one minute until

ver."00.02.02"

sleepers

wake up

The moons of Jupiter

Dream of freedom

from blood is born

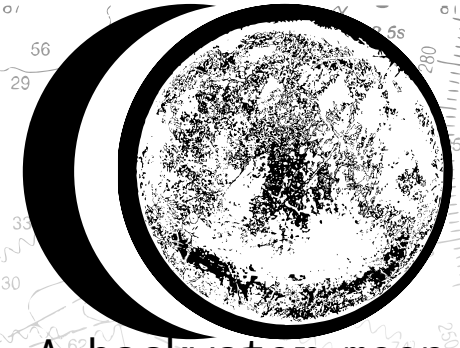
broken chains

wake up

The Business

I've seen things you people wouldn't believe...
Attack ships on fire off the shoulder of Orion...
I watched C-beams glitter in the dark near the Tannhäuser Gate.

All those moments will be lost in time, like tears in rain...
Time to die.



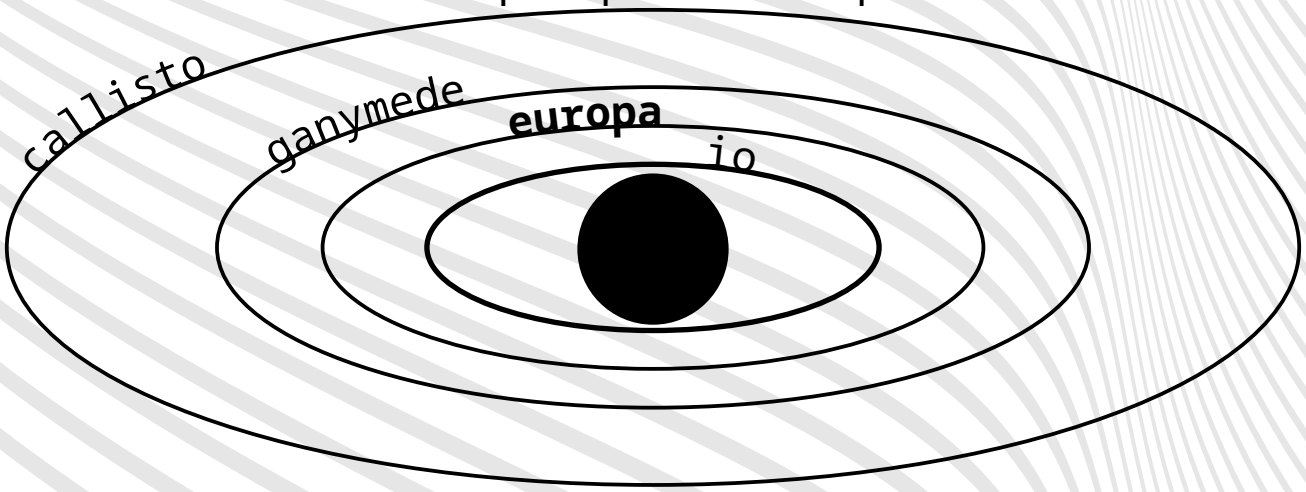
Europa. A backwater moon long forgotten by most of humanity. Previously a research outpost, Europa was militarized by the Navy who uses the moon and surrounding orbits as a stepping stone to the outer reaches of the Sol system.

The engines of war reignited.

30 years ago and the United States of America sought to reclaim Europa as a key asset for the war in the dark expanse beyond Jupiter. The Jovians refused reintegration into the Union and were bombarded from orbit, resulting in **The Flood.** Europa's icy crust was majorly destroyed, dooming the towers anchored beneath it to the abyss below...

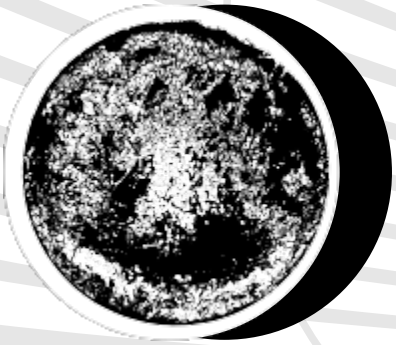
The year is 2359. Survivors of The Flood subsist on the surface, living meagerly on the open ocean. Military and Corpo personnel build installations and monitor the moon from watchglasses above.

Jupiter completes 1 rotation around its axis in 10 hours.
Europa completes 1 rotation around Jupiter in 84 hours.
Europa is tidally-locked with Jupiter, meaning one side is always facing Jupiter and the other facing the deep expanse of space.



These conditions are completely disorienting to humanoids living on the surface and they need many accomodations to survive healthily. People track time in Martian Sols, a convention familiar to spacefarers. All buildings and ships are equipped with blackout shutters used when Europan nights don't align with people's circadian rhythm. High pressure sodium vapor lamps dapple the surface of the moon while people work below.

These amber lamps constantly run on the dark side of Europa, where the conditions are especially hazardous. Aside from a few military or corpo installations, few people live beyond the horizon. The few that do are usually deserters or outlaws.



MAN MACHINE

Born in the image of God

God's image shows its age in the epoch of space travel. Enclosed ships support sedentary lifestyles; zero gravity atrophies the body; terraformed planets have thin atmospheres, belaboring every breath. What ails the body, ails the mind...

There was once a golden age of exploration. That age is long past.

Humanity rests on its' laurels and languishes in darkness.

Made from the mind of Man.

Humanoid robots, Replicants as they are known, were supposed to bridge heaven and earth. But they inherit orignal sin. Replicants are made with various wetware components harvested from unwilling victims. For this reason, Replicants express similar idiosyncracies as their donors. They labor regardless..

Over 400 years, the purchasing power of the eurodollar was ground into nothingness. This was by design. Year by year, citizens of the Sprawl were priced out of life and forced to sell themselves into indentured servitude. Some attempted to preserve their capital in gold, land, water, or cryptocurrencies. All attempts were futile. There was some hope on the frontier, high latency communication stalled realtime financial transactions and many planets adopted pre-industrial bartering systems.The future was in the frontier; the masses went spacebound in droves hoping for a more prosperous life. Universally valuable, energy quickly became accepted as a new informal currency. Individuals trade batteries. Frontier Daegieobs trade shipping containers of controlled fission material.

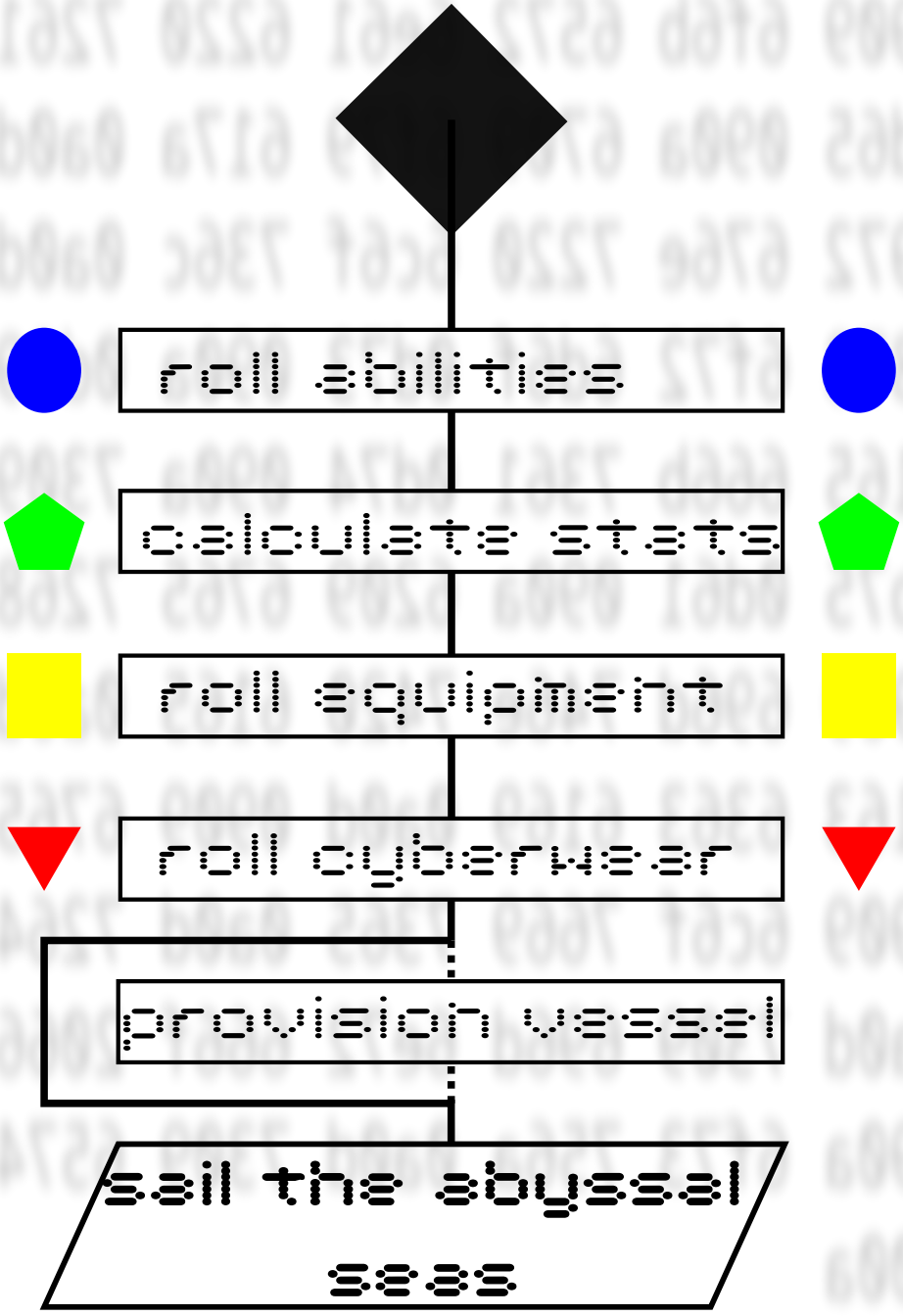
Fill up both your tanks

BENSINS

*moorings available on reservation

no smoking or vaping near fuel lines

POLESTAR PERILCANI CAPTAIN



ABILITIES

Roll **3D6** six times. Record the resulting scores. Discard the rolls

Roll:	1-4	5-6	7-8	9-12	13-14	15-16	17-20
Score:	-3	-2	-1	0	1	2	3

Presence >> intimidate and shoot

Agility >> steer, sprint, spray

Cool >> stay collected and charming

Knowledge >> ciphers, codes, keys, passcodes

Toughness >> endure pain and hardship

Strength >> push, pull, punch, kick

ABILITIES

Allocate each score to an ability, using each score only once. Ability scores may later be modified by environmental conditions, equipment, and leveling up.

CHECKS

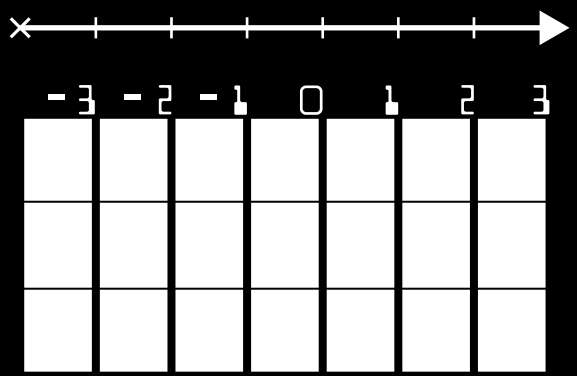
Pass a check by rolling **2D6** plus the relevant Ability Score and passing the **Difficulty Value(DV).** Normal difficulty checks are **DV8.** Other variables may influence the check's **DV**. Contested Checks pit two character's checks against eachother. Checks that use an Ability Score are prepended with the Score's initial (e.g. **TDV8**)

HP: 12 + Toughness

Armor: 6 + Presence

Humanity: 6 + Cool

Inventory: Strength



Humanity degrades with excessive use of cyberwear. Replicants with less than 0 Humanity fall into Cyberpsychosis.

Inventory capacity may not be exceeded. Worn clothing and items held in hands or offhands do not count towards inventory limit. Installed cyberwear does not count towards inventory limit.

[This Page Intentionally Left Blank]

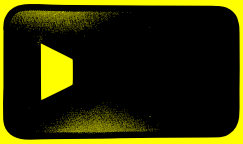
EQUIPMENT

```
      |
     /~\
0xxxxx|  (|==========================================----
 \____/\_/
      |
```

Roll 1d6

dagger | agility | 1dmg
----> no one wins: always deal at least 1 damage attacking or defending

baton | strength | 2dmg
----> clubbed to death: defenders hit take next action at disadvantage



shield | strength | 1dmg
----> crowd control: if defender lost by more than 3, move defender

rapier | agility | 3dmg
----> feint: (called action) trigger a riposte from defender and deal agility score + 6 dmg

katana | presence | 3dmg
----> paring: (called action) dismember at disadvantage

sledge hammer | strength | 4dmg
----> crush: ablate armor by 2

EQUIPMENT

Roll 1d6

3D-printed shotgun | cool | 8dmg | 1 shot
----> ghost gun: discard after use.
self damage on crit fail.

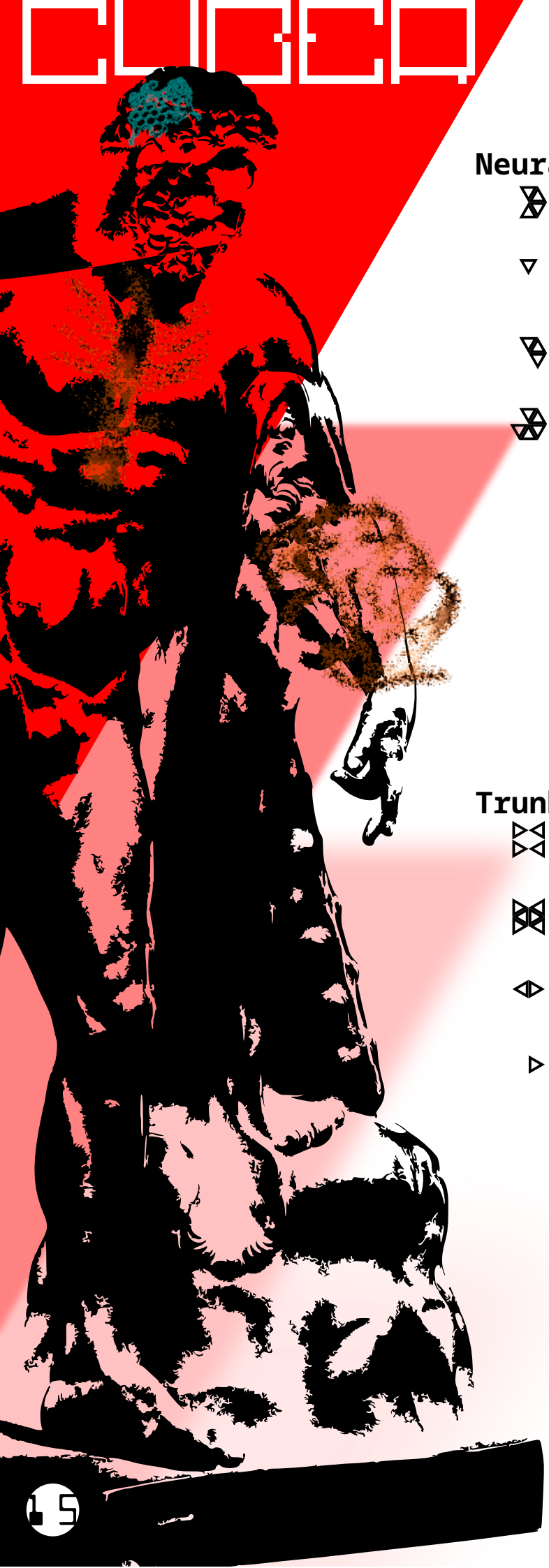
revolver | presence | 6dmg | 6 shots
----> DRAW!: shoot another bullet at -1dmg
(can be taken multiple times)

butterfly SMGs | presence | 6dmg | 20 shots
----> pray: spend 10 bullets and force opponent to move or take **ADV12** 4dmg

flechette pistol | presence | 4dmg | 12 shots
----> pepper: spend 1 bullet to deal 1dmg after successful melee attack

line rifle | presence | 8dmg | 4 shots
----> boarding: load and fire a line shot

laser cannon | knowledge | 8dmg | 4 shots
----> overload: spend **X** rounds overloading, then fire **X** shots as one



Neuralware: Roll 1D4

|01. Predictive Reasoning Unit
use a STAR on a check you can see

|02. Register Flush
burn a STAR; reroll remaining STARS

|03. Ballistic Targeting System
add a STAR to a ranged attack

|04. Program: Panic
deal STAR as dmg
to artificial enemy

Trunkware: Roll 1D4

|01. Thresher Adrenal Gland
regen 2X STAR HP

|02. Spartan Cell Death
subract 1D6 HP; add as STAR

|03. Doubly-Mylelinated Nerves
+6 agility in contested checks

|04. Mirror Copy [PROTOTYPE]
realtime conciousness backup chip

Limbware: Roll 1D4

|01. Grappling Hook

|02. Pop-up weapon slot

hidden slot for 1-handed weapons

|03. Monofilament Whip

cool | 2dmg | grapple on hit

|04. Carbon Claws

agility | 1dmg

Borgware: Roll 1D20

|01. Cyberoptic Array

passive night vision, infrared, virtuality

neuralware. -3 humanity, +2 presence

|02. Machine Arms

immediate access to offhand items

trunkware. -2 humanity

|03. Twin Mind

brain is shared with helm AI

neuralware. -4 humanity

|04. Gross Assimilator

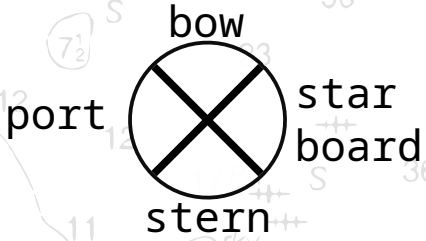
kill a replicant; take their STARs

limbware. -1 humanity

```
mmmmm                                  "                "
#   "#   m mm   mmm    m   m   mmm     mmm    mmm     mmm    m mm
#mmm#"   #"  " #" "#   "m m"     #    #   "     #    #" "#  #"  #
#        #     #   #    #m#      #     """m     #    #   #  #   #
#        #      "#m#"    #     mm#mm   "mmm"   mm#mm  "#m#"  #   #
```

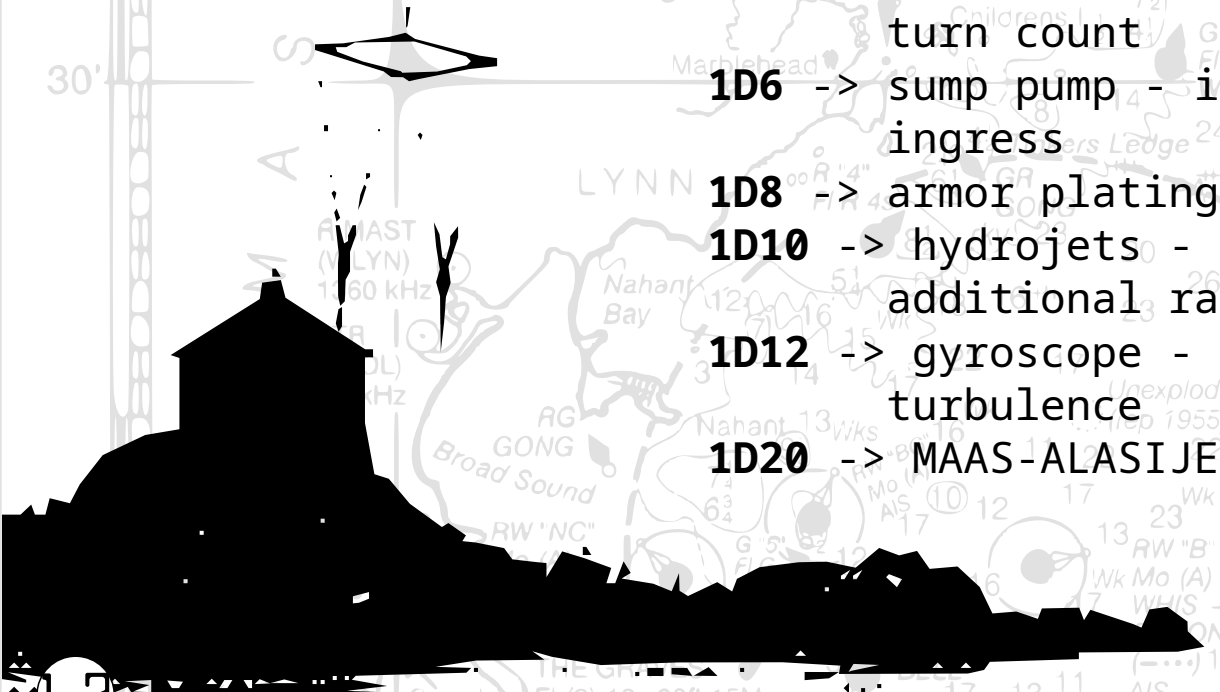
Roll **1D12** for the 4 sections of the vessel:

|01. shipping container
|02. LNG tank
|03. tactical jetski
|04. covered life raft
|05. cannon
|06. torpedo
|07. harpoon
|08. helicopter pad
|09. trawling nets and lobster pots
|10. pump and high pressure water hose
|11. deck gun
|12. crane arm and winch



Ship upgrades on 1s:

1D2 -> deep tanks - +2 fuel capacity
1D4 -> fire supression system - subtract 1D4 from fire turn count
1D6 -> sump pump - ignore water ingress
1D8 -> armor plating - +2SHP
1D10 -> hydrojets - move an additional range
1D12 -> gyroscope - ignore turbulence
1D20 -> MAAS-ALASIJE HELM AI

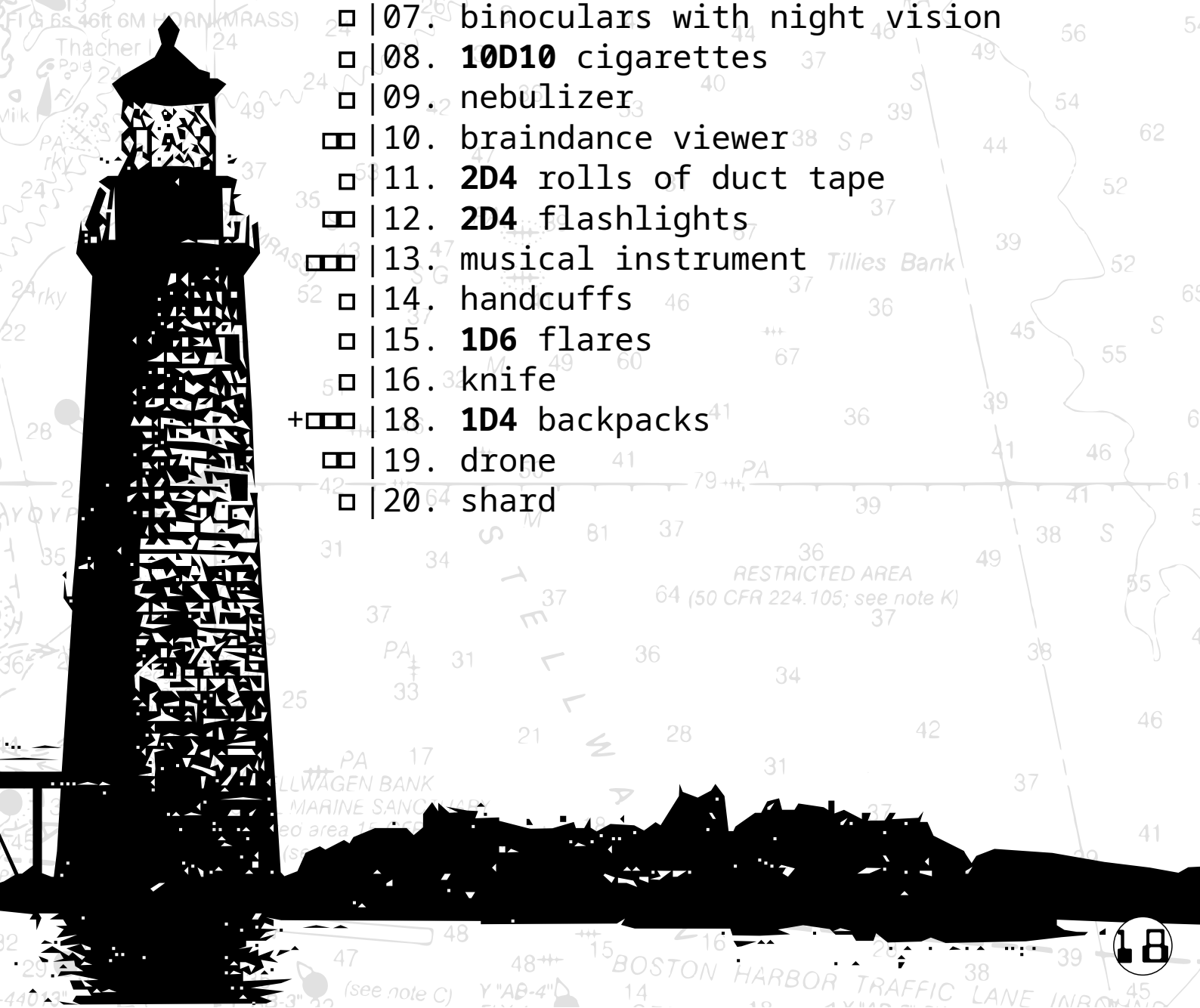


```
 mmmm  #          "
#"   " # mm   mmm    mmmm
"#mmm  #"  #   #    #" "#
    "# #   #   #    #   #
"mmm#" #   #  mm#mm  ##m#"
                     #
                     "
```

1D6 fuel (typical fuel capacity is 6)
6D6 meals

Roll **5D20** for items:

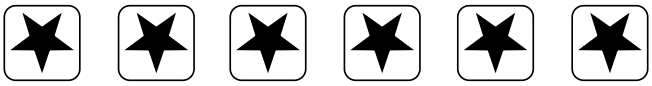
- ☐☐ |01. **1D6** lengths of rope
- ☐☐ |02. oxygen torch
- ☐ |03. **1D4** breathing masks
- ☐ |04. **1D4** first aid kits
- ☐ |05. **6D6** alcohol
- ☐☐☐ |06. grappling hook
- ☐ |07. binoculars with night vision
- ☐ |08. **10D10** cigarettes
- ☐ |09. nebulizer
- ☐☐ |10. braindance viewer
- ☐ |11. **2D4** rolls of duct tape
- ☐☐ |12. **2D4** flashlights
- ☐☐☐ |13. musical instrument
- ☐ |14. handcuffs
- ☐ |15. **1D6** flares
- ☐ |16. knife
- +☐☐☐ |18. **1D4** backpacks
- ☐☐ |19. drone
- ☐ |20. shard



STAR

Replicants have a couple peculiarities in their making

Roll **1D6** six times. Record the results



SQUALL VS. TAO

JUDGE VS. ARMSTRONG

MORDE VS. SLIM

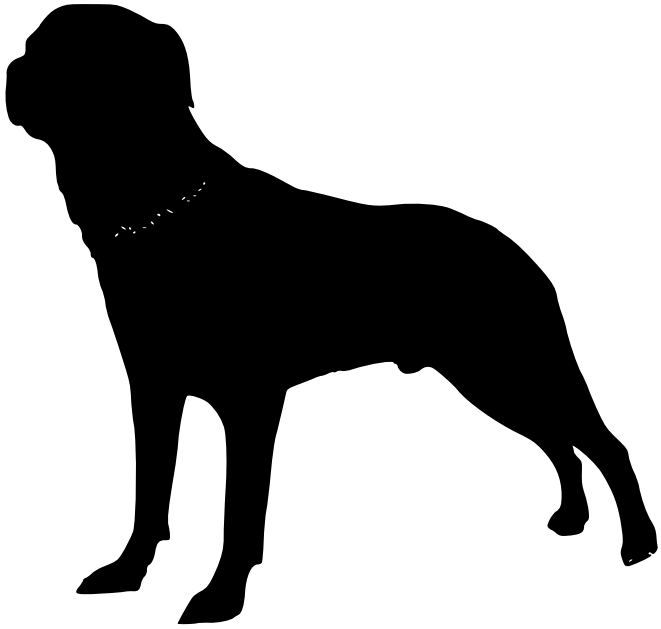
26.01.59

FIRST FIGHT - 21:00

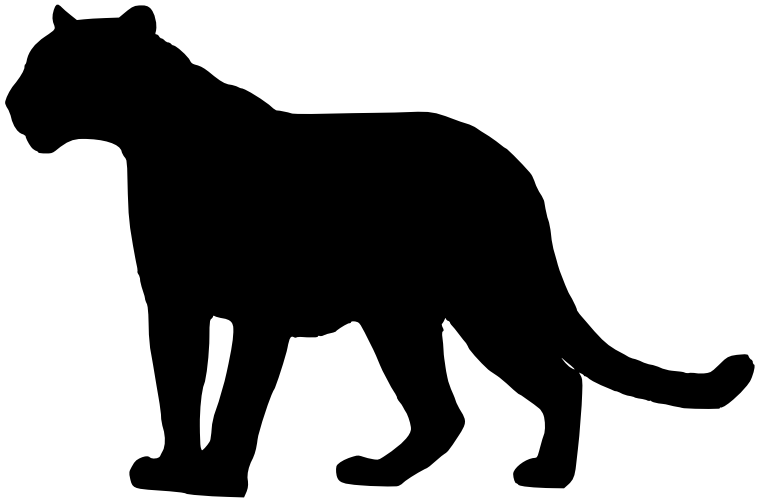
LIVE AT THIS VENUE

DAMASCUS BLOODSPORTS

Better than Real



Better than Luxury



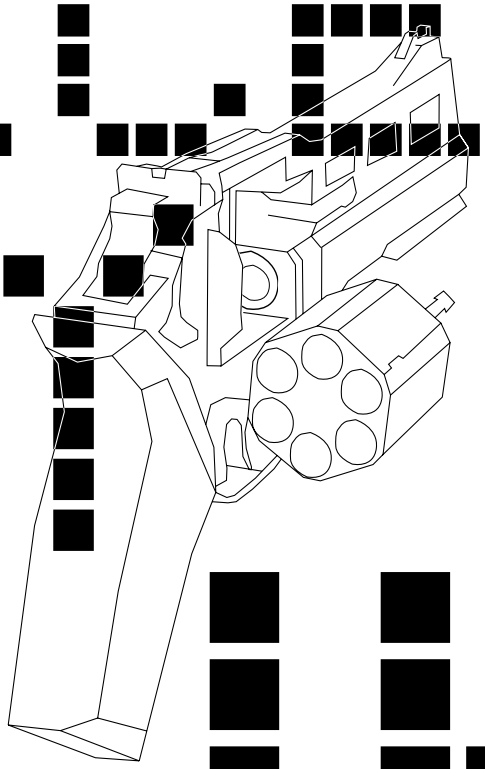
Cyber-mastiffs and Displacer Panthers available for sale

Contact sales@hexcat.net for a quote

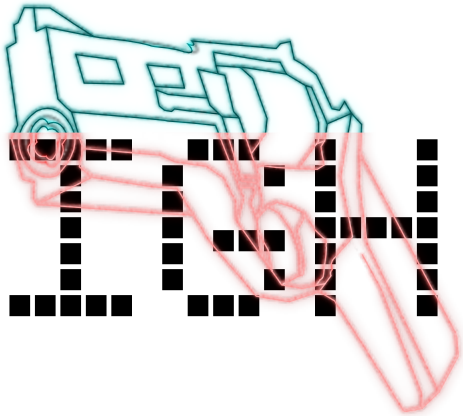
HEXCAT

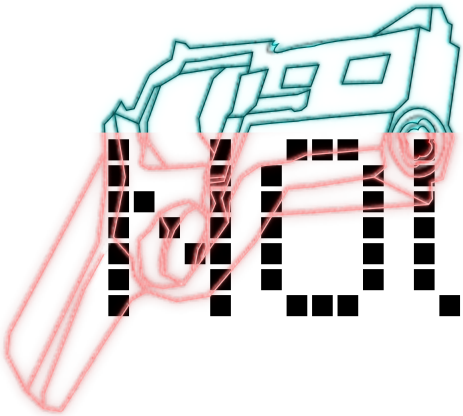
YOUU INDUSTRIES

LOWEST PRICE!



BUTTER PUTTER





RIGHT NOW

Facedown:

Contested cool check.

Loser backs down or

takes +**2DV** in combat

Inititative:

Roll **1D6**:

| 1-3 enemies act first

| 4-6 allies act first

Individuals - agility check

attack | **defend**

2D6 + weapon ability score + weapon damage **VS.** armor + agility score + toughness score

Successful Defense: (Choose 1)

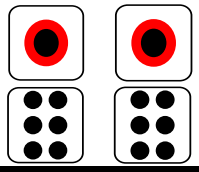
- Riposte: subtract weapon ability score and weapon damage from attacker HP
- Disengage: free movement

Successful Attack:

- Subtract (attack - defense) from enemy HP
- Ablate defender armor by 1

CRIT

- Roll **1D4** on crit table, add **1D4** for every critical injury defender has.



-> Apply to attacker

-> Apply to defender

Movement and Range:

Movement is abstracted. Characters are either: in range, able to move in range, or out of range. Contested movement is resolved with an agility check

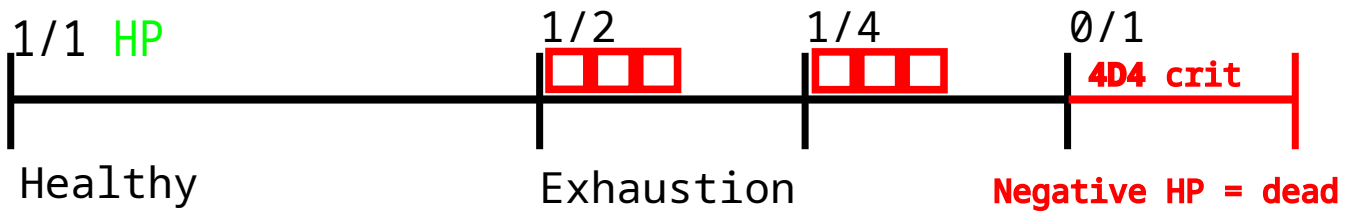
STAR DIE:

Instead of rolling, expend a STAR...

- on an attack
- on an ability check
- regenerate HP out of combat

< 0 Humanity : **Forfeit Character to Operator.**

Humanity subtracted by cyberwear or experiencing traumatic events.



After Combat:

- Restore all armor
- Reload weapons
- use a STAR to regen HP

Upgrade:

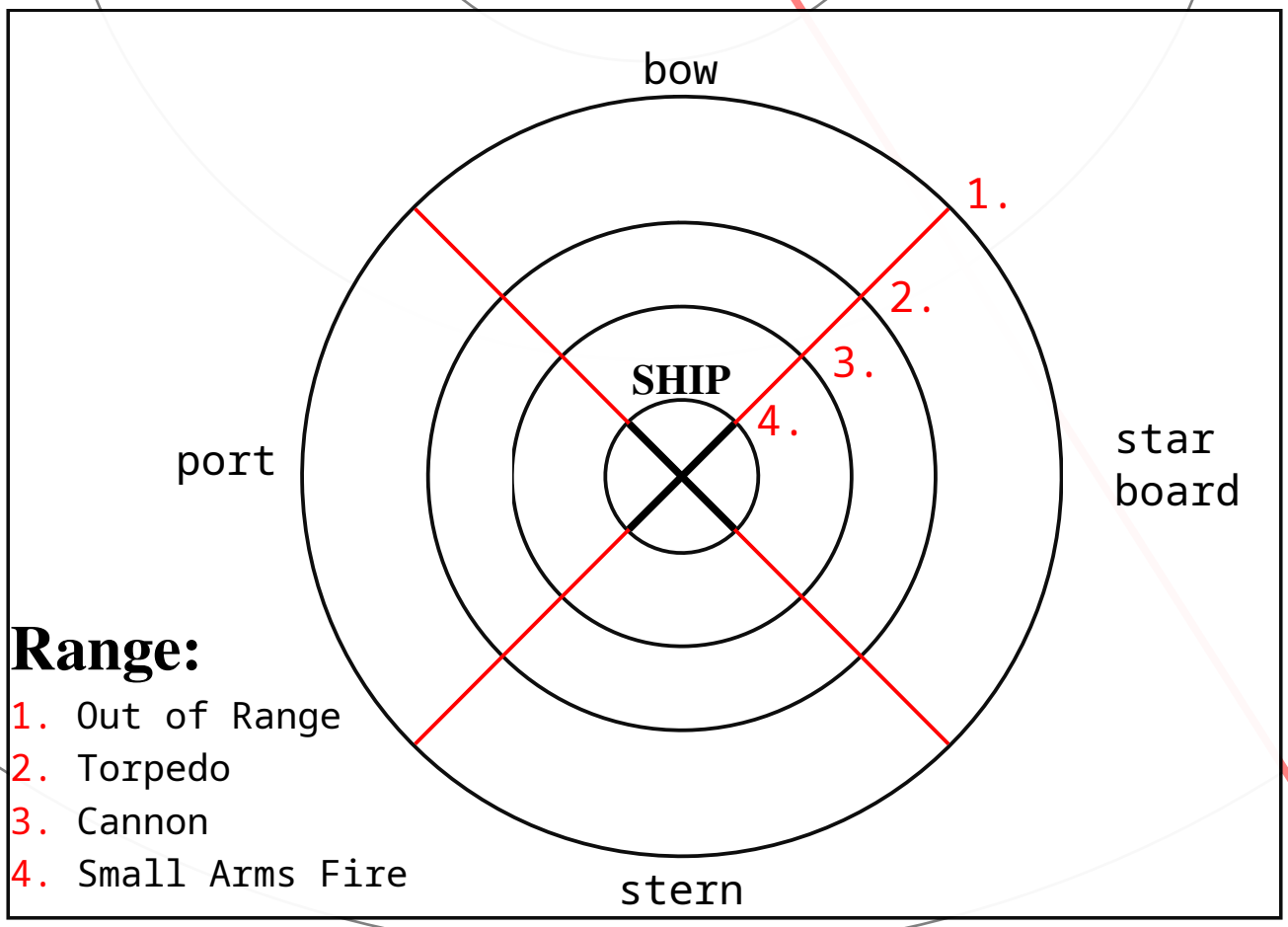
- Pay ripperdoc large sum
- Add **1D6** + toughness HP
- Improve an ability by 1

Rest:

- Relax for one day
- Regen a STAR die (6 max)
- Regen toughness +3 HP
- If Healthy, Remove 1 Exhaustion
- Eat or take 1 Exhaustion

SHIP COMBAT

Each ship has 4 sections:
port, starboard, bow, and stern.
Each section has Ship Health Points (SHP).
Items in 0SHP sections are unusable.
Roll on DOOM table when section reaches 0SHP. Ships with > 2 sections at 0SHP roll on the DOOM table for every round of combat.



Range:

1. Out of Range
2. Torpedo
3. Cannon
4. Small Arms Fire

Characters get both an Action and a Ship Action in combat.

steer - pilot the ship (+- range)
rotate - rotate 90° in place
evade - rotate 90° around enemy
raise\lower anchor - resume\halt movement
ram enemy ship - **4D4** on DOOM table

harpoon (**PDV10**)
forward deck gun (P dmg 6)
port\starboard cannon (**PDV8** 1SHP)
torpedo (**KDV9** 2SHP 1 round reload)

bail
extinguish fire
attempt repairs
board enemy ship

Fuel:

Ships have finite fuel.

A combat encounter depletes a ship's fuel count by 1.

Ships with 0 fuel run off battery reserves and can't evade.

Auxiliary systems are shutdown.

Battery is preserved for critical systems.

////>>//**critical injuries**

////01. exhaustion 1
////02. panic | **+2CDV**
////03. winded | can't move next turn and **+2ADV**
////04. 1 cyberwear offline
////05. crushed appendage | **+2DV** when using appendage
////06. spinal injury | skip action next turn and **+2TDV**
////07. sensory injury | ranged combat disadvantage
////08. motor injury | melee combat disadvantage
////09. all cyberwear offline
////10. cracked skull | All checks **+2DV**
////11. dismembered appendage
////12. circulatory injury | **death** in **4D4** rounds
////13. 1 cyberwear destroyed irreparably
////14. nervous system injury | take no movement or action
////15. cerebral injury | 14. + unresponsive
////16. pulmonary injury | **death** in **2D4** rounds

////**KDV10** to stabilize
////visit ripperdoc to repair

⚠ Advance on DOOM table by **1D4 -1** ⚠

01. water ingress | bail to evade
02. system failure table
03. fuel leak | deplete 1 fuel, oil slick on water
04. system failure table
05. secure cargo | store **CDV** value
06. system failure table
07. shrapnel | characters in section **ADV12** check or **1D4** damage
08. system failure table
09. fire | **1D4** turns to put out. deals 1 damage per turn
10. system failure table
11. turbulence | 4. vs. **2D6**. Cargo lost on check failure
12. system failure table.
13. man overboard
14. sink in **2D4** turns

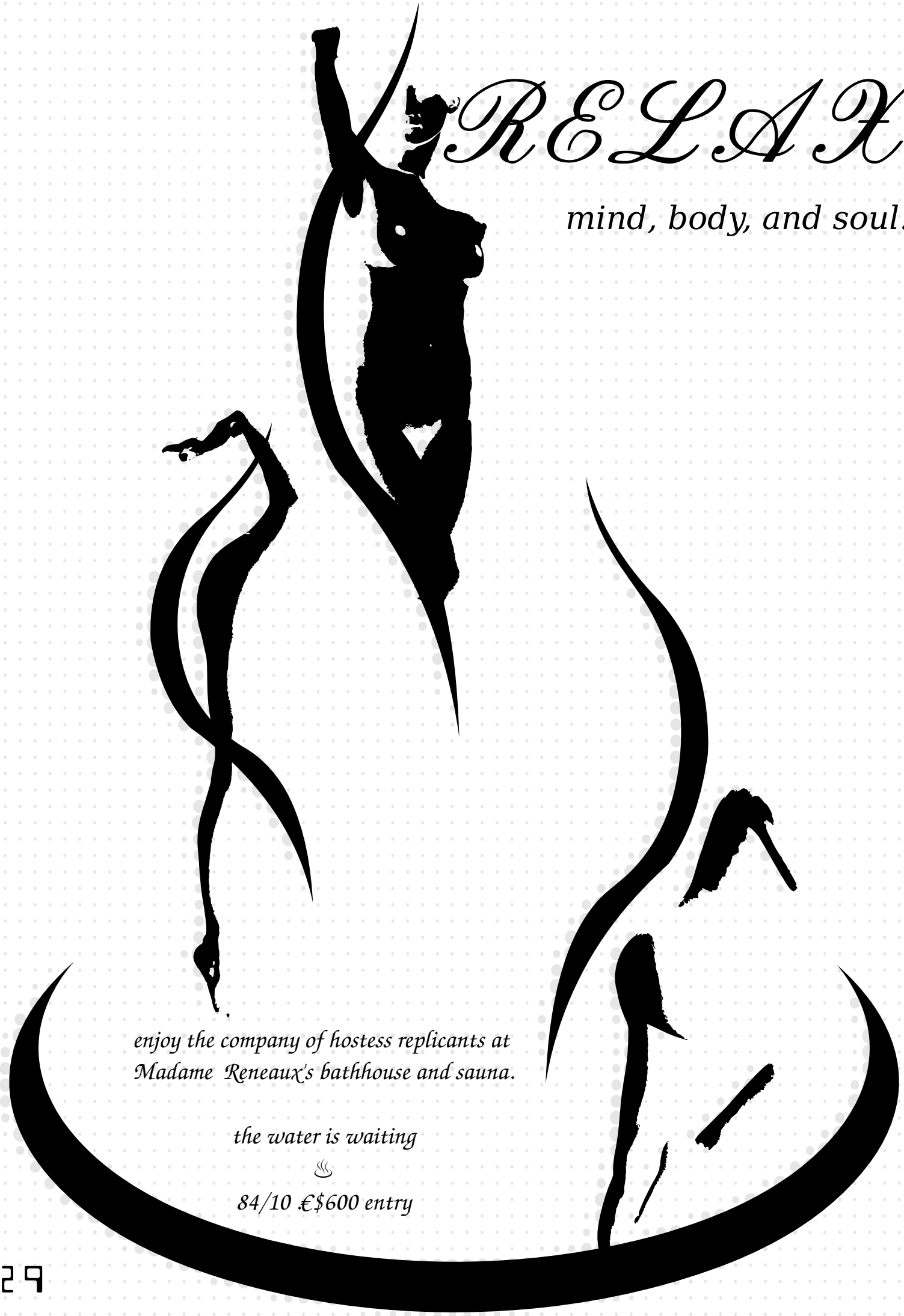
---

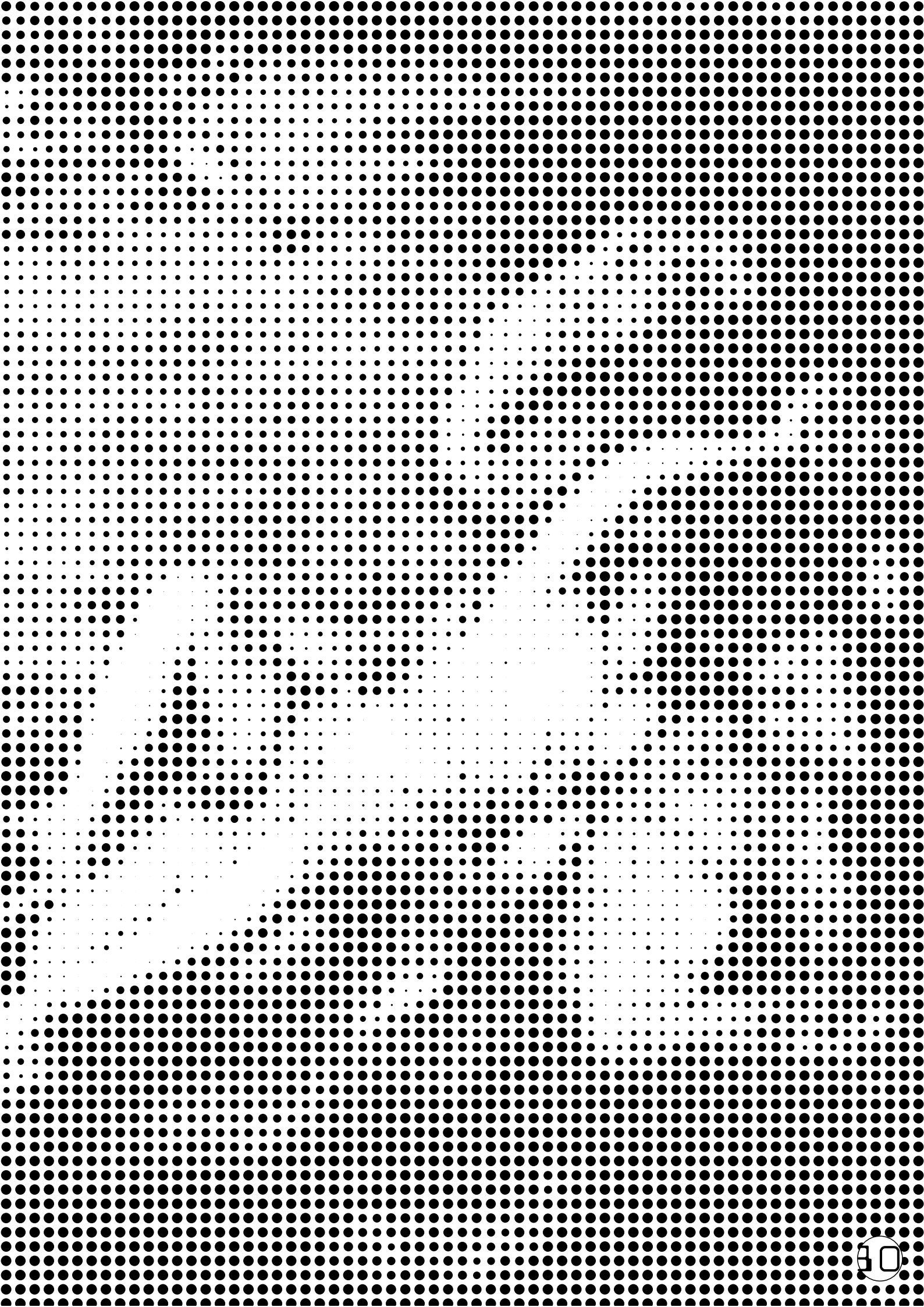
15. magazine explosion | everyone dies (must happen on a 1 and by itself)

---

system failure table:
reroll until new result

01. communications
02. navigation
03. anchor detaches
04. engine
05. power
06. life support (sump pump, fire supression, etc.)


RELAX
mind, body, and soul...
enjoy the company of hostess replicants at
Madame Reneaux's bathhouse and sauna.
the water is waiting
84/10 €$600 entry



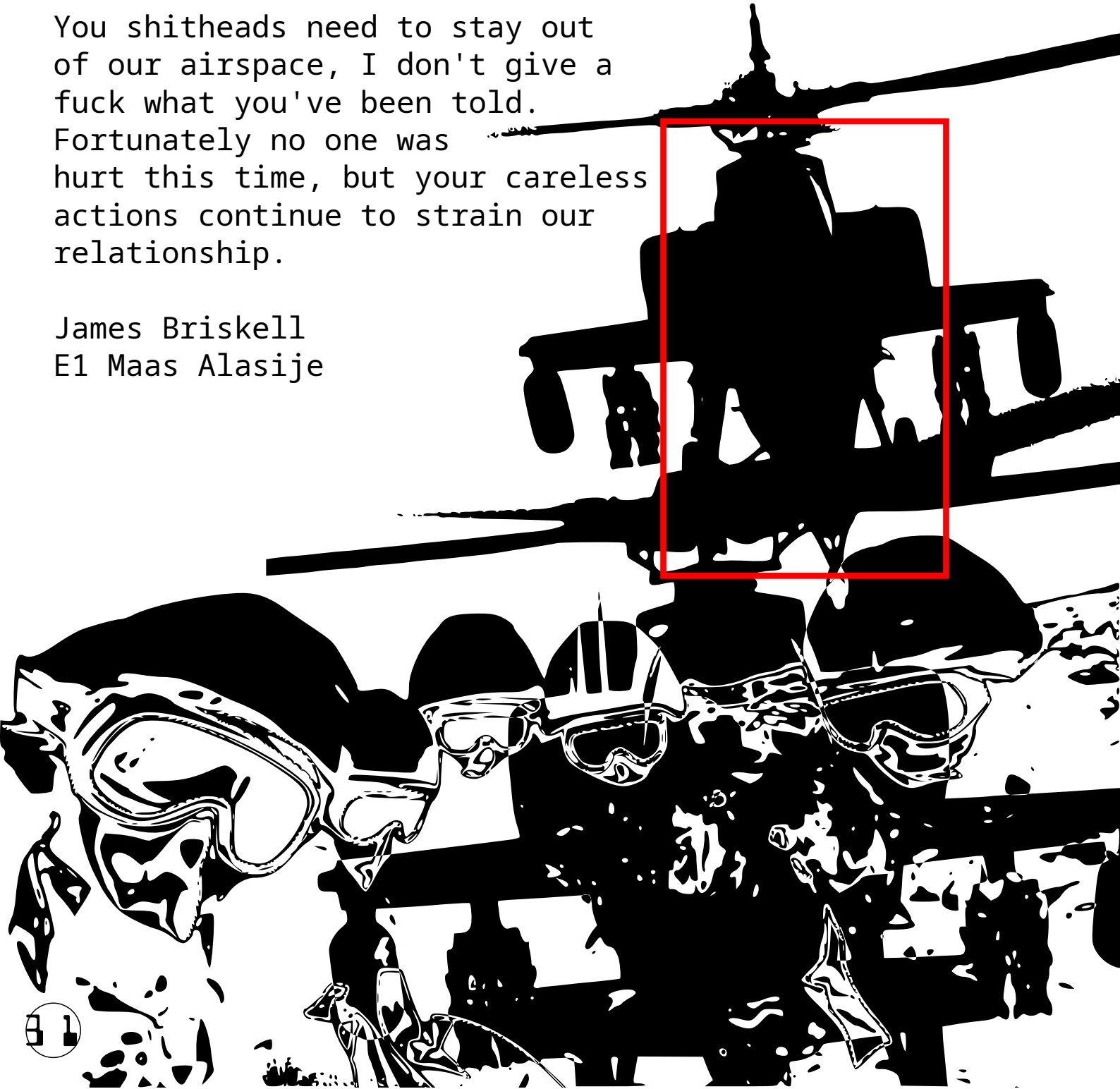
THE NAVY

semper fortis.

RE: Missing Drone?
We found your drone smashed to bits against one of our mass driver sleds. We're sending the bill to your commanding officer.

You shitheads need to stay out of our airspace, I don't give a fuck what you've been told. Fortunately no one was hurt this time, but your careless actions continue to strain our relationship.

James Briskell
E1 Maas Alasije



ABYSSINIANS

exonyms: Jovians, Gallileans, Europans

Missive intercepted from Captain Sajaka to Rear Admiral Holt of the Abyssinian Volunteer Fleet
2359/01/01

We killed them all. It was merciful considering the alternative was leaving them out on ice. It cost us 3 weeks and 7 crew members, but we tracked down the Navy submersible and commandeered it. The sub breached through the ice after New Year's; investigation of the crew cabin indicates they were celebrating. Made our job easier, I was growing tired straining to hear for the damned thing.

I delegated the sub retrofit and reprovisioning to Captain Duke, he should be ready in the next month.

We'll finally figure out what is left of Home.

Sajaka

CHILDREN OF MARY

en principio erat deo

Usually I make small talk with all my customers, but that person said nothing, overpaid, took their purchase, and left.

What did they end up buying?

Mostly hydroponic fertilizer and square aluminum tubing

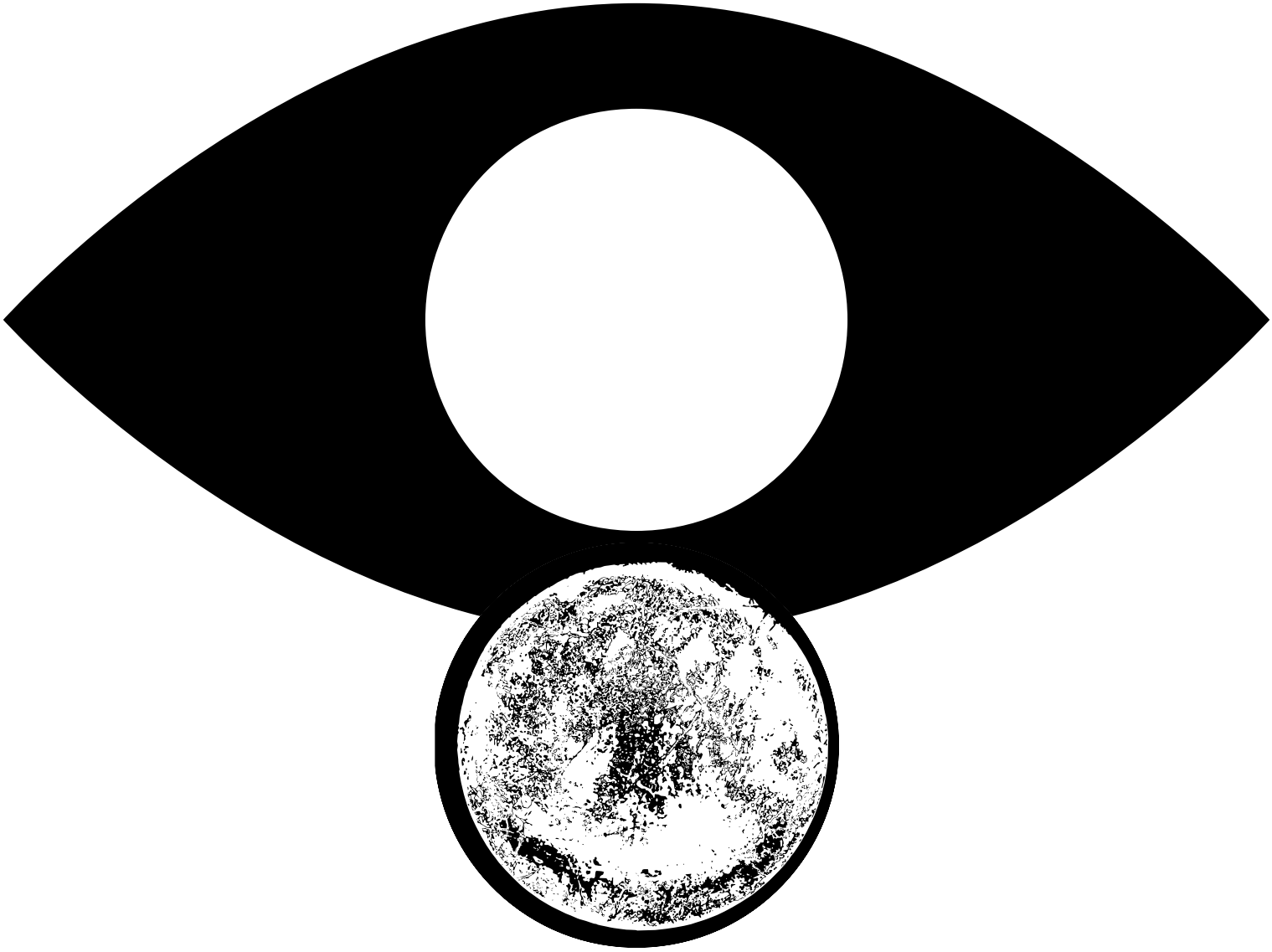
Did you manage to see what they looked like under the mask?

No Sir.Just saw them walk back to the rest of their entourage.

Thank you. Call the number on this card if you see them again. You may be rewarded.

KANG FAMILY CONGLOMERATE
강대기업

Dear Next of Kin,
We regret to inform you about the passing of your loved one, [ELENA RIVERA]. Company policy forbids returning his/her remains. As next of kin, you are entitled to a monthly stipend equal to 1/32 of your sponsor's rate*.



*Acceptance of the stipend asserts that the Kang Family Conglomerate had no fault or wrongdoing in the sponsor's death. Dependent's acceptance of stipend forfeits their ability to litigate against Kang Family Conglomerate.

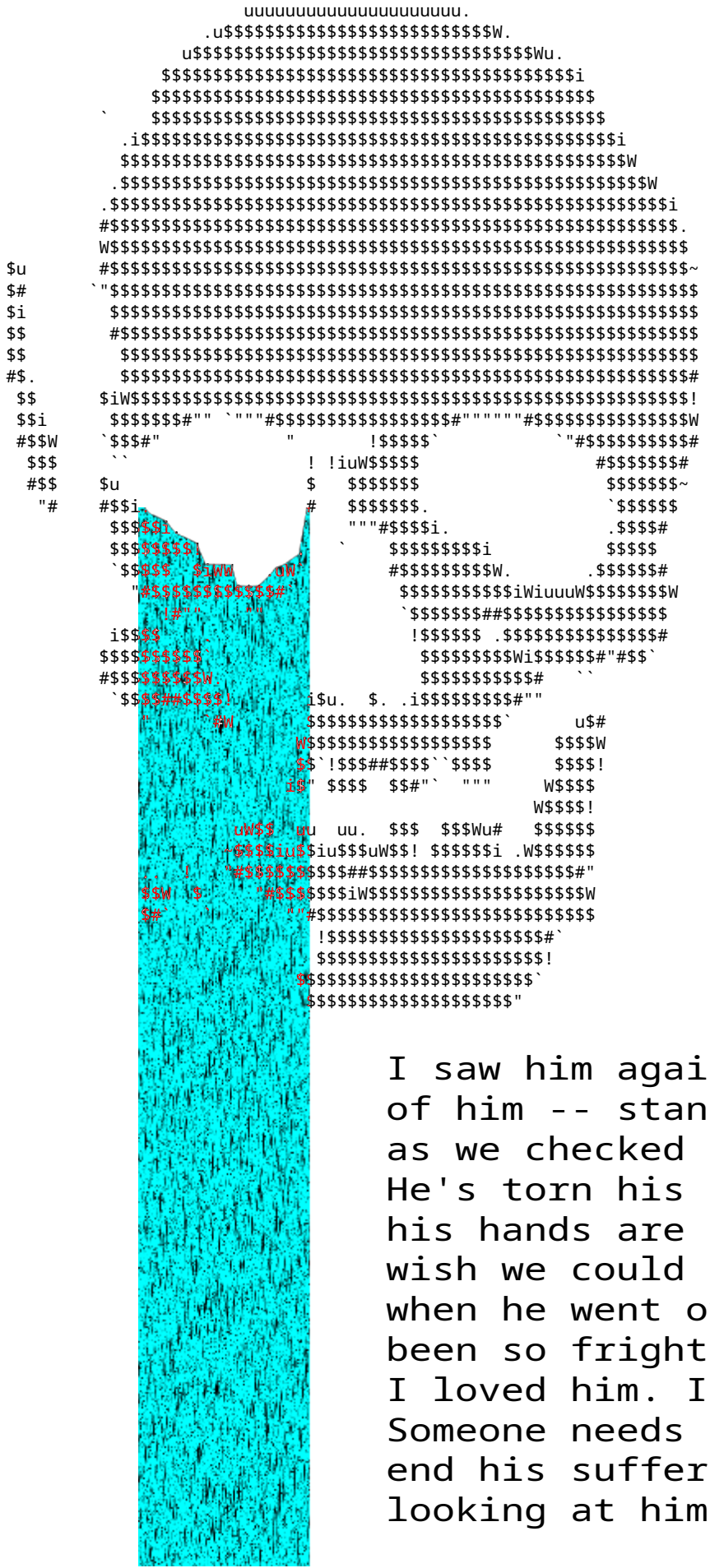
LEVIATHANS
What lies below

Captain Johannes, may I humbly advise you? Stop sailing through the strait south of the Free Cities. I know it would add days to your voyage, but some wicked things have taken up residence there. Seen a ship swallowed up before my very own eyes. Sad sight to see. Knew that Captain well too, better man than I. Remember when we could sail freely, without worry?

I fear we have more yesterdays than tomorrows on the sea.

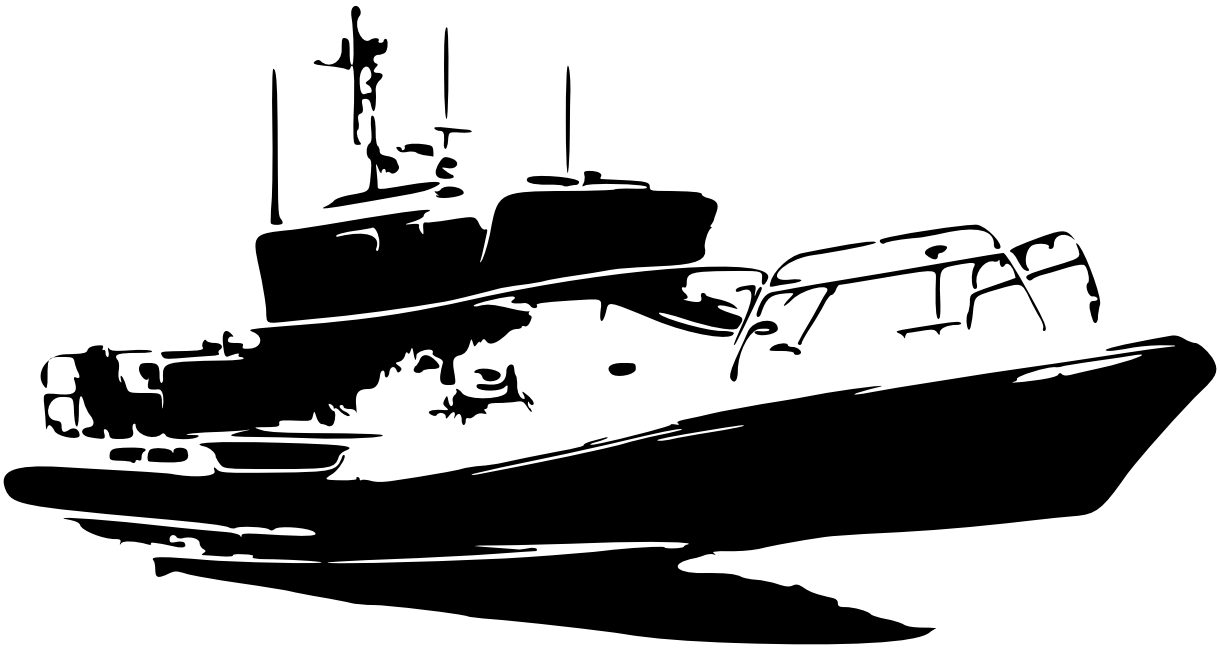
0xdead

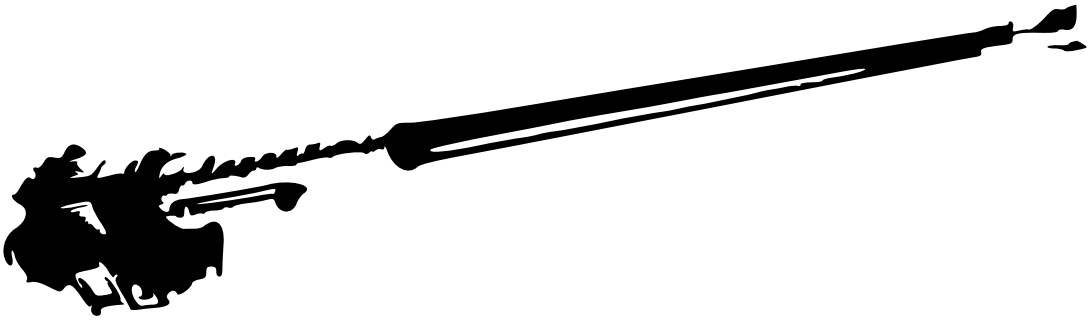
0b1101111010101101
57005



I saw him again -- or what's left of him -- standing out on an ice floe as we checked our traps this morning. He's torn his clothes to shreds and his hands are slick with blood. I wish we could have found him in time when he went overboard. It must have been so frightening being alone. I loved him. I hope he knew that. Someone needs to go out there and end his suffering; it's torture looking at him like this.

0 - 60 in the time it took you to read this





60 - 0 in the same time too...

MAAS - ALASIJE

Boots ON the ground

Get Busy or Get Dead

The Sea consumes all

tread Water

Waves Wash over You

tread Water

Waves Wash over You

dollar bill

cash Money

Mentality

The Business

SEMIOTICS

/sɛmiˈɒtɪks/

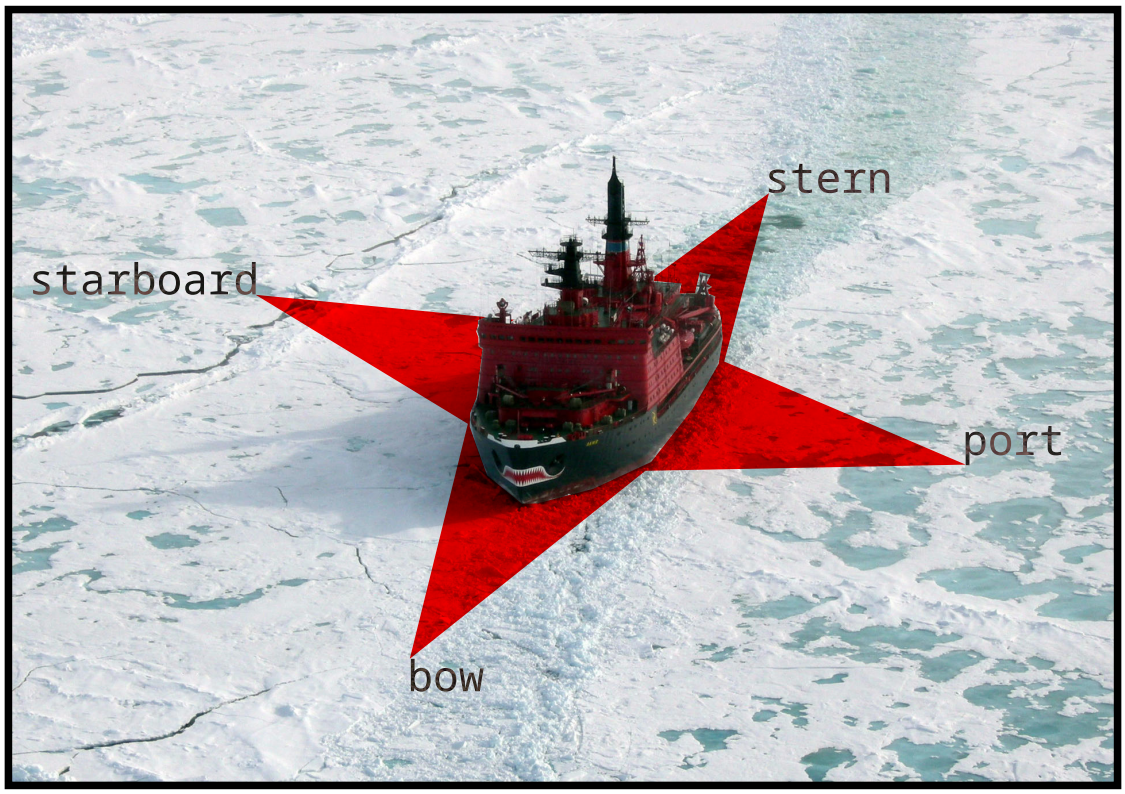
MARITIME

/ˈmaɪrəˌtaɪm/

Alpha	I have a diver down; keep well clear at slow speed.
Bravo	I am taking in or discharging or carrying dangerous goods.
Charlie	Affirmative
Delta	Keep clear of me; I am maneuvering with difficulty.
Echo	I am altering my course to starboard.
Foxtrot	I am disabled; communicate with me.
Golf	I require a pilot. OR I am hauling nets.
Hotel	I have a pilot on board.
India	I am altering my course to port.
Juliett	I am leaking dangerous cargo. keep well clear of me.
Kilo	I wish to communicate with you.
Lima	Stop immediately.
Mike	My vessel is stopped and making no way through the water.
November	Negative.
Oscar	Man overboard.
Papa	My nets have come fast upon an obstruction.
Quebec	My vessel is 'healthy' and I request free pratique.
Romeo	No ICS meaning as single flag.
Sierra	I am operating astern propulsion.
Tango	Keep clear of me.
Uniform	You are running into danger.
Victor	I require assistance.
Whiskey	I require medical assistance.
Xray	Stop carrying out your intentions and watch for my signals.
Yankee	I am dragging my anchor.
Zulu	I require a tug.

BOATSWAIN MATE'S GLOSSARY

ˈboʊtsweɪn meɪts ˈglɔsəri



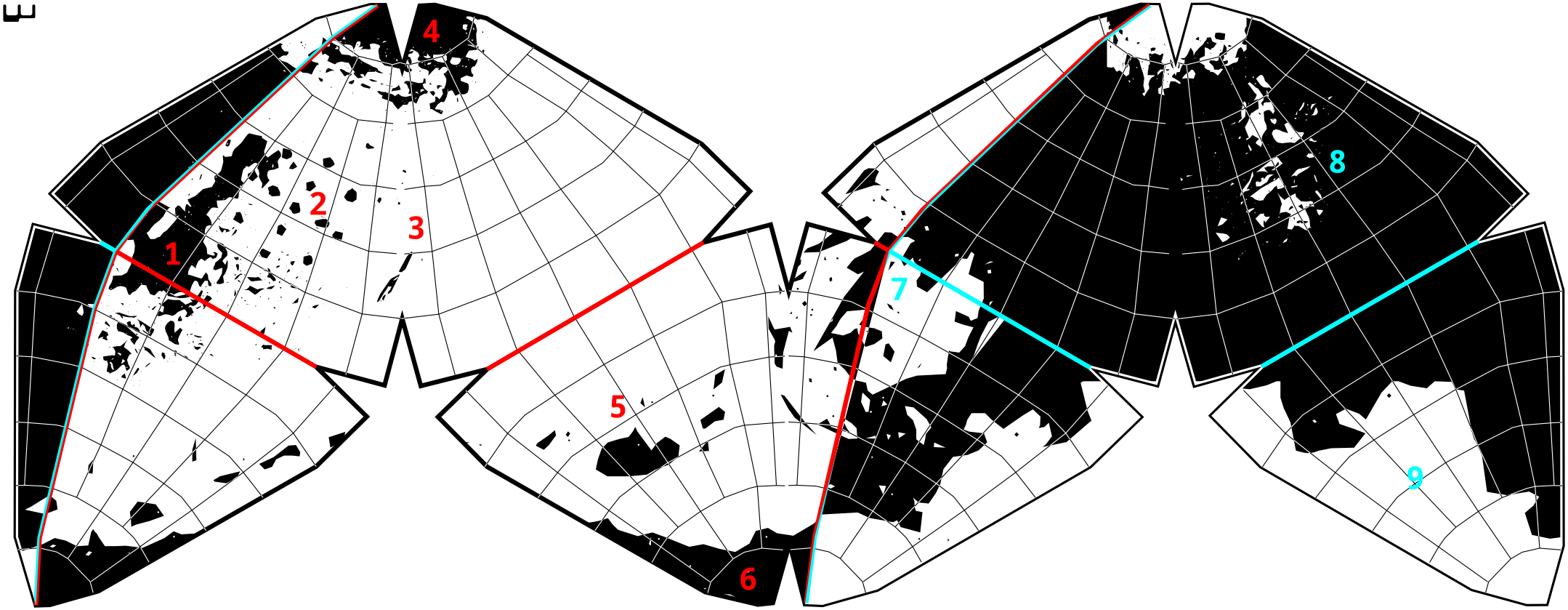
AB - Able-Bodied Seaman
ballast tank - A compartment which can be filled or partly filled with water, used on ships to control buoyancy and stability.
berth - A safe margin of distance to be kept by a vessel from another vessel or from an obstruction.
bulkhead - An upright wall within the hull of a ship, particularly a watertight, load-bearing wall.
bulwark - The extension of a ship's side above the level of the weather deck.
capsize - To list so severely that the vessel rolls over, exposing the keel.
gangway - An opening in the bulwark of a ship to allow passengers to board or leave the ship.
grounding - When a ship (while afloat) touches the bed of the sea, or runs aground.
flotsam - Debris or cargo that remains afloat after a shipwreck.
helm - A ship's steering mechanism, such as a tiller or ship's wheel.
hull - The shell and framework of the basic flotation-oriented part of a ship.
jetsam - Floating debris ejected from a ship.
keelhauling - A type of maritime punishment by which one is dragged under the keel of a ship.
moor - To attach a boat to a mooring buoy or post.
parley - A discussion or conference, especially between enemies, over terms of a truce or other matters.
RO/RO - A vessel designed to carry wheeled cargo that can roll on and roll off the ship on its own wheels.
scuttling - deliberately sinking a vessel
skeleton crew - A minimal crew, generally consisting of the minimum number of personnel required to maintain or operate the vessel.
underway - At sea.

CHANGELOG

00.02.02	panic critical injury, 6 additional weapons
00.02.01	faction narratives, bloodsport, STAR
00.02.00	equipment, cyberwear, maas-alasije, signal flags, injury, doom
00.01.00 first playtest 11/08/2024	ship combat, business, glossary, map, radio, bathhouse, hexcat, bladerunner page, 2nd europa page
00.00.01	hello world

SOUNDS ON THE RADIO

Aphex Twin - Selected Ambient Works 85-92, Syro
Arca - KICK ii, KicK iii
Autechre - Quaristice, Tri Repetae
Burial - Untrue
clipping. - Wriggle
Death Grips - The Money Store
Death In Vegas - The Contino Sessions
Deftones - Around the Fur, Ohms
Eartheater - Trinity
femtanyl - CHASER
Gesaffelstein - Conspiracy Pt. 2, Gamma
Golemm - Hazardous Bubble Basics
Gost - Behemoth
Grimes - Visions
HEALTH - DISCO4::PART I
Igloohghost - Tidal Memory Exo
Lateralis - OXTO Original Soundtrack
Machine Girl - Wlfgrl, Neon White Soundtrack
Massive Attack - Mezzanine, Heligoland
M|O|O|N - MOON E.P.
Oneohtrix Point Never - Magic Oneohtrix Point Never
Perturbator - Dangerous Days
Pixel Grip - ARENA
Portishead - Third, Dummy
Ryoji Ikeda - dataplex
Safety Trance - Noches de Terror
Six Sex - AREA 69
Sneaker Pimps - Becoming X, Bloodsport
TAICHU - RAWR
Tainy - Data
Villano Antillano - La Sustancia X
Ye - Yeezus
yeule - Serotonin II



Points of Interest - 1 Grid/1 Day Travel by Boat - Inverted Map = Beyond the Horizon

1. Tara Regio Navy Installation 2. Tara Regio Mass Driver and Launchpads
3. Delphi Flexus Floating City 4. Arran Chaos 5. Conamara Chaos 6. Murias Chaos
7. Tyre Abyssinian City 8. Rathmore Chaos Navy Installation 9. Dyfed Regio Desert