

*Congratulations Redshirt, you've just graduated the academy and are on your way to **Starbase K-9** where four of our heroic captains are waiting to recruit you aboard their Mongo-class starships. Upon arrival you'll want to try to impress these captains with your enthusiasm and readiness for duty. They'll be interviewing you and testing you to determine whether you've got the grit, determination, and mettle to be a distinguished member of their crews. Prove yourself worthy and get a commission aboard one of the fleets capitol ships. Fail and you'll wash out spending the rest of your career peeling potatoes and scrubbing garbage cans.*

You'll be playing several characters over the course of this game as each has a terribly short life expectancy. You start off as a recent graduate of the academy and when your character dies he or she will be replaced by another member of that character's family, perhaps a brother, sister, father, mother, son , daughter, nephew, cousin, etc... You get to decide who and what their relationship was to the recently deceased. The one thing you will share for certain is a surname. Thus, once you're an Alvarez, you're always an Alvarez, Once a Bowen always a Bowen, etc.. You should probably write your rank and surname on your name badge and just leave your first name off ie: MY NAME IS: **Ensign Alvarez**

Understanding your character sheet:

Your character sheet has three main parts. First is your character's name. As previously mentioned, your surname will remain constant throughout the game. Secondly there is a list of skills of which you will have only one at any given time. Third is your anger scale.

Changing your name:

When you die your replacement shares your surname but should have a different first name. After all you already look remarkably similar so having identical first and last names would just confuse everyone. The captains are likely to refer to you by last name anyway and it will probably be irritating if they uncaringly confuse you with your dead relative. So when you die just cross off your first name and replace it with another. Then report for duty, I hear there's a new opening.

Adjusting your anger level: As a new recruit you start out at the “elated” level. You are happy to be here, it's an honor. You look forward to serving your captain and your ship with pride. There is nothing you wouldn't do for them. But as you die, see your friends die, and fail at missions you tend to get a bit more jaded. Over time your replacements get less and less enthusiastic, more bitter, and possibly even mutinous looking for revenge on the bastard that's been getting your family killed through their wanton carelessness.

- When you die, increase your anger level by one. Make a note of which captain you were working for at the time. Also (**and this is very important**) Put a red flag marker on the ship you were working for at the time of your death. The ship is represented by a bit of posterboard and there should be some red post-it flags available nearby. Just add one flag to the posterboard for the corresponding ship.
- When you survive but the mission you were on fails, increase your anger level by one.
- If you survive a mission that turns out to be a success, put a heart (or other applicable mark) next to the captain you were working for at the time. Clearly this guy is looking out for his crew and you'll admire him for that.

You'll notice there are brief descriptions associated with the different anger levels (excited, concerned, terrified, etc.) How you decide to play these out is up to you. The general gist of things is that over time, as your family is being killed off by these captains your characters will become increasingly

disgruntled. While it might be best for you to simply resign your commission, you've signed contracts and that option is not available.

At the end of the game, the captain who got you killed the most is the one you hate. If there is a tie, choose one of them however you like. But one captain above the rest is your most despised. Likewise the captain for whom you've marked the most hearts is the one you admire the most. Again if there is a tie, just choose a favorite between them. It's possible that your most admired and despised captains are the same person. If that's a problem for you just pick your most admired and despised however seems most appropriate to you. It's entirely possible your family is carrying a grudge from some other sleight.

Selecting a skill: You can maintain one skill per character. To start off just randomly circle one. Congratulations, that was your major at the academy. You keep that skill until you die. Once you die, cross that skill off – it is no longer available to your family during the game. Now randomly select a different skill from the list for your successor. Repeat this process every time you die. Even though you may die a lot, you are not likely to run out of available skills to chose for your successors.

The Final Mission:

Each of the captains will host one final mission, their Glory mission. The results of this mission will weigh heavily on which of them gets promoted to admiral. You will be recruited to participate on one and only one of these missions. Additional details will be provided at that time.

After the final mission you'll be assigned to one of the ships as a permanent station. With luck it will be serving with a captain you like – if any such being still exists.

So what's my background? :

For the most part you get to decide. Come up with a backstory as minimal or detailed as you like. Share it with your fellow recruits and even with your captains if they bother to ask. Be ready to adapt however as you are likely to die and you'll need to come up with another one quickly. If you'd like to plan out your backgrounds for successive characters ahead of time please feel free to do so. Pretty much anything you decide to incorporate will work. The more you can work that background into the story of the success or failure of a mission the better. Note that your background won't change the outcome (success or failure / number of deaths) but it should make the story for how that result came about more interesting.

In addition to what you come up with some characters may be given additional background story cards. These will be simple little things like “In a Relationship” which can be used to create a relationship between two characters (such as “we're engaged” or some such). As you'd expect, one side of that relationship will be more likely to die in any encounter so that the other may be left to lament and cry themselves to sleep at night. If you have any of these cards in your character packet you may play them at any time (follow the text on the card). You do not need to play them for your first character, but should probably try to play them prior to the final mission.