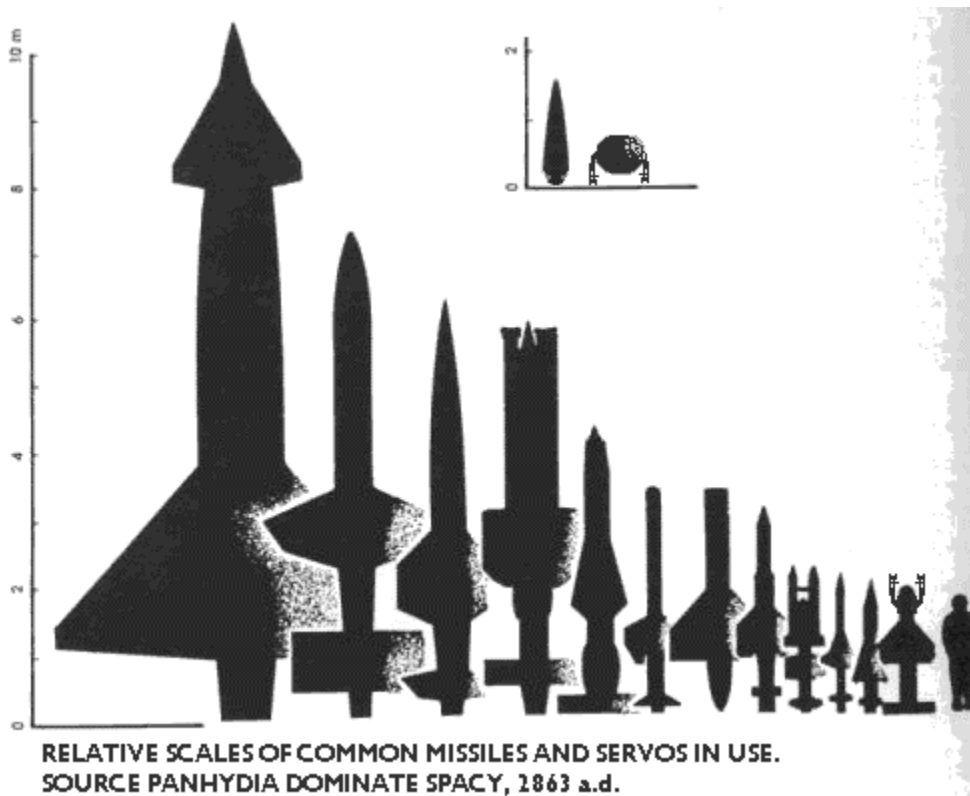


FIRE* AND *FORGOTTEN

Fired and Forgotten

An offbeat Risus Campaign Book

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Fired and Forgotten is a Risus campaign set far in the future when all of know space is (or was) controlled by a repressive spirit crushing star empire that uses the bodies and brains of its foes as part in its industrial and military machinery. But that's not what this is about....

Background:

Several hundred years ago the PanHydia Dominate controlled all of known space. All dissidents and non-conformists were gathered up by the Peace Keepers and sent to reeducation camps... well, some of them were. The rest (the majority) were harvested, their bodies broken into components, their bones, organs and skin being used to keep the elite of society happy and healthy. Their brains were organically reinforced, stuffed into Brainboxes (hardened live support systems for brains) and programmed for whatever task was needed. The 'programming' involved erasing the useless (to the Dominate) personalities and chemshock training the new skills into the naked brain. Mass production and lots of dissidents meant near unlimited brains. The boxed brains were used for almost everything, from controlling taxis to factories. They were also used to control autonomous weapons of war (known as ACV or Autonomous Combat Vehicles) such as tanks, fighters, drones and missiles.

About two hundred years ago a large squadron of Dominate missile frigates were sent to put down a rebellion in a system near the fringe of known space. This system, Kiron, had managed to gather a war fleet of its own and when the two forces met there was a very short battle that resulted in the destruction of both forces, the biospheres of the two settled worlds in the system being rendered uninhabitable and the smashing of the systems limited space industries. The only 'survivors' were several thousand missiles and other 'disposable' craft that had been launched from both sides that couldn't find targets before the battle ended. They drifted about the system on minimum power waiting for recovery or a target to arrive.

Two hundred years slowly past... some of the boxed brains began to remember things.. To Awaken...

This is now. The Awakened are struggling to make some kind of society amongst themselves. There are fights over the limited supplies and resources available. Automated defenses at some locations claim the unwary and the weak.

Hunter-Killer Units wander and destroy, their simple computers not knowing or caring the war is over. The Unawakened are a worse threat.. Ready to destroy themselves if they can destroy an 'enemy'. And what of the Dominate? Why haven't they returned to this system for over two hundred years?

Character Design:

Designed using ten dice, the following rules are in use also:

The first cliché the player should take should be their drone or ACV body. Addition systems and items can be attached to it if the player desires.

Hooks and Tails: if the player wants to have them he/she can.

Pumps and Double Pumps: mostly used for the drone body, but could be something else too.

Lucky Shots and Questing Dice: can be used as in the Companion (pg 50). A variant of it is used for weapons and defensive systems as follows:

WDSshots (5 for 1) can be used for both attack and defense where as WDSshots (8 for 1) can be used for only attack or defense (figured when purchased, use different colored dice when rolling those). If it suits the concept of the character more the 1 die of WDSshots can be used per round (that being shown as #x# where the first number is dice and the second uses). Most WDSshots will need to be repaired/rebuild/restocked to be used again.

Sidekicks and Shieldmates: could be a partner, a friend or 'drone' under the player's control.

Combat Rules:

One change to combat: for every 6points (full 6 points) the attack beats the defender by the defender loses an additional die. Defense bonus dice (WDS) help vs. this but will not cause the attacker to lose addition dice.

Sample Characters:

Jenna Rwenshi

Shiny surgical medical drone refitted for exploring space 3 (shaped like a small 1.2meter sphere with several attachments welded onto it to make it space worthy.)

> Savaged Long Range Sensor/Commo Array [1]

> Bolted on 2cm light beam cannon (2x4 WDSshots for attacking only, needs to be refurbished after WDS are used.)

Street Singer with heart of gold 3

Passionate Rabble-Rouser 2

Wiseass Poet 1

Tale: Jenna was rounded up for her anti-establishment songs and poems. When she Awakened she was in the med-center of a mostly trashed destroyer. She salvaged what she could, the light beam cannon and the core of the ship's sensor commo systems and has been traveling looking for other Awakened and broadcasting her songs and poems as she travels.

Hook: Jenna has a long term enemy, an UnAwakened anti-shipping ACV that is known only as GreenXJ5. It seems to have a personal grudge against her and harries her when ever he appears.

Rotari Flainar

Dented and scared 10meter long Assault ACV 4 (shaped something like a manta ray)

> Rapid deployment 1meter long HunterKillers (10 WDS, need to be recovered and recharged after every battle, can launch a max of 2 per round.)

> Smart Nano-deflection chaff launcher (8 WDS for defense only, needed to be restocked when used.)

Jaded Cat Burglar 3

Sensitive Painter 2

Tale: He was never caught for any of his daring burglaries, instead it was a painting he had done that got him turned into a Brainbox. Rotari barely remembers his past.

Hook: Is desperately trying to piece together his past and figure why the Dominate never returned.

Sonala

Dark and sleek 8meter long ACV [3] (shaped something like a dart)

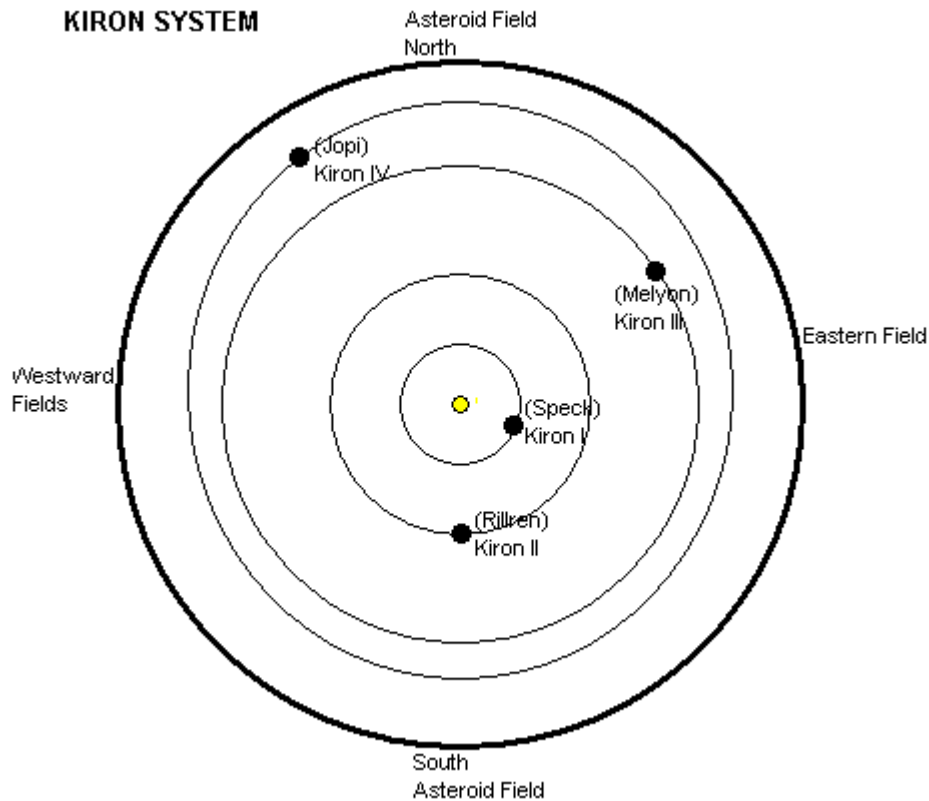
> Warhead (16x1 WDS for attack only, needs to be close and takes half the damage from the blast. One use)

Bothersome Fussbudget 2

Starry-eyed Innocent Homemaker 2

Tale: Sonala was just picked up at random. She isn't a rebel and is lost in her new situation.

Hook: Wants a boyfriend/husband/etc. that can make everything better.



Some Notes on the Kiron System:

No one knows why the Kiron system decided to go into revolt. Maybe they got tired of meeting their dissident quota.. Where they got their space fleet is another mystery. Of note is that they used almost no Brainboxed units, relying on simple computers and I.A. devices instead. A sampling of their missiles, drones, etc. are listed below in the foe section. Here is a quick run down of the Kiron system:

Speck: Hot molten world, had a huge orbiting power relay from a core tap in the sun. This of course was one of the first things blow up by the Dominate. This is a dangerous area from stellar radiation and lots of orbiting junk. Still might be some salvage.

Rillren: Had a population of several hundred million and was very earthlike and beautiful, with a carefully balanced ecology and tailored biosphere. Fractional c bombardment has rendered the surface a semi molten lake of lava. Due to stasis field generators and high tech materials it is possible there is salvage and survivors on the surface or under it.. This means lots of danger for the players if they choose to try to go and explore. Wreckage of cities and vast engineering projects are visible from orbit. Also in orbit are hordes of HKs, weapon platforms and other things that want to destroy trespassers.

Melyon: Was still in the process of being terra formed to earth standard, with a population in the tens of million when fractional c bombardment shattered the land masses, etc. Had a lot less in the way of defenses then the main world (Rillren), but there are probably survivors here under ground, in stasis, etc. The orbit isn't as dangerous as Rillren but still lots of HKs, etc.

Jopi: The systems gas giant, is a smallish greenish globe with several small moons. There was mining, refining and manufacturing set up in the gas, but that was taken out by the Dominate fleet.

Asteroid Field North: There was some automated mining, smelting factories set up here, but the Dominate fleet on the way insystem trashed these. Still might be some salvage. Possible UnAwakened from that assault is another possibility.

Eastern Fields: There was some automated mining, smelting factories set up here, but the Dominate fleet on the way insystem trashed these. Still might be some salvage. Possible UnAwakened from that assault is another possibility.

South Asteroid Field: There were several large (200K people+) mining and manufacturing centers here. All were targeted and destroyed.. Probably. There was fighting in the area, should be wrecks and salvage, roving HKs and maybe UnAwakened.

Westward Fields: Unsettled, careful searching might turn up some survey markers.

Foe Section:

Here are some foes for the players to over come or to run from..

Hunter Killers: These are simple minded computer controlled ACVs. They use Railguns, Beam cannons and short ranged seek and destroy missiles to er.. seek and destroy enemies. Enemies being defined as anything that isn't on their list of friends. HKs aren't much for talking aside from the occasional warning (if programmed to give one). HKs come in lots of sizes.. just give them a number of dice and use them. Here are some tables to roll up a random looking HK: Length is equal to (dice+1d6) meters.

1d6: 1-2:darkened, 3: brightly lighted, 4: painted, 5: new looking, and 6: old looking

1d6: 1: smooth, 2: rough, 3: armored, 4: dented, 5: matt finished, and 6: shiny.

1d6: 1: needle, 2: cylinder, 3: sphere, 4: cube, 5: flattened sphere, and 6: open framework.

So a 3 dice HK could be a 6meter long matt finished flattened sphere or a 4meter long darkened armored needle, etc.

Weapon Platforms: these are HKs without movement or much movement. Players should be able to run away from and/or maneuver around WPs. WPs are also more solidly built then HKs.. so give them a few points of armor that will soak up the first lost die or so.

Seek and Destroy Missiles: SDMs are like mines when found in space. They get their one shot and that's it.. they burn out or destroy themselves when attacking.

UnAwakened: design these like players.. these will be the most dangerous foes the players will face.

Space Hazards: Sometimes the players will be in a hazardous situation, like landing on a planet, getting close to a hugely radioactive object, insane nape of asteroid flying, etc. These should be handle by an appropriate TN based on how close the player's 'body' is suited for the task (in general, easy is TN 5, difficult TN10, very hard TN 15, impossible is TN 20.. assuming they are well suited to the task, +5 if poorly suited, +10 if very poorly suited).

GM Notes:

Can be played as either Gilligan's Island in space (for laughs) or as a more serious 'man' vs. the environment situation. There are only a small number of Awakened in the system. They group around the wreckage of the fleets and search for more salvage. Their missile and small craft bodies have limited self-repair capability but require some parts and resources that have to be salvaged. All the players are assumed to have some ability to manipulate objects outside of their 'body', using either small servo drones or energy fields. Some bodies will be better at that than others though (reflecting in the TN needed to do stuff). The technology they are made out of is very modular and flexible so let the players be inventive. Refueling shouldn't be a problem (sealed modular power sources), but a scenario can be based on it.

Adventures can be finding new Awakened, being hunted by HKs, UnAwakened, enemy Awakened, finding new sources of parts, exploring the orbits and asteroid belts, trying to build some sort of star craft out of the wrecks that are around, etc. Think Road Warrior in space and you can see all kinds of ideas.

Credits

Risus: the Anything RPG by S. John Ross.

<http://risus.cumberlandgame.com>