



EUROPA

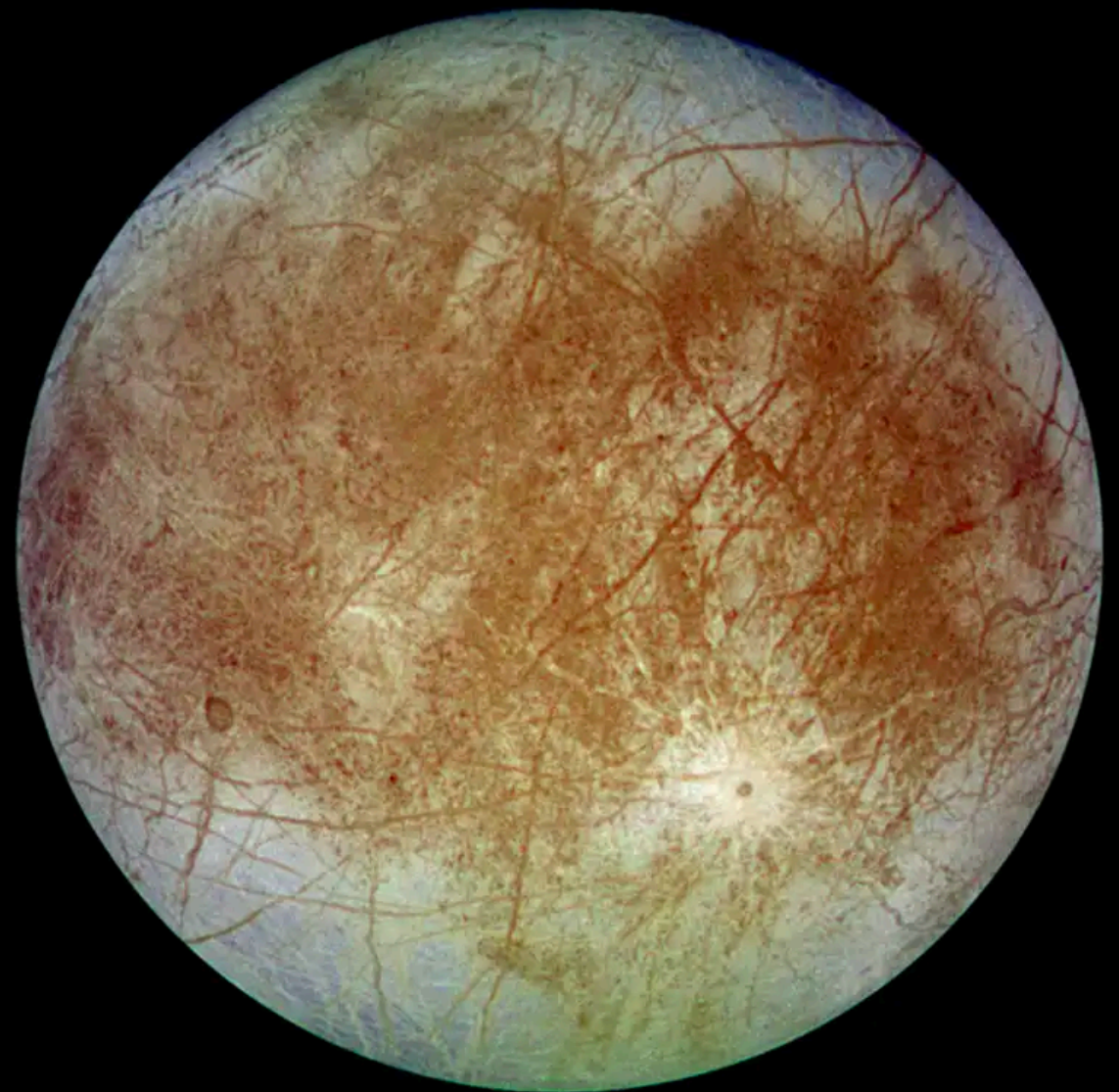
PLAYER'S HANDBOOK

INTRO

Welcome, player, to *Europa: A D&D Campaign!*

This side story of *Star Wars* is a bit different from normal D&D, but first, let's cover the basic requirements for any Europa game:

- You will need two (2) or more other players in your game. They will be your research team.
- You will need a specialized Europa character sheet, or you will need to create one.
- You will need a map of Europa Sector-α.
- You will need a full set of dice (d4, d6, d8, d10s, d12 and d20).

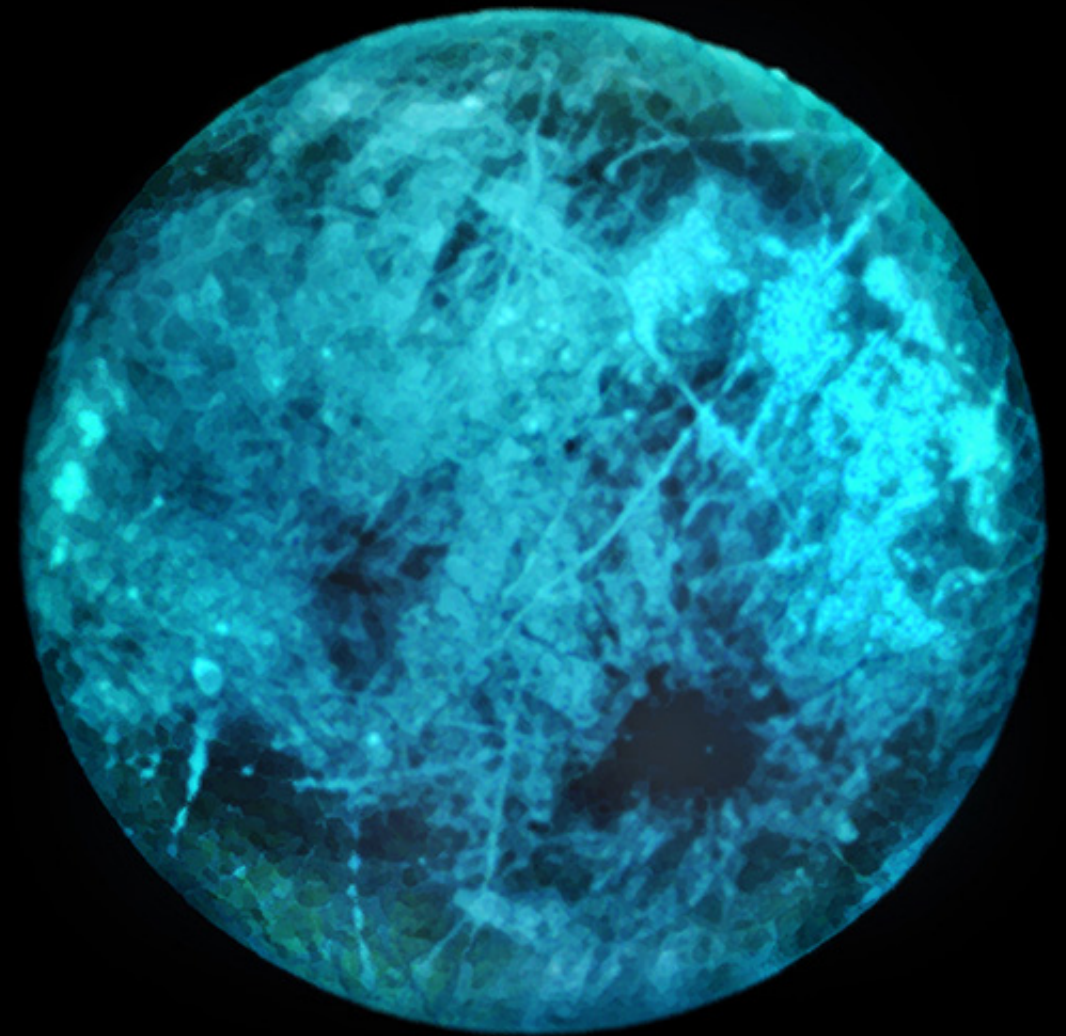


STORY

A fearless band of researchers,
working for your company AXOL...

Europa is a moon of Jupiter that is known to contain water and ice. It's believed to harbor exotic life, so when a mysterious distress signal was received from the permafrost moon, AXOL sent their top team to investigate.

You and your fellow researchers have landed on Europa and are ready to investigate. Armed with only a spacesuit and whatever gear your spaceship's AI will allow you, can you uncover the history of this strange moon?



THE WORLD MAP

The world map is your best friend in Europa.

From showing your landing spot to describing the topology of the area, your map of Europa's sector- α serves as a guide to the terrain, as well as providing valuable landmark information.

You may mark the location of any features you see during the course of the game.



CHARACTERS

In Europa, character abilities are useless.

What this means is that you can't utilize roll bonuses from your character page. In Europa, roll bonuses simply don't exist. Instead, there is an armor and gear system known as the AXOL System.

In this system, you must be on the ship to gear up. Every weapon will cost you on-board currency. Weapons range from cheap stun rods to highly expensive UV ray guns.

Armor is nonexistent, instead being replaced by a spacesuit integrity level, which is always max 30. If your spacesuit's integrity drops to zero, you die due to the absolute freezing temperatures of space and lack of atmosphere. There is also an O₂ (oxygen) level (max 100) that depletes over time. Once again, if depleted, you die to the lack of atmosphere. Both can be refueled on your spaceship.

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ACTIONS

The action system in Europa is slightly more rigid.

When you want to perform an action, you must first agree with fellow researchers. If you and another researcher disagree, resolve the disagreement with a highest-roll-take-all d20.

Building is limited and your ability to improvise actions is equally restricted, so you must make do with what you have on hand. This includes, but is not limited to:

- Building a probe.
- Building a submarine.
- Piloting a submarine.
- Diving into a water body.
- Sneak striking an enemy.

