

[explorers]

Player Name	completed missions	bonus character points

character sheet

Name		character concept
Character Points		
Re-Rolls		
Requisition Points		
Mission Credits		
total earned		
unspent		

abilities					
<input type="checkbox"/> physical		<input type="checkbox"/> mental		<input type="checkbox"/> technology	
Athletics	○○○○○	Interaction	○○○○○	Computers	○○○○○
Melee	○○○○○	Perception	○○○○○	Driving	○○○○○
Ranged	○○○○○	Science	○○○○○	Engineering	○○○○○
Survival	○○○○○	Strategy	○○○○○	SubspaceTech	○○○○○
-----	○○○○○	-----	○○○○○	-----	○○○○○

wounds and damage	
lasting wounds	
combat wounds	
stun damage	
shock damage	

implants	
Communicator	group communication

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New Player Introduction

Welcome to [explorers]. This page will tell you the essentials beyond the game mechanics and rules as well as some general hints. These hints are for first-time players, once you know the game well, you might want to experiment and deviate from them.

What you need

10-sided dice (d10). Ideally, you have 5 or 6 each in two different colors.

A pen for permanent notes (such as abilities) and either a pencil for temporary ones (such as wounds) or some other kind of marker or record keeper since wounds tend to change often during gameplay.

Character Creation Tips

You should avoid having to make untrained rolls, so all abilities that you expect to roll defensively, like Athletics (for dodging) or Melee (for defense), should have at least one level.

Don't underestimate what a point or two in Requisition Points can do. Those 50 or 90 additional RPs can buy you quite a bit of nice equipment.

Abilities

Ranged will probably be the main combat skill, but most animals will attack you in Melee, meaning you will also need to roll Melee for defense.

Perception is always important, though sensors, implants and other technology can help out.

Survival governs first aid, so at least one team member should have a good score.

Driving is another ability that not everyone needs, but at least one team member should be good in.

SubspaceTech is essential to complete the mission, but mostly worthless outside of Beacon calibration.

Teamwork

When splitting up during a mission, try to go in at least pairs. There are many dangers on unknown planets that can disable a lone explorer instantly.

If everyone creates their characters at the same time, talk about roles in the team and make sure that you have all important abilities covered by at least one, preferably two explorers.

Drop Base

In case of doubt or trouble, always check in with your drop base. It has powerful weapons, thick armor and a ton of modules with all kinds of useful stuff. It is also the only thing you have with supplies of air, water and food. While the main vehicle is also enclosed, the air inside it is what you get, and it won't last forever.

Requisition

Don't forget that you can pool Requisition Points, or share them with other explorers so someone else can afford something he really wants from your left over points.

Vehicles

Your team absolutely should get at least the main vehicle as well as enough secondary vehicles to cover every type (air, ground, water). You never know what you'll encounter on your target planet, and finding out you really need a boat and not having one is bad.

The game mechanics allow you to go on a mission without, but you should leave that to experienced teams who know what they are doing and how to cope with bad situations.

The main vehicle is especially important because it can often carry the whole team and it has an antimatter generator to recharge energy weapons.

Weapons & Armor

Make sure everyone on the team has at least one weapon, and you have both energy and kinetic weapons with you.

Same for armor. Even the cheapest kinetic armor can make a really big difference, especially against animals (claws and fangs do kinetic damage).

If you have points left to spend, additional or better armor is almost always worth it.

Other Equipment

Do not underestimate the importance of other equipment. Once you are on the mission, you won't be able to get anything that you didn't bring. And while some things can be improvised from local materials, you never know beforehand what local materials will be available.

Combat Tactics

You can always try an offensive roll and then cancel it in order to go full defensive, even if full defense is your main intention. Who knows, the attacker might roll so badly (say, all 1s) that you figure the standard one-die automatic defense is good enough for you.

Remember that all attack rolls are rolled simultaneously at the start of a combat round, so even if you win the initiative, you will not prevent or even weaken your opponents attack - unless he decides to abandon his attack and go defensive.

Never fight fair. Use roleplaying to your advantage. Describe what you do and *how* you do it, to give the GM opportunities to reward clever tactics and good thinking with those valuable bonus dice.

You can also chain actions for those roll-over victories, or distract your opponents to reduce their dice pools.

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Mission Manual Primer

Revision 87c, Empire Year 376

Property of Mission Control

classified

Primary Mission Objective

Calibration of the SubSpace Beacon is your primary objective.

It takes 3 successful (**SubSpaceTech** vs. 2) measurements to identify suitable Beacon locations. Once positions, the Beacon will self-calibrate automatically, which will take about 72 hours.

Once calibrated, you can press the button on top to signal mission control. Remember that upon reception of the signal, mission control will assume the area is secure for the construction crew.

Protect the construction crew until a temporary SubSpace Transport Station is complete.

Secondary Mission Objectives

Explore and secure the immediate area. Any data on the target planet you can gather and provide for de-briefing will speed up further exploration.

Establish contact and determine objectives of any colonies or aliens you encounter according to the applicable First Contact Protocol.

Mission Sequence Summary

1. Team Selection
2. Briefing
3. Team Leader
4. Requisition
5. Transport
6. Orbital Survey
7. Drop
8. Beacon Calibration
9. Exploration
10. Completion
11. Debriefing
12. Clone Upgrades

First Contact Protocol: Human Colonies

If possible, gather data on technological and social level before initiating contact.

Initiate contact peacefully, if you can do so without serious danger to team or mission.

Do not exchange technology or historical data with colonists. Experts are needed to assess the colony prior to any such exchanges.

Do not allow colonists to endanger primary mission objective.

First Contact Protocol: Aliens

Identify alien species and check computer database for species-specific protocols.

If species is unknown, gather data for further analysis. Also estimate the strength of the alien presence on the target planet.

Do not capture life specimen. Your Drop Base is not equipped to handle them safely.

Avoid unprotected contact and notify mission control of any alien contact *immediately* upon returning.

In case of doubt, assume aliens to be hostile.

Do not allow aliens to endanger primary mission objective.