALL MERCHANT

Small civilian ship typically used for cargo transport. Ship Option: FTL-capable, +Frame2 Massive.

SHIP NAME Small Merchant			FRAME 2 - Small
MASSIVE 12	SHIP HANDLING 0	SHIP SPEED 2	SHIP ARMOR 2
SHIP WEAPONS None.		SHIP TAGS	

REFERENCE SHEET

MEDIUM SHIPS

CRUISER

Medium warship typically used for long-term detached operations. Ship Option: FTL-capable, +1 speed.

SHIP NAME Crew Transport		FRAME 3 - Medium	
MASSIVE 20	SHIP HANDLING 0	SHIP SPEED 2	SHIP ARMOR 2
SHIP WEAPONS Ranged Armament (5-harm close/far), Larger Broadside.		SHIP TAGS	

HEAVY CRUISER

Medium warship typically used for fleet screening. Ship Option: FTL-capable, +1 armor.

SHIP NAME Crew Transport		FRAME 3 - Medium	
MASSIVE 20	SHIP HANDLING 0	SHIP SPEED 1	SHIP ARMOR 3
SHIP WEAPONS Ranged Armament (5-harm close/far), Larger Broadside.		SHIP TAGS	

MEDIUM MERCHANT

Medium ship for large hauling. Ship Option: FTL-capable, +frame2 massive.

SHIP NAME Crew Transport		FRAME 3 - Medium	
MASSIVE 29	SHIP HANDLING 0	SHIP SPEED 1	SHIP ARMOR 2
SHIP WEAPONS None.		SHIP TAGS	

HEAVY SHIPS

BATTLESHIP

Heavy warship typically used for long-term detached operations. Ship Option: FTL-capable, +1 armor.

SHIP NAME Crew Transport		FRAME 4 - Heavy	
MASSIVE 45	SHIP HANDLING 0	SHIP SPEED 0	SHIP ARMOR 4
SHIP WEAPONS Ranged Armament (6-harm close/far), Larger Broadside.		SHIP TAGS	

HEAVY MERCHANT

Heavy ship used for bulk transport. Ship Option: FTL-capable, +frame2 massive.

SHIP NAME Crew Transport		FRAME 4 - Heavy	
MASSIVE 61	SHIP HANDLING 0	SHIP SPEED 1	SHIP ARMOR 3
SHIP WEAPONS None		SHIP TAGS	

REFERENCE SHEET

CAPITAL SHIPS

DREADNOUGHT

Capital warship typically used in fleet operations. Ship Option: FTL-capable, +1 armor.

SHIP NAME Dreadnought		FRAME 5 - Capital	
MASSIVE 100	SHIP HANDLING 0	SHIP SPEED 0	SHIP ARMOR 5
SHIP WEAPONS Ranged Armament (7-harm close/far), Larger Broadside, Divide Fire.		SHIP TAGS	

SUPER CAPITAL SHIPS

SUPER DREADNOUGHT

Super capital warship typically used in fleet operations. Ship Option: FTL-capable, +1 armor.

SHIP NAME Super Dreadnought		FRAME 6 - Super Cap.	
MASSIVE 130	SHIP HANDLING 0	SHIP SPEED 0	SHIP ARMOR 6
SHIP WEAPONS Ranged Armament (7-harm close/far), +1 armor, Divide Fire.		SHIP TAGS	

ARCHAIC WARSHIPS

These ships are especially old, and feature 1 less ship option and 1 less war option than their sizes normally allow.

CUTTER, ARCHAIC

SHIP NAME Cutter, Archaic		FRAME 1 - Light	
MASSIVE 2	SHIP HANDLING 0	SHIP SPEED 3	SHIP ARMOR 1
SHIP WEAPONS Close Armament (5-harm close).		SHIP TAGS	

DESTROYER, ARCHAIC

SHIP NAME Destroyer, Archiac		FRAME 2 - Small	
MASSIVE 8	SHIP HANDLING 0	SHIP SPEED 2	SHIP ARMOR 2
SHIP WEAPONS Close Armament (6-harm close).		SHIP TAGS	

CRUISER, ARCHAIC

SHIP NAME Cruiser, Archiac		FRAME 3 - Medium	
MASSIVE 8	SHIP HANDLING 0	SHIP SPEED 1	SHIP ARMOR 2
SHIP WEAPONS Close Armament (7-harm close).		SHIP TAGS	

DETAILED FACTIONS

Faction: Cygni Combine

Origin: Cyngi

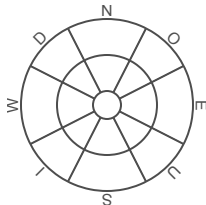
Kind: Psion dominated

Impulse: _____

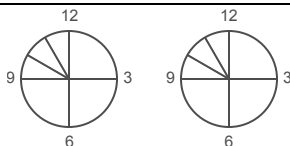
Descriptions & Cast:

Stakes:

Threat Map



Connected Threats



Faction: _____

Origin: _____

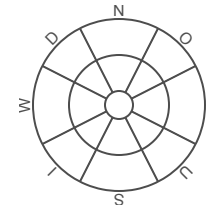
Kind: _____

Impulse: _____

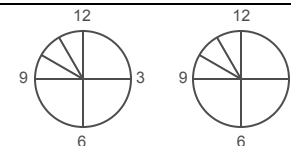
Descriptions & Cast:

Stakes:

Threat Map



Connected Threats



Faction: _____

Origin: _____

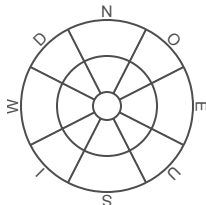
Kind: _____

Impulse: _____

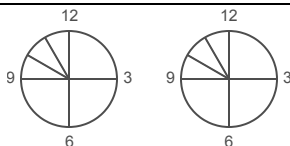
Descriptions & Cast:

Stakes:

Threat Map



Connected Threats



Faction: _____

Origin: _____

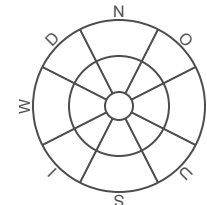
Kind: _____

Impulse: _____

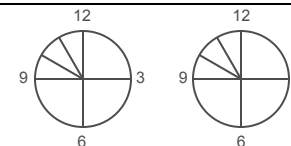
Descriptions & Cast:

Stakes:

Threat Map



Connected Threats



DETAILED SOLAR SYSTEMS

System: Mobius

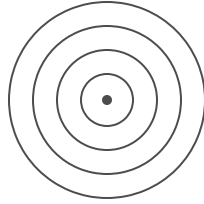
Planet: Mobius

Feature: Asteroid Belt

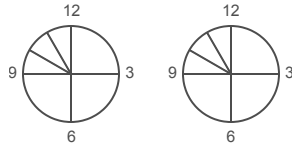
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



System: Montana

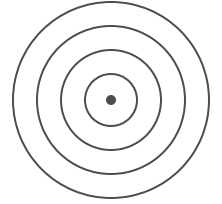
Planet: Montana

Feature: Asteroid Belt

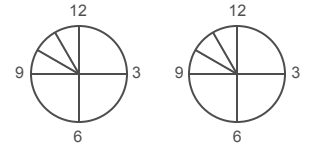
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



System: New Tuscany

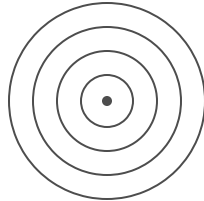
Planet: Tuscany

Feature: Asteroid Belt

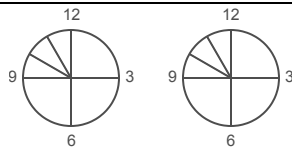
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



System: Nova Terra

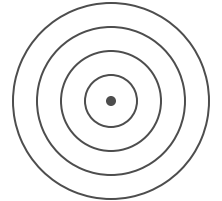
Planet: Terra Prime

Feature:

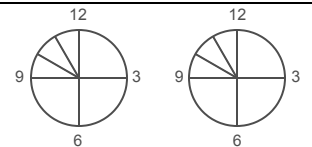
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



DETAILED SOLAR SYSTEMS

System: Old Earth

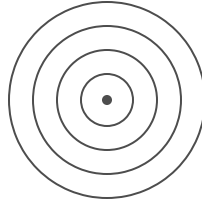
Planet: Earth

Feature: Martian Orbital Yards

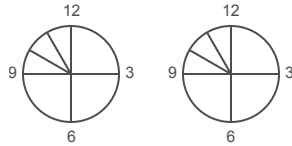
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



System: Spindle

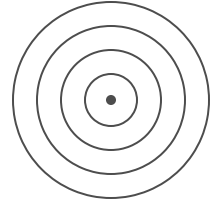
Planet: Spindle

Feature: Asteroid Belt

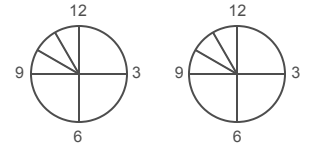
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



System: _____

Planet / Feature #1: _____

Planet / Feature #2: _____

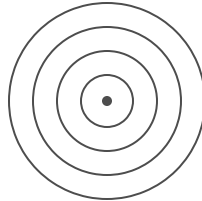
Planet / Feature #3: _____

Planet / Feature #4: _____

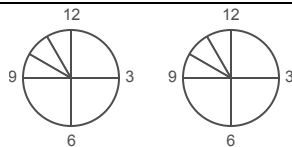
Descriptions & Cast:

Stakes:

Solar System



Connected Threats



System: _____

Planet / Feature #1: _____

Planet / Feature #2: _____

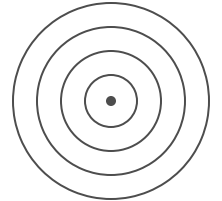
Planet / Feature #3: _____

Planet / Feature #4: _____

Descriptions & Cast:

Stakes:

Solar System



Connected Threats

