FREE
RPG
DAY

COSMIC
PATROL ™

QUICK-START RULES:
## THE EIGER AGENDA

ROCKETS AND RAYGUNS!

In *Cosmic Patrol*, players take the role of Patrolmen—the first and last line of defense for humans in a dangerous galaxy. Patrolmen explore, discover and defend the interests of humans wherever they go. With an atomic ray gun at their hip, they brave the unknown on a regular basis.

COSMIC PATROL CORE RULEBOOK

Cosmic Patrol is a rules-light RPG by Catalyst Game Labs that is all about creating a story. Using Cues as building blocks, you will construct a plot and narrate your Patrolman's way through the millions of threats the cosmos has to offer. Your adventure will be unique to you and your group, and you're encouraged to write those adventures up in true pulp style, for all the world to enjoy.

WWW.COSMICPATROL.COM
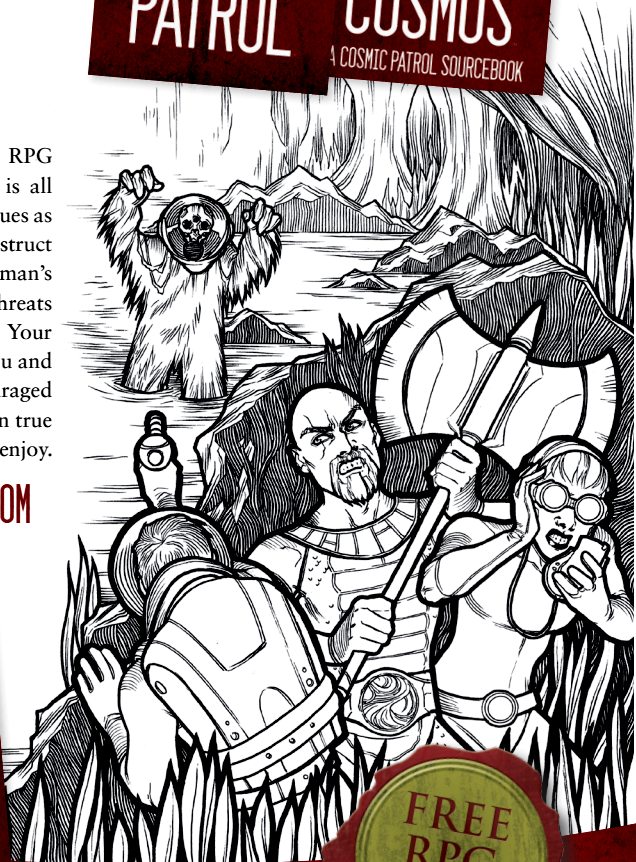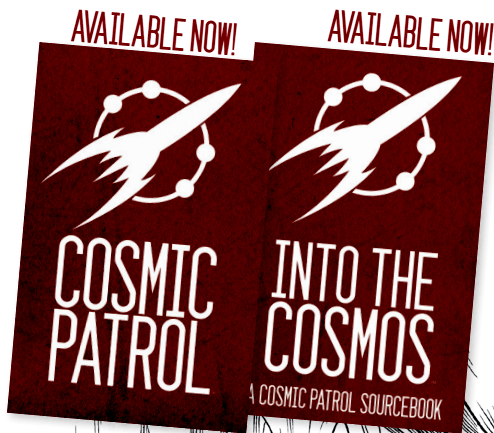
Address to Cadets, Platform Alpha, by Coordinator Roderick Dyson

There is a caret on the screen behind me. Can you see it? That marks the exact point in space where Rocketship *EM* disappeared when the Moon Men claimed it. Right there. Now look behind you. What do you see, through the lower-left viewport?

Earth.

When Rocketship *Exploration Moon* lifted off, we thought the universe was ours to explore. We didn't know about the Moon Men, or the Eiger or the Hakhaze. We thought the Uth were old news. We knew all that—not thought it, not believed it, knew it. And we were wrong.

You've all seen the reports from the Coalsack. You know what Falstaff found, and Winston. You know how much effort we've put into the base at Gleise 581. And now you're standing here, looking at me, thinking about Mars and Venus and what I did there and how you want to be like me. We both know it. And if all you're hoping for is to do what I did, we're all dead men.

You have to do more.

There are a million and one things out in the deep dark that will kill you—that will kill all of us. The Uth are only the first. The Eiger and the Hakhaze don't know where we are. The Metatherions—whatever they are—are out there. The black encroaches. And we are all alone in this system.

You've sworn your lives, your swords, your sacred honor, to the Great Union. You come from Earth, from Mars, from Venus. A few of you have even come out from near Mercury. All of you are soon to be Patrolmen, members of the first—the only—line of defense between our worlds and the galaxy. You are the future, even as I am the past. The history of now will be written on your shoulders.

You must be vigilant. I said a million and one things, and I meant it. Automen. Lizardmen. Pirates. Invading aliens. Something monstrous we haven't even dreamed of yet. The universe is vast—chances are, if you can imagine something, it's out there somewhere waiting for you. Even probability must surrender to the sheer mass of persistence.

You came from the core worlds; you will leave Platform Alpha as men and women of the Cosmic Patrol.
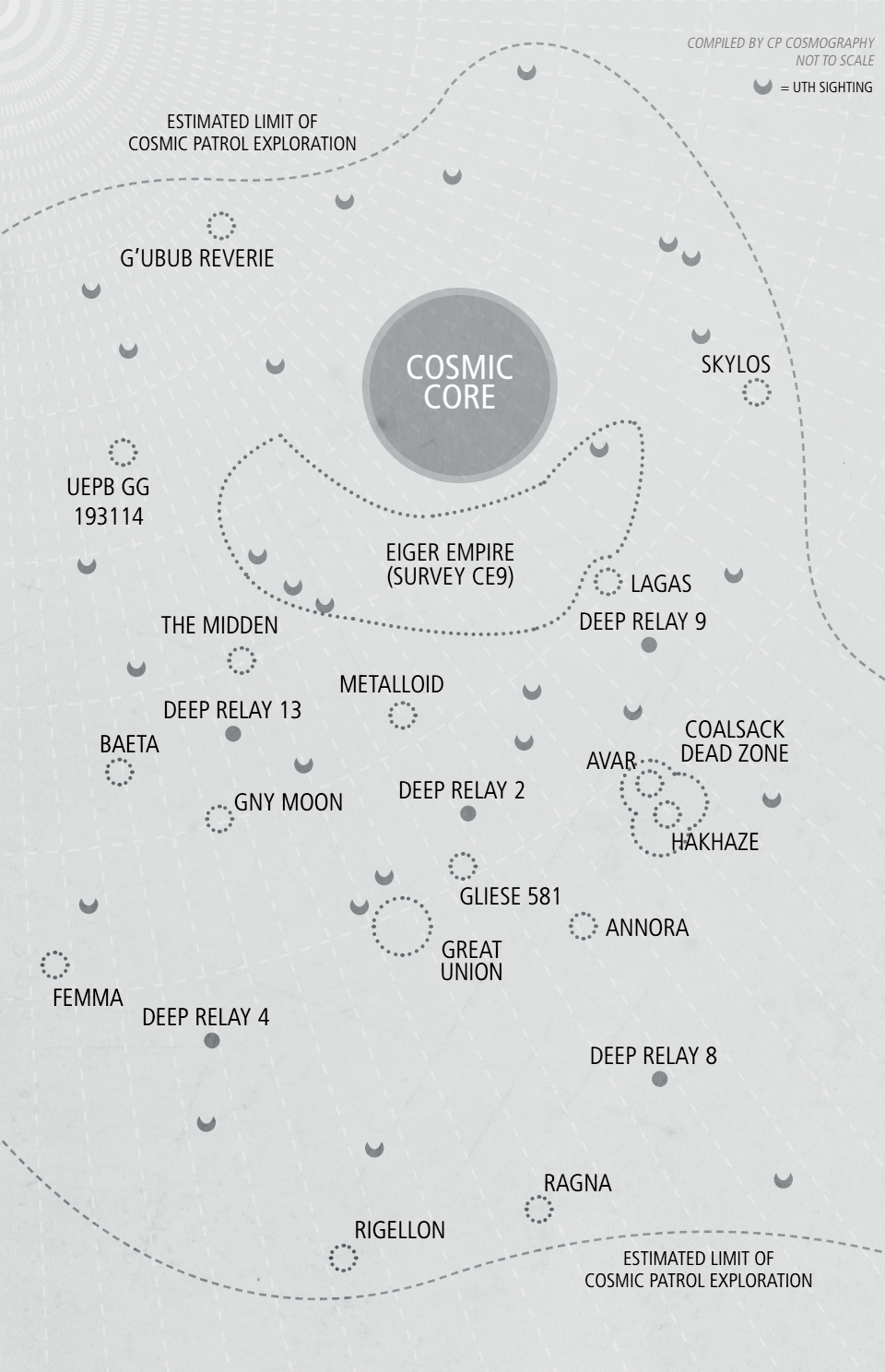
Do your duty.

ESTIMATED LIMIT OF
COSMIC PATROL EXPLORATION

G'UBUB REVERIE

COSMIC
CORE

SKYLOS

UEPB GG
193114

EIGER EMPIRE
(SURVEY CE9)

LAGAS

DEEP RELAY 9

THE MIDDEN

METALLOID

DEEP RELAY 13

COALSACK
DEAD ZONE

BAETA

AVAR

GNY MOON

DEEP RELAY 2

HAKHAZE

GLIESE 581

ANNORA

FEMMA

GREAT
UNION

DEEP RELAY 4

DEEP RELAY 8

RAGNA

RIGELLON

ESTIMATED LIMIT OF
COSMIC PATROL EXPLORATION

WHAT IS COSMIC PATROL?

Cosmic Patrol is a role-playing game (RPG) set in a retro future based on the Golden Age of science fiction. If you've ever seen a cover from a classic 1930s-1960s pulp science fiction magazine, you've got the idea. You and your friends form the crew of a Cosmic Patrol rocketship and blast off for action and adventure in the wild galaxy.

Quick-Start Rules

We have specifically designed these quick-start rules (QSR) to drop you straight into the action and adventure of *Cosmic Patrol* in minutes! Read through these quick-start rules, including the Eiger Agenda adventure, once...it won't take long. Then jump right into playing the Eiger Agenda Missions!

For ease of reference, the first time an important term is introduced, it will be bolded.

Dice

Cosmic Patrol uses polyhedral dice: D4, D6, D8, D10, D12 and D20 (the value representing how many faces each dice has); anytime "D" is used, as in "D12," it's shorthand for "die."

BEFORE THE GAME BEGINS

Gameplay in *Cosmic Patrol* revolves around two things: *Building The Story* and *Rolling Dice*. Once a little more details are provided on what you need before your game begins, we'll dive into explaining both aspects.

Choose a Patrolman

Each Patrolman Dossier (starting on p. 12) consists of an illustration and contains all the pertinent information for characters in *Cosmic Patrol*. To make sure you choose a Patrolman you'll like, you'll have to understand the different parts of a Dossier. Let's take a look at the Dossier for *Capt. Wendy "Gunny" Humbre* (see p. 12).

Stats and Stat Dice

Beginning at the top of the Dossier, you'll see the different **stats** for Humbre and the different dice that represent those stats (**Stat Dice**).

Brawn: This represents the physical build of the character, whether endurance, brute strength, sheer stamina, and so on.

Brains: This corresponds to the mental faculties of a Patrolman, whether street smarts, learned science or just plain inherent brilliance.

Charisma: The ability to lead or to talk your way out of a situation is based on your charisma; a character's presence as he walks into a room.

Combat: How good a person is in combat—whether ranged, close quarters, hand-to-hand or even ship-to-ship—is covered by this stat.

Special: The **Special Die** represents specialization in a given field/category—in Humbre's case, the Special is "Heavy Gunner." Whenever a situation arises where a

player's "Special" category applies, the Special Die is used in place of a standard Stat Die.

Luck: Luck is a very special number for each Patrolman. It's not a Stat Die, but instead a static number that represents the capriciousness of the universe. If a Stat Die (or in the case of combat, the Combat Die) result of any roll should ever match the Patrolman's Luck Stat, the roll is a success, no matter what.

Cues

In the center-right of the Dossier are the Patrolman's **Cues**. These Cues are statements or quotes that help define the Patrolman—whether it's his attitude, capabilities or personality. Each Cue helps form the basis of a **Narration** (see p. 3).

Armor

The **Armor** track gives the number of Armor pips the Patrolman has. Humbre, a Patrolman accustomed to a battlefield, wears a good deal of armor to negate incoming fire. Armor helps deflect damage during **combat** (see p. 9).

Health

The **Health** track defines the Patrolman's Health status. Once a Patrolman's armor has been depleted from damage, he begins to take damage to his Health track. As injuries pile up, a Patrolman will start to suffer negative performance effects (see p. 10).

Weapons

In a dangerous galaxy, every smart Patrolman carries one or two weapons. The weapons column lists those weapons and the damage they inflict on a successful hit, as well as their range. As a soldier, Humbre always carries a few heavy-duty ray guns. The Ares Repeater works best at **Near** range and does four points of damage. If Humbre successfully attacks an opponent, the enemy would lose four pips off his Armor/Health track.

Equipment

While Humbre always carries her trusty blasters, she also carries tools and supplies, as shown in the Equipment column of her Dossier. Unlike weapons, equipment in *Cosmic Patrol* has no set stats. Exactly what does a Uniwave Communicator do, and how does it work? The player may have to answer those questions during gameplay with a clever Narration (see p. 3).

NPC Dossiers

Finally, there are two types of Dossiers—those for fleshed-out characters like Patrolmen or particularly important enemies, and those for less-important characters like henchmen or supporting characters. These **non-player character** (**NPC**) Dossiers are half the size of normal Dossiers and contain much less information. **Lead Narrators** can modify the NPCs in this QSR (see p. 15) to expand the number of enemies for a given Mission; they can also visit

www.cosmicpatrol.com to download a blank NPC Dossiers.

The Mission Brief

The four-part *Eiger Agenda* **Mission Briefs** (see p. 17) supplies all the information you'll need to start a gameplay session with little effort required on the part of the players.

- **Orders from HQ:** A short overview of what the Mission will be about, what the objective will be and what opposition the Patrolmen can expect to find.
- **Mission Objectives:** The Objectives list a set of events or accomplishments that Patrolmen are expected to do in order to complete the Mission successfully, though they aren't mandatory.
- **Mission Cues:** The Mission's Cues function the same as the Cues on a Patrolman Dossier. Each Cue can be the basis for a Narration as well as a description of the Mission itself.
- **Mission Tags:** Tags give short descriptions of the Mission itself in order to give players the gist of the adventure or to aid the creation of a campaign.
- **Opening Narration:** The top gives the Opening Narration to be read by the LN at the beginning of the Mission. This gets the ball rolling and gives a quick overview of what's going on.
- **The Setting:** Below that is The Setting—a description of the local area where the crew finds itself at the beginning of the Mission.

- **Enemies and Obstacles:** Finally, an Enemies/Obstacles list gives the opponents and obstacles that the crew may have to defeat or overcome to successfully complete the Mission, with each considered a **Scene**, or section, of the overall Mission Brief.

The Lead Narrator

Cosmic Patrol does not require a gamemaster for play—instead the responsibilities of the Lead Narrator (LN) rotate from player to player throughout the game. However, an appointed LN isn't prohibited either. Ultimately, it's up to the player group. If the group performs better with a dedicated LN, appoint one. But if the group doesn't require one, simply use the rules as presented.

BUILDING THE STORY: PLAYING COSMIC PATROL

Once each player has a set of dice, the appropriate Patrolman Dossier at hand, a Mission Brief selected, and an LN has been chosen, you're ready to get started.

Cosmic Patrol play is divided into a series of segments that build on each other: *Turns & Narrations*, *Scenes*, *Mission Briefs* and *Campaigns*.

Turns and Narrations

At its core, *Cosmic Patrol* gameplay is divided into a series of turns. Each turn, every player will have a chance to play out and describe his Patrolman's actions. These descriptions

are called Narrations, and as the game progresses these Narrations will build on each other and form the story of the game.

Lead Narrator

Each turn begins with the LN and continues with the player on the LN's left until all players have had a turn at Narration.

The LN begins the turn by giving a narrative of the current situation and advancing the plot, as described under Mission Briefs (see p. 3). The LN also makes any actions or die rolls for enemies the Patrolmen may encounter. Though the LN begins the turn, he is the last to act with his Patrolman.

Once all players have had a chance to narrate their Patrolman's actions, the turn ends and a new turn begins.

Scenes

A Scene is defined as the start and finish of a given section of time within a Mission Brief. A Scene will contain a number of turns, which will vary depending upon what's occurring within a given Scene.

For example, take a look at *The Eiger Agenda Part 1: Annora Alchemy* (see p. 18). Each of the three descriptions of the Enemies/Obstacles that can be found in that Mission Brief is a Scene. There is no hard and fast rule on how many turns are in a Scene. Instead, that will be based on how many players are involved, their style of play and their Narrations, which ultimately leads to how quickly (or slowly) they're able to accomplish the goals of a given Scene.

Scenes and the LN

The LN starts a Scene and is the LN for every turn until a Scene is accomplished. Once a Scene is finished, the player to the right of the current LN becomes the new LN. The new LN starts the first turn of the new Scene by providing a narrative of the current situation, and so on, as described above.

Mission Brief

A Mission Brief usually constitutes a single game session and is finished when all of the Scenes within a Mission Brief are accomplished. How many Scenes are required to finish a Mission Brief is detailed in each Mission Brief, but can be modified by the player group.

Campaign

The four-part *Eiger Agenda* Mission Briefs are designed to stitch together to build a larger story that will span many gaming sessions.

BUILDING THE STORY: NARRATION AND NARRATION FLOW

Giving a Narration is quite easy. All a player has to do is describe what his or her Patrolman is doing: whether it's engaging in combat, exploring a room or repairing a device.

If any action has a chance of failure, then a dice roll is made to determine whether the action succeeds or fails.

Many Narrations are based on Cues provided on Patrolman Dossiers or Mission Briefs.

Cues

Cues are building blocks players can use as a basis for Narrations.

Cues are both suggestions and descriptions. Cues can be positive and negative and never have to be narrated the same way twice. If a player draws a blank or wants to make sure he's staying on-topic, he can take a look at a list of Cues and choose an appropriate one to base a Narration around.

Collin—playing as rocketship mechanic William "Bat-Ears" Bradley—finds himself in a firefight at the beginning of his next turn. He's the first player to make a Narration this turn and the situation isn't good: the crew is trapped in a cave, facing a dozen Uth lizardmen armed with stolen ray guns. Collin takes a quick look at Bat-Ears' Dossier and sees the Cue "You First!" That makes sense, as Bat-Ears has a low Combat Die...only a D6. So Collin decides to defer...

"'Uh guys!' Bradley exclaims. He jumps behind a big, solid-looking boulder and yells, "'You first! I'm just a mechanic!'"

Moving the Story Forward

Collaborative Narration is about creating a story and moving it forward. *Cosmic Patrol* is about being a heroic Patrolman, facing impossible challenges and overcoming them in the most improbable and fun ways.

It is all about saying "yes" to fun, not "no" to something unexpected.

So when you are faced with the impossible, you smile and say "Yes, and…" Then you make it up! There is no wrong way in *Cosmic Patrol*. Want to have the crew swallowed by an interphasal space whale that happens to be headed to Earth to bathe in the Northern Lights? Then do it! But be ready for the LN to have the whale stopped short when it runs into a wormhole tollgate and the whale left his wallet in his other flippers. After all, the rule is "Yes, and…"

For example, the players are all gathered around the table for the night's adventure (Mission Brief) and are already in the thick of the action. In the previous turn, Brent, the current LN, stated that one of the bulkheads of the Patromen's rocketship was acting funny, and the Patrolmen leapt into action.

After the rest of the players make their Narrations in an effort to determine what's going on, Brent's Patrolman (as the LN, his character is the last to act in a turn), says, "I use my uniwrench to turn the cutoff valve of the trenelium vapor conduit," hoping that'll solve the problem of the strange-acting bulkhead.

It is now the beginning of the next turn, and Brent, still the LN, sets the stage for the start of this turn's events. He takes a moment to gather his thoughts, based upon what's just transpired from the previous turn, and says, "Unfortunately, that didn't work

and the bulkhead inexplicably begins to go out of phase. If the bulkhead goes, our intrepid Patrolmen will be exposed to the cold hard vacuum of space. Each time the wall blinks out of phase, to the rush of escaping air, you can all see a Frendulian Dread Rocketship rising from the haze of the Oort cloud. Grundark, you estimate that within ten seconds the bulkhead will be completely out of phase. Commander Carragher, you are up first."

Steve, to Brent's left, blinks for a moment, then gives a big smile and says, "Yes, and on seeing the wall disappear before his eyes Commander Carragher yells, 'Grundark, reverse the polarity on the phasal multiplier to shore up this wall, I'm headed for the bridge to activate our guns. I'm a soldier, not a scientist!'"

*Josef, Grundark's player, mouths to himself, "phasal multiplier?" With a shrug and a smile he picks up the thread of the adventure. "Yes, Commander." Josef drops one of his **Plot Point** tokens on the table. "Because we're halfway between the bridge and the engine room I know there isn't a nearby control station, so I'll just use my unitool to adjust my Venusian phase gun so it will counteract the effects of whatever is causing our bulkhead to disappear." Out-of-character Josef then says to the LN, "I'll use the Plot Point to support this." Josef rolls a D12 for the test, adding D10 for his Brains Stat, getting an 8 and 6 for a total of 14.*

Brent, as the LN, rolls the opposing D20, rolling a 17. Looking

at the result, Brent shakes his head. "It appears your phase gun did its job too well. Yes, the wall is back in phase, but now the ship is slowly being consumed by a temporal stasis field. If the field completely envelops the ship the Patrolmen will be locked in hibernation until we are freed. Or the Frendulians blast us to oblivion. Whichever comes first." Brent turns to Jo, nodding to him that it is his turn.

Jo just smiles. Pantomiming opening a flask and affecting his best Bat-Ears voice he says, "And if that's not an excuse for a drink, then I don't know what is!" Taking an imaginary sip, Jo wipes his mouth with his sleeve. "Now then, let's see if we can fix what Venusie boyo here muddled up...."

Plot Points

Plots can take twists you never saw coming—a rogue rocketship full of space amazons, that hidden button that does something, a wild raygun blast at the wrong moment. Plot Points can make all these happen!

In gameplay, Plot Points may be used in many ways. In general, they are used to interrupt or alter another player's Narration—a method of adding a twist to the game. But they can also be used to change player turn order, alter a die roll or gain back a point of health. The ways players may utilize Plot Points are only limited by how creative they want to be.

Players will be earning and spending Plot Points throughout the game and using some type of tokens (such as poker chips) is the

best method to track them. However, players are free to use whatever system works best, whether it's chips, dice, noting them down on a piece of paper/table/smart phone, and so on.

Earning Plot Points: Players

Players begin the game with three Plot Points each and may be awarded more points by the LN for particularly good Narrations. Players may have a maximum of five Plot Points at any time and only one point may be awarded to a player at a time.

Players with no Plot Points are automatically given one at the beginning of their turn.

The LN is the only person who may award Plot Points.

Earning Plot Points: Lead Narrator

The LN also receives Plot Points into a **Plot Pool**. The LN starts a Mission Brief with one Plot Point and every time a player spends a Plot Point (see below), the LN receives a Plot Point.

Unlike the players, the LN's Plot Pool has no size limit.

The Plot Pool transfers between LNs in between Scenes. If the Plot Pool is empty at the start of a new Scene, the new LN receives 1 Plot Point.

Spending Plot Points: Players

No matter what effect you want to cause, the cost is one Plot Point and the change is immediately made to the game. Players may not spend more than one point at a time in an attempt to maximize the twist, though they can spend multiple Plot Points during any

player's Narration (whether their own, or another player's).

> *A new turn of* Cosmic Patrol *has started and Ron's Patrolman is injured. At the beginning of his turn, Ron spends one Plot Point to regain a point of health.*
>
> *He deposits his Plot Point token into the used pile and restores one of the Health pips on his Patrolman's Dossier. He then makes a quick Narration:*
>
> *"Capt. Carragher, still smarting from that tangle with a Plutonian pit dweller, downs a robustapill."*

Just remember, Plot Point use doesn't always mean a positive change. Often plot twists are a negative event—something goes wrong that must be fixed or adapted to by the characters.

Spending Plot Points: Lead Narrator

Like players, the LN can spend Plot Points in any fashion he chooses, with the following caveats:

- Plot Points can only be spent to aid NPCs/create plot twists; they cannot be spent to directly aid/ hinder a player.
- The LN can only spend one Plot Point per turn.

ROLLING DICE

No matter how well your storytelling is unfolding, there will come a time when the dice need to come out to help resolve a given situation.

The Core Mechanic

As a shoot-em-up, by-the-seat-of-your-spacesuit role-playing game, *Cosmic Patrol* uses a simple, cinematic dice-rolling mechanic to resolve **Challenges**, **Tests** and **Combat**.

The Basic Mechanic for Challenges and Tests

A D12 is the **Base Die**, and forms the foundation that all players' rolls are based upon. The result of this roll is modified by the appropriate Stat Die and any additional **Modifiers**. The basic dice rolling mechanic for all Challenges and Tests is:

D12 + Stat Die (D4, D6, D8, D10, D12) + **Modifiers** vs. **D20**

A Challenge is any action taken against an inanimate object, while a Test is any action taken against another character or any NPC that is non-combat related.

Which Stat Die To Use: The appropriate Stat Die to use will usually be very easy to determine: trying to lift something heavy? Brawn. Trying to outsmart an opponent? Brains, and so on. Ultimately, however, if the situation is too muddy, the LN makes the decision on which Stat Die to use (see p. 1).

Modifiers: Modifiers represent good or bad situational circumstances that take an ordinary situation and make it extraordinary. For example, while trying to work on X, the player is: being attacked (a negative modifier); he's wounded (a negative modifier); there's no gravity (depending upon what he is trying to accomplish, it could be a positive or negative modifier); the player is getting additional help (this also could be a positive or negative modifier depending upon the Stat Dice of the player trying to help); the device he's working on is extra difficult (a negative modifier)…or extra easy (a positive modifier)—the sky's the limit on what might happen. The decision on what modifiers are applied to any die roll, if any, and whether they are positive or negative, is always made by the LN.

Special: If the Patrolman has a Special Die that is appropriate to the current situation (as determined by the LN), the player will use that die rather than the usual Stat Die (see *Special*, p. 1).

Luck Stat

Always remember that regardless of the overall result, if a Stat Die (or Special Die, if used) result equals the character's Luck Stat, that character automatically succeeds at his action (see p. 2).

While on a mission to the Coalsack Dead Zone, the crew of the Rocketship Consolidator finds itself captured by Hakhaze slavers. Scott—playing as Yawitz, a Venusian scientist—decides his Patrolman has a good chance of picking the electrilock on the crew's prison cell.

Picking a complicated lock is definitely a Challenge as it's against an inanimate object. Scott decides this is a test of Brains (which the LN agrees with), which

is perfect for Yawitz, who has a D10 in that category. Scott rolls for the Challenge, rolling a D12 (Base Die) and a D10 (Brains Die). The LN rolls a D20 for the lock; the LN decides there are no special circumstances requiring any additional modifiers. The result is:

4 (D12) + 9 (D10) + 0 (no modifiers) = 13 vs. 6 (D20)

A big success! With little effort, Yawitz picks the electrilock and the crew makes its daring escape!

Combat

Combat is a variation on the basic dice rolling mechanic for Challenges and Tests. The Combat Die forms the foundation of all combat rolls instead of the usual D12 Base Die. The result of this roll is altered by any applicable modifiers. The basic dice rolling mechanic for all combat is:

Combat Stat Die + Modifiers vs. **Combat Stat Die + Modifiers**

As shown, combat is a straightforward contest between combatants Combat Dies, plus any applicable modifiers.

Modifiers
As with Challenge and Test rolls, Combat can have a variety of situational modifiers added, all of which are decided upon by the LN.

Ranges
All weapons fall into three range brackets for combat (the range of each weapon is noted on the Patrolman's Dossier).
- **Close** (Melee)
- **Near** (Pistols)
- **Far** (Rifles)

If a weapon is used in a range bracket one higher than its noted bracket, apply a –3 modifier. A weapon cannot be used in a range bracket two higher than its listed bracket, though it can always be used in a closer bracket. For example, an Amazon's axe is a **Close** (Melee) weapon: if it's used at Near range the player would apply a –3 modifier; it cannot be used at Far range. A beam rifle, however, which has a Far range, can be used at Near or Close without any issues.

Special Die
If the Patrolman has a Special Die that is combat-related and appropriate to the current situation (as determined by the LN), the player will use that die rather than the Combat Die (see *Special*, p. 1).

Luck Stat
Always remember that regardless of the overall result, if a Combat Die (or Special Die, if used) result equals the character's Luck Stat, that character automatically wins (see p. 2).

Unusual Circumstances
Any time an unusual circumstance arises not directly covered by the rules, the LN modifies the situation on the fly. For example, if two

combatants are at a significant range from one another and the LN decides the "winner" of a combat roll couldn't possibly damage the "loser," he simply doesn't apply damage and moves on; in this instance "winning" was simply an avoidance of damage on the winner's part.

Steve's Patrolman, Commander Cody Carragher, is facing off with a space pirate. Carragher is using a unibeam rifle he found earlier in the game. The space pirate only has a knife and is on the other side of a large open area. Steve rolls a D8 (Carragher's Combat Die) and the LN rolls a D6 (the space pirate's Combat Die). Because Carragher can attack from a distance and the pirate can't, the LN awards a +1 modifier to Carragher's roll. Steve rolls a 7 and adds the +1 bonus for a final result of 8. The space pirate rolls a 3; with the −3 modifier for trying to attack with a weapon into a larger range bracket, the result is 0. The pirate loses and gets shot.

There are numerous ways the encounter could play out. Just remember to roll with the dice and the Plot Points—anything can happen!

Rocketship Combat

There is no separate system for combat between rocketships. Instead, the focus is kept where it should be, on the action of the characters, with the LN deciding what Challenges/Tests/Combat should occur under any given situation.

Damage, Armor and Health

Whenever a fight occurs, or a dangerous situation is encountered, there's a chance a Patrolman could take damage.

Damage: On every Patrolman Dossier, there's a "Weapons" column that lists the weapon the character started the game with and its **Damage Value**. Whenever a character takes damage, the damage is first applied to the Armor column of the Dossier. Once all Armor pips are marked off, damage then begins to apply to the Health column and if that happens, things are serious!

Health Flow Chart: The Health column of the Patrolman Dossier takes the form of a flowchart. Players start at the top, left-hand pip and move to the right until the first row is marked off, then move to the top, left-hand pip of the second row and move to the right until the second row is marked off, and so on.

- **First X:** When the first "X" (on the second row) is reached, the character immediately applies a −1 penalty to all future Brawn Die rolls.
- **Second X:** When the second "X" (on the third row) is reached, a −1 to all future Brawn and Combat rolls is immediately applied.
- **Knocked Out:** When the "Knocked Out" pip is crossed out, the character is unconscious and may take no actions (he does not give any more Narrations until he's healed; he cannot spend any Plot Points either).

- **Dead:** If the "Dead" pip is crossed off, the cosmos finally got its man…or woman…or robot….well, got its due, let's say.

Secondary Effects: *Cosmic Patrol* doesn't assume weapons have any other effects beyond straight-up damage as noted on the various Dossiers. However, like the equipment also noted on the Dossiers, players and LNs are free to come up with additional fantastical effects from a weapon.

Regaining Armor/Health: Fortunately, there are many ways to regain Health or repair Armor. A player could spend a Plot Point to regain a pip of Health or Armor. Some characters carry first aid kits as equipment, which can restore Health. Additionally, some characters are doctors or engineers and can use a Narration to fix Armor or help heal a crewmate; in this instance how much they repair the Armor and/or the Health of a character could largely depend upon the quality/uniqueness of their Narration, with the LN fixing two or even more pips for a particularly superb recitation.

Weapons

Weapons come in all shapes, types and sizes. You name it…and it probably comes in a variety of colors and styles as well.

Cosmic Patrol characters start each Mission with a default set of weapons. These are listed on the Patrolman's Dossier along with the amount of damage they do when used successfully against a target, and their range bracket.

Equipment

Besides weapons, many Patrolmen also carry a variety of equipment to use during missions. The uses of many of the different items may be obvious: a first aid kit would help treat a Patrolman who's been injured or a tool kit could be used to repair armor, robots or other devices. The intended application of other equipment may be more obscure or even totally unknown. In many cases, this is intentional and gives the players a chance to decide exactly what that equipment does, based on the name.

INCOMING MESSAGE FROM COSMIC PATROL HEADQUARTERS!

Want more? You can get *Cosmic Patrol*'s 2012 Free RPG Day booklet — The Kahn Protocols — for free online! Head over to battlecorps.com/catalog or drivethrurpg.com!

BRAWN	BRAINS	CHARISMA	COMBAT	Heavy Gunner	LUCK
D8	D8	D6	D10	D10	4
				(SPECIAL)	

CAPT. WENDY 'GUNNY' HUMBRE

CUES

SHOOT FIRST, ASK LATER!

I'LL DO IT MY WAY, OR DIE TRYING.

"CAN'T" ISN'T IN MY VOCABULARY.

EAT MY PROTONS!

MY RELIGION? SPRAY AND PRAY!

YOU TALK BIG, CAN YOU BACK IT UP?

SNEAK? I DON'T *SNEAK*.

WE'RE OUTNUMBERED? PERFECT ODDS!
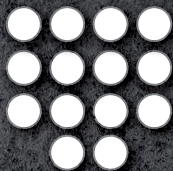
ALWAYS PACK EXTRA AMMO. ALWAYS.
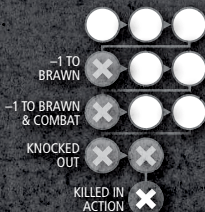
VITAL FACTORS

Name: Wendy Humbre **Age:** 34
Homeworld: Earth **Rank:** Captain

Tags: ❯ Earthwoman ❯ Loves Big Guns ❯ Feisty
❯ Headstrong ❯ Driven ❯ Overachiever

ARMOR

HEALTH

−1 TO BRAWN

−1 TO BRAWN & COMBAT

KNOCKED OUT

KILLED IN ACTION

WEAPONS

	DAMAGE	Close	Near	Far
Ares Proton Repeater	4	−1	−3	—
Ares Shatter Blaster	3	OK	−3	—

EQUIPMENT

Patrol First Aid Kit	Atomolight
Uniwave Communicator	

BRAWN	BRAINS	CHARISMA	COMBAT	EYE FOR DETAIL	LUCK
D6	D10	D6	D6	D12 (SPECIAL)	6

GRUNDARK

CUES

SILENCE! I'M THINKING!

I NEED NO AID!

HAVE YOU READ THE WORKS OF TSUNG WAN?

STOP WASTING OXYGEN WITH TALK!

AH, I SEE HOW THE DEVICE OPERATES.

ROBOTS. DESTROY ALL ROBOTS.

I SHOULD BE IN CHARGE.

BRAINS BEFORE BRAWN.

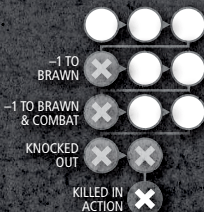GOOD NEWS, EVERYONE!

VITAL FACTORS

Name: Grundark **Age:** 133
Homeworld: Venus **Rank:** N/A

Tags: > Philosopher > Scientist > Focused > intense > Analytical > Genius

ARMOR

HEALTH

−1 TO BRAWN

−1 TO BRAWN & COMBAT

KNOCKED OUT

KILLED IN ACTION

WEAPONS

	DAMAGE	Close	Near	Far
Phase Katana	4	OK	—	—
Unibeam Rifle	1	—	−3	OK

EQUIPMENT

Nutrients Purifier	Telescoping Omnitool
NucleoAnalyzer	

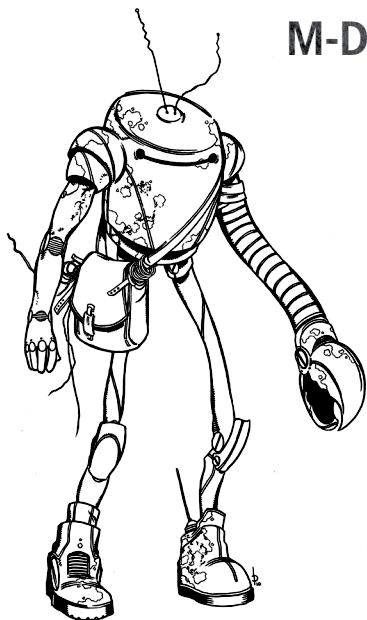| BRAWN	BRAINS	CHARISMA	COMBAT	CLOSE COMBAT	LUCK
D8	D6	D8	D6	D12 (SPECIAL)	8

M-DAK 14791

CUES

WHOOPS!

NO HARM WILL COME TO YOU, FRIEND.

IF I CAN JUST GET CLOSER...

OOOH, A BUTTON! PUSH IT!

WHERE DOES THIS DOOR GO?

I'LL GIVE 'EM THE CLAW!

I CAN FIX THAT. GIVE ME A HAND...

I CAN OPERATE IN A VACUUM. CAN'T YOU?

WHAT? I WAS...ANALYZING...THIS THING.
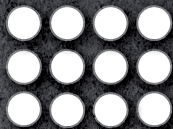
VITAL FACTORS
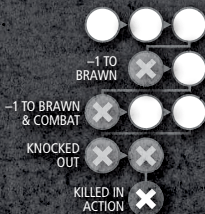**Name:** M-dak 14791   **Age:** Unknown
Homeworld: Unknown   **Rank:** N/A

Tags: ❯ Witty ❯ Absent Minded ❯ Loyal
❯ Good Intentions ❯ Accident Prone ❯ Protective

ARMOR

HEALTH

−1 TO BRAWN
−1 TO BRAWN & COMBAT
KNOCKED OUT
KILLED IN ACTION

WEAPONS

	DAMAGE	Close	Near	Far
Claw Arm	2	OK	—	—
Ray Blaster	1	OK	−3	—

EQUIPMENT

Toolkit   Scrap Bag

Sonic Deharmonizer

BRAWN	BRAINS	CHARISMA	COMBAT
D6	D8	D8	D10

GENETICALLY MODIFIED EIGER
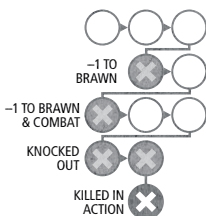
WEAPONS

	DAMAGE	Close	Near	Far
Hyper Void Rifle	4	OK	−3	—
Phase Pistol	1	OK	OK	OK

EQUIPMENT

Radiumunicator	Atomoshield
A-Class Starlight Tube	

HEALTH

−1 TO BRAWN
−1 TO BRAWN & COMBAT
KNOCKED OUT
KILLED IN ACTION

ARMOR

BRAWN	BRAINS	CHARISMA	COMBAT
D6	D6	D6	D8

EIGER SOLDIER
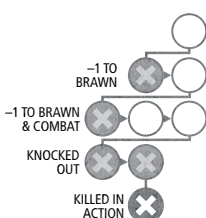
WEAPONS

	DAMAGE	Close	Near	Far
Tri-Phase Pistol	2	OK	OK	−3
Zap-gloves	3	OK	—	—

EQUIPMENT

Radiumunicator	Qudrometic Cube
A-Class Starlight Tube	

HEALTH

−1 TO BRAWN
−1 TO BRAWN & COMBAT
KNOCKED OUT
KILLED IN ACTION

ARMOR

Character Sheet 1

BRAWN	BRAINS	CHARISMA	COMBAT
D10	D4	D4	D8

KILLBOT MINION

ARMOR

HEALTH

−1 TO BRAWN
−1 TO BRAWN & COMBAT
KNOCKED OUT
KILLED IN ACTION
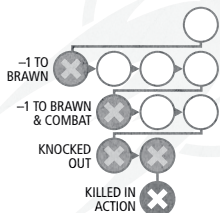
WEAPONS	DAMAGE	Close	Near	Far
Biditic Buzzsaw	2	OK	—	—
Biditic Buzzsaw	2	OK	—	—

EQUIPMENT

Self-Destruct Mechanism

_____ _____

_____ _____

Character Sheet 2

BRAWN	BRAINS	CHARISMA	COMBAT
D8	D4	D6	D8

ANNORAN

ARMOR

HEALTH

−1 TO BRAWN
−1 TO BRAWN & COMBAT
KNOCKED OUT
KILLED IN ACTION
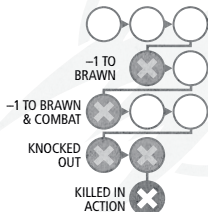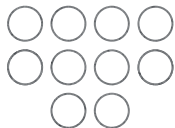
WEAPONS	DAMAGE	Close	Near	Far
Gugclock Lance	2	OK	−3	—
Tail	3	OK	—	—

EQUIPMENT

Cometarian Pelt   Shiny Bits

_____ _____

_____ _____

THE EIGER AGENDA PART 1: ANNORA ALCHEMY

Incoming Transmission from Cosmic Patrol Headquarters:

Outpost 742 on Annora has requested Patrol reinforcements, reporting arrival of Eiger battleships and transport vessels. The Eiger have made landfall and are collecting some kind of element from the jungle floor.

As the closest Patrol rocketship in the area, you are to immediately redirect to Annora and intercept the mining expedition. Be advised scanners are unreliable due to the extreme jungle growth on the surface. You will need to rendezvous with Annoran tribal leaders and locate the Eiger encampment with the assistance of a native guide.

Objectives

› Sneak past Eiger patrols to meet with Annoran leaders and join tribal guide
› Find the Eiger mining encampment and infiltrate defenses
› Sabotage Eiger machinery and gather intel as to the alien's purpose on Annora.
› Escape and report back to CPHQ with acquired intelligence.

Cues

› Eiger › Outpost 742 › Jungle › Dangerous vegetation › Mining
› Guard patrols › Chemicals › Guerilla warfare › Panthera erectus
› Tree cities › No backup › Killbots

Tags

› Mining expedition › Cat people › Annora › Jungle warfare
› Eiger › Killbots

COSMIC PATROL MISSION BRIEFS
THE EIGER AGENDA PART 1: ANNORA ALCHEMY

"Looks like we're in for a solo mission."

"There are no reinforcements nearby? We're taking on an entire Eiger encampment *alone*, sir?"

"That's right. You have a problem with that?"

"No sir. Just making sure there will be enough heads to knock."

"That's what I like to hear! All right. We're going to keep this mission guerilla. Hit and run, sabotage, snatch and grab. We have to stay below the Eiger's noses without letting them catch a whiff of our blasters. Hopefully the Annoran guide will help with that, but we'll see. Let's get this ship moving. Fall out!"

THE SETTING

Annora is a lush jungle world with an astounding amount of plant and animal life. The Annorans, the *panthera erectus*, are cat-like humanoids. They are quick and nimble, with excellent eyesight, retractable claws, and tails. The jungles of Annora are dangerous and savage. Somewhere beneath the massive and scanner-jamming canopy of growth is an Eiger mining encampment.

ENEMIES/OBSTACLES

Scene 1: Land on the surface of Annora and rendezvous with the tribal Annorans to meet your guide. Evade Eiger and killbot patrols while locating the mining encampment.

Scene 2: The crew must infiltrate the Eiger mining encampment, sabotage the machinery, and gather a sample of the minerals being collected while evading detection from Eiger soldiers and killbot guards, if possible.

Scene 3: The crew must return to their rocketship and escape the alerted Eiger space squadron in orbit to return the mineral samples to Cosmic Patrol Headquarters.

THE EIGER AGENDA PART 2: BELEAGUERED BEL

Cosmic Patrol Intelligence has confirmed that the crew of the Patrol Rocketship *Moon Raker 6*, on a top-secret mission to consult with the Zorm envoy M34Bel, has gone missing. The purpose of the mission was to secure Zorm aid in identifying mineral samples retrieved from an Eiger dig site on Annora.

CPI has sent deep space relays to the last identified location of the *Raker*'s crew. The encrypted coordinates of the secret meeting have been forwarded to your mass data proto analyzers for decoding. Another Cosmic Patrol ship in the area has received the same information and will be joining you on this mission. You are to make haste to the location, rendezvous with the incoming Patrol ship, secure the intel, rescue the crew of *Moon Raker 6* and the Zorm envoy M34Bel before returning to broadcast range and sending the encrypted data back to CPHQ for processing.

Captain Ray Ballenger of *Raker* knew the dangers of this meeting when he and his crew were assigned to the mission. This information is of the utmost importance to the galaxy's safety. They were prepared to make whatever sacrifices necessary to secure this information. Everyone involved in this mission should be prepared to do the same.

Eiger have been identified on-site. Expect extreme resistance.

Objectives

> Rendezvous with other Cosmic Patrol crew, counter any resistance

> Recover the mineral assessments

> If possible find and recover the crew of *Moon Raker 6* and the Zorm known as M34Bel (M34Bel's stats are found on p. 97 of the *Cosmic Patrol Core Rulebook* — for this adventure, three hits will kill M34Bel)

> Return to your ship and hold your ground until the data proto analyzers can encrypt and broadcast the information to CPHQ

> Escape!

Cues

> Eiger > Killbots > Underground > Captain Ballenger > Zorm envoy M34Bel

Tags

> cave system > lost intel > Eiger > Zorm > secret mission

THE EIGER AGENDA PART 2: BELEAGUERED BEL

"Was the message really priority, sir?"

"That's right. We've been selected for perhaps the most important mission of your young careers. I don't know what this information is all about, but it's important enough that we might not make it back."

"Sir?"

"Captain Ballenger of *Moon Raker 6* and his crew have already gone missing, as has the Zorm envoy that calls himself Bel."

"Zorm, sir? How are they involved in all this?"

"Not our concern. Right now it's only the mission. Get your gear ready, the data analyzers will be finished decoding the coordinates shortly. If we make it back from this, have no doubt, those ugly offspring you're sure to have will be talking about this when we're all old and gray. Fall out!"

THE SETTING

Unknown. All that has been identified is the meeting took place underground. Expect tunnels, dirt, caves and who knows what else. Main enemies are Eiger soldiers and their killbots, but the underground system could harbor native life like rockworms or gnasher beetles. (These creatures are easily killed with a single hit, have a flat Combat Value of 5 and can only attack when triggered by the Lead Narrator.)

The underground system is a warren of tunnels where the Zorm have been conducting experiments. Patrolmen will have to be careful not to get lost.

ENEMIES/OBSTACLES

Scene 1: After decoding information, identify the location and conditions of the meeting site, then plot course. Evade any opposition encountered en route to landing site. Meet up with joining Cosmic Patrol force.

Scene 2: Land and enter the cave system. Locate and retrieve the mineral analysis data. If possible locate the lost crew and M34Bel. Defeat all resistance.

Scene 3: Escape cave system. Secure a defensible perimeter around rocketships. Encode and transmit all data to CPHQ. Roll 1D4, result is number of turns needed for analyzers to process and broadcast data. Each turn, three killbots or Eiger soldiers attack the Patrolmen.

COSMIC PATROL MISSION BRIEFS

THE EIGER AGENDA PART 3: CONDURILLUM CONVOY

++ Priority Transmission ++Priority Transmission++

Make all haste to intercept the Eiger convoy returning from Annora. It is carrying a large shipment of a rare mineral known as condurillium, which the Eiger plan to use to fuel a new mega-weapon.

The Eiger transport appears too well-armored to be destroyed by conventional means. Rocketships *Phobos* and *Red Venom* will launch distractive strikes on the convoy, covering your approach. Insert a boarding party onto the transport and plant explosives or attempt its capture as the situation dictates.

After the boarding action, rendezvous with other Patrol ships and initiate a general assault on the Eiger fleet.

Objectives

> Rendezvous with Cosmic Patrol ships
> Assault Eiger fleet
> Destroy/capture Eiger transport ship carrying condurillium

Cues

> Space battle > Eiger > Attack drones > condurillium > transport ship
> mega weapon > zero gravity > vacuum > boarding party

Tags

> Space battle > rocketships > Cosmic Patrol squadrons > zero gravity

COSMIC PATROL MISSION BRIEFS
THE EIGER AGENDA PART 3: CONDURILLUM CONVOY

"You heard the captain! Get your boots moving!"

"This is my first space combat, sir! What do I do?"

"Get your suit, get your weapons ready, find a view port and shoot out it."

"Sir?"

"Look, son, we're going to be within scratching distance of their ships. Some of the combat will be with our onboard weapons; other parts will be close and personal. Face to, well, whatever those Eiger call faces. Just find another Patrolman, stick close, and make every wound count. The future of the Great Union may well depend on what we do here."

THE SETTING

As *Phobos* and *Red Venom* deal with the escort ships, the player group maneuvers next to the Eiger transport but can't find a docking port, which means an old-fashioned boarding party. The Patrolmen must suit up and jump through the void onto the target ship, find a way in and attack!

ENEMIES/OBSTACLES

Scene 1: While the other two Patrol rocketships distract the convoy, launch a boarding party targeting the Eiger transport. There's no docking port, so Patrolmen will have to jump through the void to the other ship. Eiger may launch killbots to stop the Patrolmen. Once safely on the transport's hull, the Patrolmen must find a way into the ship itself.

Scene 2: Combat Eiger and killbot resistance on board. Enemies will appear in groups of one or two, depending on how sneaky the Patrolmen are being. Discover the location of either the ore or the bridge. Decide to destroy the ore, destroy the entire ship or capture the ship. The ship cannot stay under Eiger control.

Scene 3: Depending on what the group decides, either return to a Patrol rocketship or commandeer the transport, defeating the two Eiger and four killbots on the bridge first.

THE EIGER AGENDA PART 4: DOOMSDAY DEADLOCK

All Cosmic Patrol rocketships assemble at Deep Relay 9 for final orders!

The Eiger have fortified and mobilized a large asteroid armed with a doomsday weapon fueled by condurillium. Fortunately, Cosmic Patrol assaults stopped greater quantities of the element from reaching the mobile command, preventing the Eiger from completing their device. The weapon is still catastrophically powerful, however, and must be destroyed before the Eiger can find a new source of condurillium.

All attempts at a general attack on the asteroid have been repulsed. Our only hope lies in a precision strike by a single rocketship crew using the experimental *Glaxon 161b*. All other forces will be dedicated to a diversionary frontal assault.

Once again, the cosmos needs us and our time is short.

Objectives

> Take experimental ship *Glaxon 161b* and board the asteroid
> Infiltrate Eiger defenses
> Destroy the doomsday weapon (and perhaps the planet)

Cues

> Eiger > Killbots > Automated defenses > Genetically enhanced Eiger
> Doomsday weapon > Final choice

Tags

> space combat > doomsday weapon > Eiger > Killbots
> infiltration > sabotage > self destruct

THE EIGER AGENDA PART 4: DOOMSDAY DEADLOCK

"Do you know the nature of the weapon, commander?"

"CPI says it's some kind of giant beam cannon. All we know is it's capable of destroying a star. That should say enough."

"How are we going to stop it?"

"I don't know. But we don't have to. It's up to those poor saps on the *Glaxon* to figure out. We just need to make good with keeping those Eiger busy."

THE SETTING

The Eiger asteroid weapon is stationed just inside the Eiger Empire, near the planet they call "Terraqueous Globe 65.142 (Enthralled)." The experimental Rocketship *Glaxon 161b* is equipped with a spatial phase destabilizer allowing it to jump behind the Eiger defensive lines and slip in undetected while a general strike is mounted by a mustered force of Patrol rocketships. The facility itself was built as a weapon, not a base, so its internal defenses are unknown.

The *Glaxon 161b* is totally unarmed. The engineers needed the extra room to install the destabilizer.

ENEMIES/OBSTACLES

Scene 1: Pilot the *Glaxon 161b* through a spatial jump and down to the Eiger HQ. In a surprisingly innovative move (for the Eiger) they've put killbots in close orbit around the asteroid itself. With no weapons, the crew of the *Glaxon* must find a way to board the asteroid.

Scene 2: Find a way into the central command unit and assault or evade enemy forces. The interior of the asteroid is fairly straightforward in layout: central command is at the top. But the crew boarded near the middle. Get moving!

Scene 3: Take control of central command! The Eiger have another surprise in store: genetically enhanced soldiers. There are three to take down.

Scene 4: With central command under Patrol control, the crew has a decision to make. Information in the command center shows the world below, while itself a conquered planet, is a military strongpoint for the Eiger. The crew can set the asteroid to self-destruct or to fire at the planet. The resulting cataclysm will destroy the asteroid as well as the planet. Once the decision is made, escape!