VANGUARD

Name:

Look:

Duty & Rank

Your Organization commands you, and you have a duty to them. As a group of semi-autonomous Specialists, your Crew will be given missions by your Organization that furthers their agenda, purpose, or duty.

Duty: ☑☑☑☑☑

Rank:

Describe your Organization and their purpose. The SM will detail them as a Bonded (+2) Group. Your Crew starts at Rank -1.

Organization:

When the Duty Clock is full, increase your Rank by 1, to a maximum Rank of +3. **When you fail a mission set by your Organization**, the SM will tell you one of the following:

- *Your failure has affected many in your Organization, and your reputation takes a hit. Reduce your Organization's Disposition by 1.*
- *Your failure goes on your permanent record. Reduce Duty by 1. If your Duty is at 0, reduce Rank by 1 to a minimum rank of -1.*

Maintenance

Clear ☑☑☑☑
+1   0   -1   -2   -3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. **When the Maintenance Fuse is full**, clear it and check Maintenance Past Due.

When you roll the Ship Payment Move and choose Pay the Bills, reset the Maintenance Fuse and clear Maintenance Past Due.

☑ Maintenance Past Due

While Maintenance Past Due is checked, all rolls involving the Ship and its systems are at Disadvantage.

We're Hit!

When your Ship takes Damage, mark of one of the options below for each point of Damage your Ship suffers. **When your ship takes Damage and there are no options to mark off**, your Ship is destroyed.

When you perform spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are in immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a Move better suited to the job.

When you roll your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

☑ Superficial Damage

Carbon scoring, melted plating, or scratched paint—Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

☑ Direct Hit   ☑ Spot Repairs

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform Spot Repairs on a Direct Hit, you restore normal operations. Negate Disadvantage from Direct Hit.

☑ Hull Breach   ☑ Spot Repairs

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized—the SM will tell you which sections.

When you perform Spot Repairs on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support. Any rolls that require physical exertion are at Disadvantage.

☑ Adrift   ☑ Spot Repairs

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void and easy pickings for enemies. If you're currently in a planet's atmosphere or gravity well, prepare for a crash landing.

When you perform Spot Repairs on Adrift, you manage to restore power—barely. You must roll Listing in Space to get back to a spaceport.

Vanguard Ship Moves

Hyperdrive

When you power up your Hyperdrive to jump to a Remote or closer star system, roll+Alien. **On a 10+**, you travel with no complications. **On a 7-9**, you get there, but it's a rough ride. Choose 1. **On a 6-**, you get there, but the SM chooses 2:

- *You have to maneuver and work the drive hard to avoid the worst hyperspace turbulence, Mark 1 Maintenance.*
- *You don't come out exactly where you expected.*
- *Your ship sustained 1 Damage, Penetrating during the trip.*
- *You've picked up an unlikely passenger.*
- *The SM asks each Crew Member a question from The Abyss Stares Back.*

Chain of Command

When you give your subordinate(s) a command they are disinclined to follow, or that puts them into direct danger, roll+Stalwart.

If they are an NPC:
On a 10+, choose 3. On a 7-9, choose 2:

- *They will do their duty to the best of their ability.*
- *They don't get hurt or killed.*
- *You don't have to make an example of someone.*
- *You won't have to pay for it later.*

If they are a PC:
On a 10+, choose 2. On a 7-9, choose 1:

- *They mark XP if they do it.*
- *They have to Keep Their Cool to disobey your Order.*
- *They have Advantage going forward to follow your Order.*

Silent Running

When you engage your ship's Stealth Systems to avoid detection, roll+Slick. **On a 10+**, choose 1. **On a 7-9**, choose 1, but Discharge your Stealth Systems. You can't roll this Move again until you recharge your Stealth Systems.

- *You move past hostile scans or searches without detection.*
- *You get the drop on an unsuspecting enemy.*
- *You open up an opportunity to escape.*

Any aggressive action while using your Stealth Systems reveals your location.

Ship Payment - Mission Complete

When your Crew successfully completes a Mission and is debriefed by their superiors, roll+Rank.

On a 12+, your superiors are extremely impressed, choose 4.

On a 10-11, you are commended for your service, choose 3.

On a 7-9, your work is recognized, choose 2.

On a 6-, Your failures are focused on, or someone else steals your glory. Choose 1, or choose 2 and a confrontation with a rival within your Organization.

- *You make the right connections within your Organization, increase Duty by 1.*
- *You bring your ship in for service. Reset the Maintenance Fuse.*
- *You get the Ship patched up. Remove all Damage from the Ship.*
- *You requisition an Upgrade for your Ship.*
- *You requisition a new Vehicle, roll Test Drive.*
- *You collect your Salary and have off-duty time to spend it, each Crew Member rolls on Hey Big Spender.*

After you've made your selections and resolved any follow-up moves, You've used up your off-duty time, and another mission awaits.

Listing in Space

When you try to limp back to the nearest spaceport while Spot Repairs is checked on Adrift, roll+Maintenance Fuse. **On a 10+**, you make it, hungry, cold and tired. **On a 7-9**, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress. **On a 6-**, you're stuck. You either crash on a barely habitable planet or trigger a distress beacon and await rescue or capture.

Vanguard Ship Upgrades & Modules:

Your ship starts with 2 Upgrade points to buy your starting Modules and may have up to a maximum of 6 Modules installed.

When you buy an Upgrade for your ship, check an Upgrade box. **When all Upgrade boxes for a Module are filled**, that Module is installed in your ship.

If you are at the maximum number of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. You don't get a discount on the new module if you trade in your old junk.

☑☑☑ Redundant Systems   Damage: ☑☑☑
3 Upgrades

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

☑ Sensor Array
1 Upgrade

Advanced sensors allow your ship to quickly acquire and analyze massive amounts of data. You have Advantage to Scope It Out using your ship's sensors.

Additionally, **when you scan a ship or station**, you may ask one of the following questions instead of the standard Scope It Out questions:

- *What modules do they have?*
- *Where are they weak?*
- *Where are they strong?*

☑ Autodoc Surgery
1 Upgrade

An Autodoc can treat simple injuries or wounds. Unsympathetic, rough Surgery in an Autodoc heals the "I'm hurt bad" Harm. For more unusual maladies, an expert is required.

☑ Research Lab
1 Upgrade

A high-tech lab equipped with advanced equipment and databanks for studying unusual phenomena and experimenting with exotic materials. **When trying to solve a scientific mystery or conundrum in the Research Lab** you have Advantage.

In addition, **if you use the Research Lab to spend time working on a Personal Project that involves advanced or experimental science**, mark an extra Tick.

☑☑ Armory
2 Upgrades

An installed Armory not only accommodates the Crew's Gear, but is equipped with an advanced matter configuration system that can replicate Gear based on blueprints. If one Crew Member owns a piece of Basic, Advanced, Specialist, or Illegal Gear, anyone may choose it in their Loadout.

☑☑☑ Stealth Systems   ☑ Discharged
3 Upgrades, Discharge

Emission tanks, heat sinks, and refractive plating make your ship invisible to other ships' sensors, allowing your ship to hide or slip by unnoticed. **When you engage your Stealth Systems**, roll Silent Running.

☑ Targeting Computer
1 Upgrade

The Targeting Computer houses a semi-self-aware Virtual Intelligence that is capable of calculating projectile trajectory and velocity to assist the ship's weapon targeting systems when engaging enemies. Describe the VI and choose between 1 and 2 personality traits from below.

> *Bloodthirsty, Pacifist, Posh, Crude, Indecisive, Curious, Thoughtful, Lonely*

When you work with the targeting VI to engage enemies with your Ship Weapons, you have Advantage.

☑ Shielding   ☑ Discharged
1 Upgrade, Discharge
When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship.

☑ Lasers   ☑ Discharged
1 Upgrade, 1 Damage, Broadside, Engaged, Cannonading, Discharge.

Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

☑ Missiles
1 Upgrade, 2 Damage, Broadside, Engaged

Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 kilometres, but their explosive capacity makes them dangerous in close range.

☑ Plasma Cannon   ☑ Discharged
1 Upgrade, 3 Damage, Engaged

Plasma cannons fire boiling balls of superheated gas at high speeds. The volatility of the plasma makes it impossible to use at Broadside range, but a devastating weapon at Engaged range.

☑☑☑ Railgun
3 Upgrades, 4 Damage, Engaged, Cannonading, Penetrating

Railguns propel small, high density slugs at extremely high velocity for devastating effect.

☑ Overcharge   ☑ Discharged
1 Upgrade, Discharge

Overcharge allows you to disable safety protocols and fire your weapons more rapidly, delivering more Damage.

After you make an attack with your Ship weapons, you may choose to Discharge Overcharge and add 2 Damage before applying any modifiers like Discharging a weapon to double its Damage.

Bays & Crew:

You start with a Vehicle Bay and Crew Quarters. You may purchase a Squadron Bay and Barracks later for the requisite amount of Upgrades. Bay and Crew upgrades don't count towards your number of Modules.

Vehicle Bay:

Your vehicle Bay starts with 1 of the following Vehicles, and you may store Vehicles you gain later in your Vehicle Bay. You may have more than 1 of each Vehicle type.

- *Speeder: 1 Hit, +Responsive, +Speedy, -Fragile, -Cramped*
- *Passenger Vehicle: 1 Hit, +Reliable, +Inconspicuous, +Spacious, -Fragile*
- *Military Vehicle: 2 Hits, +Reliable +Armored, +Equipped 1, -Sluggish*
- *Shuttle: 2 Hits, +Spacious, +Armored, +Spacefaring, -Ponderous*

☑☑☑ Squadron Bay:

3 Upgrades

Your Squadron Bay has a suite of 8 Fighters and/or Armatures. Describe them. The Squadron Bay also includes a squad of pilots for your attack vehicles. Give names to a few notable squad members, and if one of the player characters isn't the squadron leader, create a leader NPC.

- *Pilots: Disciplined, Trained, Brash, 10 Health, 1 Harm*

Crew Quarters:

You have a section of the ship dedicated to the living and recreational requirements for 15 to 20 crew members who operate and maintain the ship. Describe them.

- *Crew: Disciplined, Trained, Naive, 20 Health, 1 Harm*

☑ Barracks:

1 Upgrade

You have a barracks with a squad of well-trained soldiers. Describe them. Soldiers can be directed to provide support, attack a location or hold a location. Name a few notable members of the squad. If the squad isn't led by a PC, create a leader NPC.

- *Soldiers: Disciplined, Trained, Cold, 30 Health, 2 Harm*