



COSMIC PATROL™

QUICK-START RULES:
THE KAHN PROTOCOL

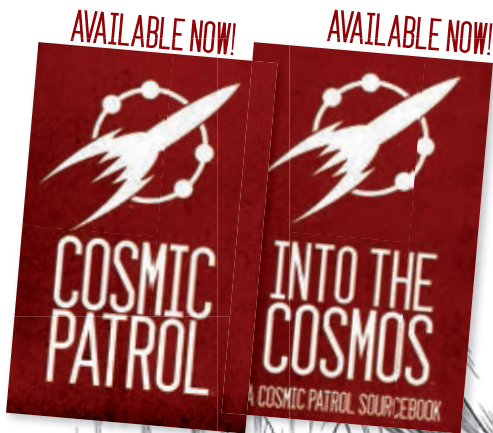
ROCKETS AND RAYGUNS!

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.

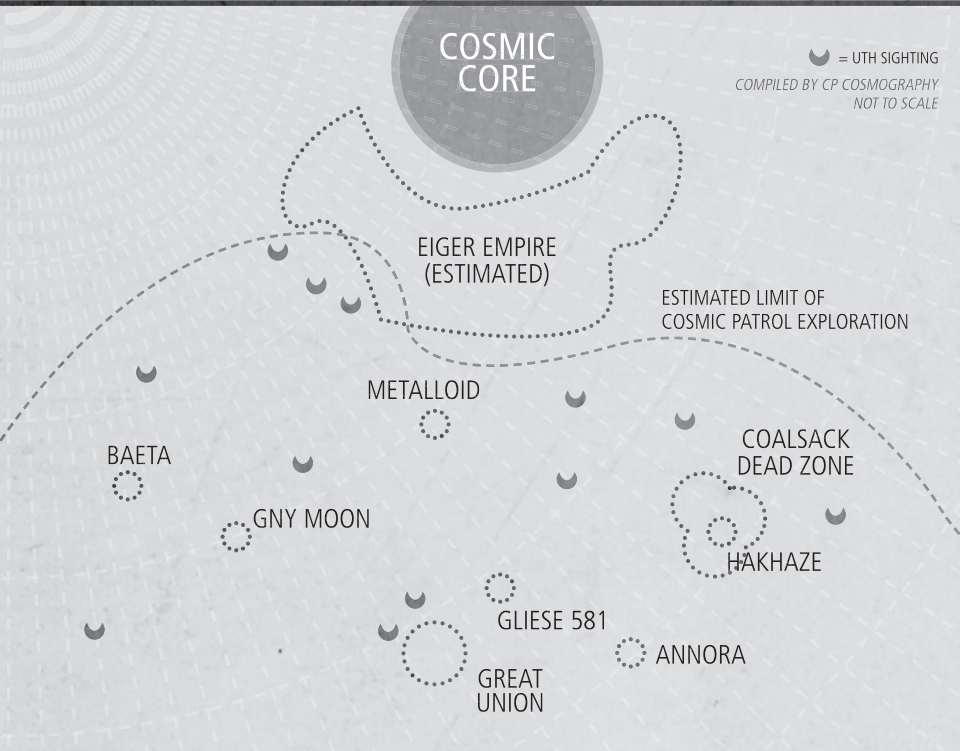
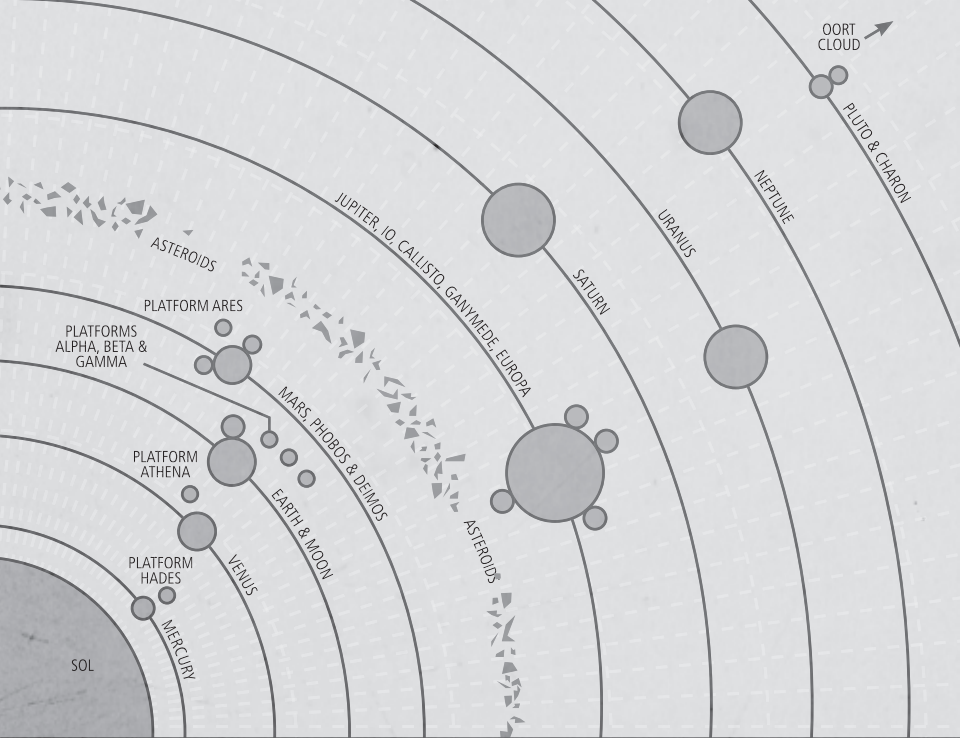
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WHAT IS COSMIC PATROL?

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 Kahn Protocol adventure, once...it won't take long. Then jump right into playing the Kahn Protocols!

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 (see pp. 12-15) consists of an illustration, as well as containing 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 *Vekoran, Venusian Scientist* (see p. 14).

Stats and Stat Dice

Beginning at the top of the Dossier, you'll see the different **stats** for Vekoran 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 Vekoran's case, the Special is "Expert Robotician." Whenever a situation arises where a

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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. Vekoran, a scientist accustomed to a laboratory rather than a battlefield, doesn't often wear armor and, as a result, has few armor pips. 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. Again, as a scientist, Vekoran rarely carries more than his trusty Venusian Phasegun. The Phasegun works best at **Near** range and does two points (three against robots) of damage. If Vekoran successfully attacks an opponent, the enemy would lose two pips of his **Armor/Health** track.

Equipment

While Vekoran only carries the single weapon, she is never without her tools and supplies, as shown in the Equipment column of his Dossier. Unlike weapons, equipment in *Cosmic Patrol* has no set stats. Exactly what does a Tachymeter 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. 16) to expand the number of enemies for a given Mission; they can also visit

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

The Mission Brief

The four-part *Kahn Protocol 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

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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. 4). 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 Kahn Protocol Part 1: Crash Landing!!!* (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 *Kahn Protocol* 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

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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. Vekoran, 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, ‘Vekoran, 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, Vekoran’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.

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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 Die 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 Vekoran, 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 Vekoran, 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, Vekoran picks the electriclock 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

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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.

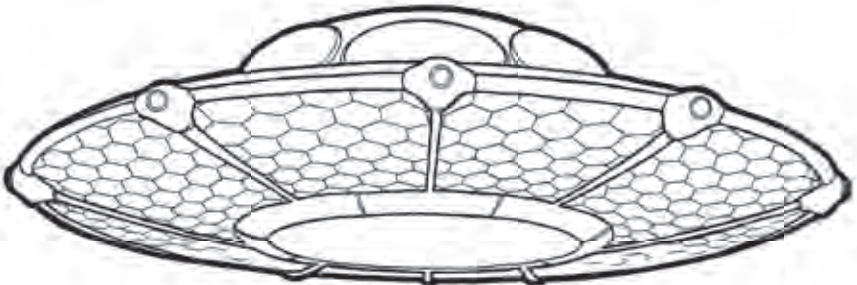
Weapons

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.



BRAWN

BRAINS

CHARISMA

COMBAT

RAYGUN PISTOL
EXPERT

LUCK

D8

D8

D10

D8

D10

(SPECIAL)

4

ZAC JUSTINIAN/ROCKETSHIP CAPTAIN



CUES

I'M SMILING BECAUSE I'M ABOUT TO WIN.

DON'T HURT YOUR BRAIN OVER IT, JUST ACCEPT IT.

I'VE GOT TWO PISTOLS...BUT ONLY NEED ONE.

GREAT IDEA, GLAD I THOUGHT OF IT!

I MAKE THIS LOOK GOOD.

THERE'S PLENTY OF ME TO GO AROUND.

SMILE DIDN'T WORK? TRY A RAYGUN.

OF COURSE IT DIDN'T WORK, NOT MY IDEA!

AMAZONS, SURE I CAN TAKE 'EM.

VITAL FACTORS

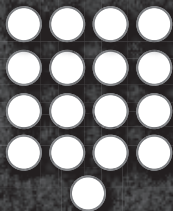
Name: Zac Justinian

Age: 31

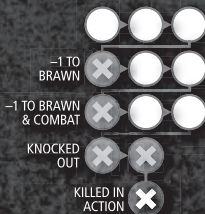
Homeworld: Earth

Rank: Captain

Tags: > Earthman > Cocksure > Command
> Handsome > Smiles > Exuberant > Laughter



ARMOR



HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Reliant Raygun Pistol	2	OK	OK	-3
Reliant Raygun Pistol	2	OK	OK	-3

EQUIPMENT

Patrol First Aid Kit	Atomlight
Hand-held Scanometer	Uniwave Communicator
Omnihygenics Pack	

BRAWN

BRAINS

CHARISMA

COMBAT

KNIFE
MELEE

LUCK

D8

D10

D6

D10

D10

(SPECIAL)

4

BEKA SURELLA/MARINE



CUES

OF COURSE I WASN'T BORN DOWNSIDE!

TAKE MY PISTOL OUT OF MY COLD, DEAD HANDS.

THERE'S A SECOND PLACE?

IT MAKES UP IN POWER WHAT IT LACKS IN RANGE.

EIGER, UTH, AUTOMEN...HATE 'EM ALL!

TOPSIDE, DOWNSIDE, STILL GONNA WIN.

NOT MY PROBLEM YOU CAN'T KEEP UP.

BREAK AND SHATTER!

EAT BLADE!

VITAL FACTORS

Name: Beka Surella

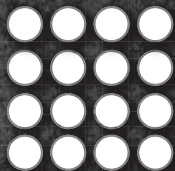
Age: 28

Homeworld: Platform Gamma

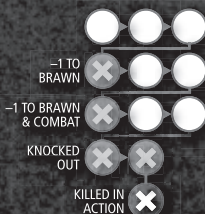
Rank: Lieutenant

Tags: > Earthwoman > Driven > Skilled

> Intense > Excellence > Marine > Withdrawn



ARMOR



HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Orion Raygun Pistol	4	OK	-3	—
Duranium K-Blade	2	OK	-3	—

EQUIPMENT

Nutrients Purifier	Neuromuscle Enhancer
Zero-G Maneuver Boots	Uniwave Communicator
Nebula Microshield	

BRAWN

BRAINS

CHARISMA

COMBAT

EXPERT
ROBOTICIST

LUCK

D8

D10

D6

D6

D12

(SPECIAL)

9

VEKORAN/VENUSIAN SCIENTIST



CUES

WHAT DO YOU MEAN THAT WAS DAYS AGO?

DON'T YOU UNDERSTAND WHAT THIS MEANS?

YOU DON'T HAVE A TACHYMETER?

THERE'S...A HALO...I MUST INVESTIGATE!

WHY ARE EARTH HUMANS SO SHORT?

I SIMPLY WISHED TO SEE HOW IT WORKED.

I...YES, OF COURSE, ROBOTS ARE TERRIBLE!

I'VE BEEN GONE FROM VENUS FOR MANY CYCLES.

SEEING WHAT IT WILL DO IF I INGEST IT.

VITAL FACTORS

Name: Vekoran

Age: 68

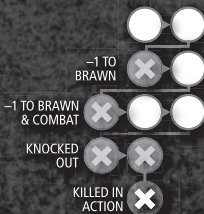
Homeworld: Venus

Rank: Scientist

Tags: > Venus > Inscrutable > Knowledge
> Otherworldly > Absent-Minded > Inquisitive



ARMOR



HEALTH

WEAPONS

Venusian Phase Gun

DAMAGE	Close	Near	Far
2*	OK	OK	-3

* +1 against Automen and Robots

EQUIPMENT

Venusian Toolkit

Venusian Goggles

Tachymeter

Zero-G Unisuit

OmniTool

BRAWN

BRAINS

CHARISMA

COMBAT

MARTIAN
AXE MASTER

LUCK

D10

D6

D6

D12

D10

(SPECIAL)

2

TOLVERID/RED AMAZON



CUES

I'LL HOLD MY BREATH UNTIL WE HIT ATMOSPHERE.

BRING ON THE GREAT DARK!

I DESIRE TO PUNISH THE WEAK THIS DAY.

I...SEE...BLOOD!

INSANE? NO, SELFLESSLY RUTHLESS.

BY THE SANDS OF MY TRIBE!

THERE IS NO DEATH TO COME THIS LIGHT.

STOP ME? YOU AND WHAT ROCKETSHIP?

MY AXE CAN UNSTUCK ANYTHING.

VITAL FACTORS

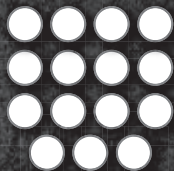
Name: Tolverid

Age: 104

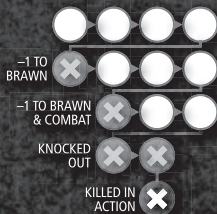
Homeworld: Mars

Rank: N/A

Tags: > Red Amazon > Fierce > Loyal
> Blood Lust > Warrior > Lunacy > Ruthless



ARMOR



HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Martian Axe	4	OK	OK	-3
Bitidic Blade	2	OK	-3	—

EQUIPMENT

Jar of Martian Dirt Shard from a Killbot

Omnivave Communicator Koltra Razorfeather

BRAWN

BRAINS

CHARISMA

COMBAT

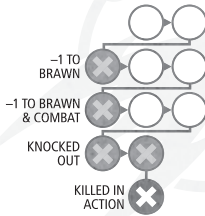
D8

D6

D6

D8

ROGUE ROBOT CHIEF



ARMOR

HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Metal Clamp	3	OK	-3	—
Metal Pipe	2	OK	—	—

EQUIPMENT

COSMIC PATROL

BRAWN

BRAINS

CHARISMA

COMBAT

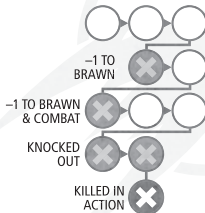
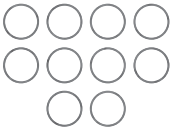
D8

D4

D6

D8

UTH MINION



ARMOR

HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Gugclock Lance	2	OK	-3	—
Tail	3	OK	—	—

EQUIPMENT

Gern Communicator	Shiny Bits
Cometarian Pelt	

COSMIC PATROL

COSMIC PATROL MISSION BRIEFS
THE KAHN PROTOCOL PART 1:
CRASH LANDING!!!

++Transmission Interrupt++

On the way to investigate why space tramp *Star Runner 6*, carrying supplies for nearby Helios Station in Gliese 581, went silent, your ship was unexpectedly attacked and shot down by a squadron of pirates.

You and your team have crash landed on a nearby asteroid. Your ship is effectively destroyed, you have no communications, and worse yet the hunk of space rock seems to be inhabited by malfunctioning service robots. Fortunately there is an old automated research facility on the asteroid, likely the source of the rogue robots.

You only have a limited supply of oxygen and must find a means to reestablish communications with Helios Station immediately!

Objectives

- › Search ship wreckage and the automated research facility for a way to contact Helios Station and request a rescue
- › Avoid/fight the rogue service robots as you try and reach the research facility
- › Recover data from the facility about the pirate activity for analysis
- › Survive until help arrives!

Cues

- › pirates › limited oxygen › wreckage › stranded › recover information
- › robots › crash landing › salvage parts › contact › asteroid › squatters

Tags

- › crash landing › pirates › survive › robots › stranded › low gravity
- › lost communication › shot down › asteroid › space madness

THE KAHN PROTOCOL PART 1: CRASH LANDING!!!

“Well, it’s a miracle we even made it down in one piece. Too bad the ship didn’t. Looks like the best bet is to make for that old Gradiated Optical Light Sensor facility we picked up on long range sensors.”

“We have a problem though, the omni-scanner is picking up a bunch of unknown signals moving this way. That GOLS facility has to be old, like older-than-space-dust old. Those things never had long-range coms. So we’ll have to find a way to boost the signals if we’re going to get in touch with Helios.”

“Fantastic. Anything else you’d like to tell me?”

“Um...actually, yes. We’re quite low on oxygen canisters.”

“You know, days like this are why I get out of bed. Nothing like a day in the Patrol!”

THE SETTING

The asteroid A-17-362 is one of thousands of other nameless lumps of rock located in Gliese 581. Due to its lack of rotation, A-17-362 was once chosen to host a short-range automated research facility long before the construction of Helios Station had begun. The asteroid has no atmosphere and very low gravity. The research facility has been left running, but neglected for years. The facility’s maintenance and service bots seem to have malfunctioned and gone rogue.

ENEMIES/OBSTACLES

Scene 1: Having managed to survive the crash landing more or less intact, the crew must search the wreckage for any salvageable parts they can use to boost

or modify the research facility’s obsolete communications array while conserving as much oxygen as possible.

Scene 2: The crew must make its way, along with any salvaged gear, to the research facility. On the way they will have to avoid or fight the oncoming streams of various bots until they can find a way into the sealed facility. There is an extreme danger of any powerful forces—such as atomic recoil—launching the crew from the face of the asteroid due to such low gravity.

Scene 3: Once the crew has managed to enter the facility, they need to gather data from all the remaining Gradiated Optical Light Scanners (GOLS) that are still functional as well as find a way to establish communication with Helios Station so they can call for a rescue ship. Oxygen reserves are getting low and there is evidence the facility may not be completely abandoned. The crew must survive and get that info to the commanders on Helios Station!

COSMIC PATROL MISSION BRIEFS
**THE KAHN PROTOCOL PART 2:
ABDUCTION**

One of the Patrol's ships was attacked and destroyed en route to Io. The daughter of Tayzeer Meil, a prominent Venusian scientist, was part of the crew. She was taken and all other crew members killed. All evidence uncovered by Cosmic Patrol Intelligence points to the abductors having taken refuge on Gny among the marketplace slums. There have yet to be demands for her return.

The no-fly cordon has been lifted over that volume of space for the duration of your mission. Make immediate course adjustments to Gny and rendezvous with undercover CPI agent who will provide you with likely leads concerning her whereabouts. Maintain a low profile as the brigands will likely jump planet if they catch wind of your team.

Use whatever means necessary to return the scientist's daughter.

Objectives

- › Travel to Gny and make contact with undercover CPI agent
- › Locate the abductors or information directing you to them based on CPI agent's leads
- › Rescue Shira Meil
- › Safely escort Shira Meil to Venusian leaders on Helios Station in Gliese 581 so she can be returned to her family

Cues

- › undercover mission › abducted daughter of Venusian leader
- › rescue mission › Gny marketplace › black market › very dangerous slums
- › urgent › CPI agent › human pirates › no Great Union here › no backup
- › anything can be bought and sold › more than meets the eye

Tags

- › rescue mission › Gny › CPI › Gliese 581 › abduction › Venus
- › Helios Station › disguises › undercover › slums › market › pirates
- › thieves › dangerous › leads › Uth

THE KAHN PROTOCOL PART 2: ABDUCTION

"Are you kidding me? Tayzeer is one of the most effective leaders the Venusians have! How in the name of the black did they get ahold of his daughter?"

"I don't suppose it occurred to you that if CPHQ knew that, there wouldn't be much point in us going to that waste hole of Gny, now did it?"

"I realize that, sir. I'm just surprised is all."

"I know, but this isn't the time for questions, it's the time for finding answers. That's why we're the Patrol. It's what we do."

"Yes sir!"

THE SETTING

The Gny market is a bustling hive of black-market deals, criminal actions, dark-alley trades and general un-pleasantries. Finding anything is possible in the market; however, finding a single person may prove to be more difficult than expected.

ENEMIES/OBSTACLES

Scene 1: The crew must safely land on Gny and find a place to hide their ship. Then maneuver as secretly as possible into the busy marketplace to rendezvous with the Cosmic Patrol Intelligence Service agent.

Scene 2: The crew must follow up on the agent's leads. Investigating and gathering information on the whereabouts of Shira Meil.

Scene 3: Enter the hiding place of the human pirates. Fight through the combined Uth and human resistance. Find Shira Meil. Rescue her and extradite her from the planet as quickly as possible.

Scene 4: The crew must then evade pursuing pirate ships in the area until they return to within the range of Helios Station's defense systems.

COSMIC PATROL MISSION BRIEFS

THE KAHN PROTOCOL PART 3: INTO THE MIDDEN

Incoming Transmission Received from Cosmic Patrol Command:

Cosmic Patrol Intelligence has uncovered disturbing information concerning the cause of the recent abduction of the Venusian leader Tayzeer Meil's daughter. Evidence points to the manipulative workings of an unknown overlord operating near the galactic core calling himself Kahn.

Scanners on early-warning torpedoes near the Midden have detected suspicious ship movement in that volume. We have reason to believe this ship is part of a research effort by Kahn to craft a new and highly dangerous weapon. You are to rendezvous with the Rocketship *Damocles* and enter the Midden to intercept the rogue ship.

Be advised CPI has reason to believe Kahn has found a way to control the Uth. There may be more than the research vessel. Expect extreme resistance and proceed with the utmost caution.

Objectives

- › Rendezvous with *Damocles* and enter the Midden
- › Identify the unknown ship and disable propulsion
- › Board vessel and eliminate hostile opposition
- › Transmit all information recovered to CPHQ

Cues

- › Midden › Ship Boarding › Rendezvous › Uth › Eiger Captain
- › Recover Information › Debris Field › Space Walk › Sabotage
- › Cosmic Junk Pile › Derelict Ships › Ambush › Garbage › Refuse

Tags

- › Midden › Eiger › Uth › Zero Gs › unidentified ship
- › Kahn › Cosmic Junk Pile

THE KAHN PROTOCOL PART 3: INTO THE MIDDEN

"All right, Patrolmen! Suit up! Looks like we may be taking a walk."

"Sir, is it true we could be facing Uth and Eiger?"

"Are you a Patrolman, son?"

"Sir, yes sir!"

"Then it doesn't matter what we face. You've got a blaster and you know how to use it. Whatever is on the other side of that airlock is going to get one hell of a lesson in what the Cosmic Patrol does. Any more stupid questions?"

"Sir, no sir!"

"All right, then let's do this."

THE SETTING

The Midden is just what its name implies: an enormous free-floating junkyard/refuse pile. The area is known for the massive debris fields of derelict vessels floating aimlessly through the volume. Some abandoned, some not so abandoned. And to make things worse, the area is infested with all manner of strange beings, from space criminals to dangerous recluses to weird creatures. How the Midden formed is unknown; sometimes junk just attracts more junk.

ENEMIES/OBSTACLES

Scene 1: After rendezvousing with the *Damocles* and her crew, both crews must work together to

find a way to identify and disable the rogue vessel. They also need to keep an eye out for other enemy ships that may be hiding in the chaos of the Midden.

Scene 2: Board the research ship, dealing with its hostile Uth crew and Eiger captain, then gather all the information possible and safely return to vessels.

Scene 3: Escape the Midden without drawing the attention of any possible hostiles or fight your way out, if necessary. Broadcast gathered information to CPHQ and await further orders.

COSMIC PATROL MISSION BRIEFS

THE KAHN PROTOCOL PART 4: FINAL CONFRONTATION

Urgent Transmission from Cosmic Patrol Command:

Calling all Cosmic Patrol ships! Calling all Cosmic Patrol ships! Cosmic Patrol Intelligence has uncovered the location of the space tyrant calling himself Kahn. All ships are to immediately redirect to Deep Relay 13 and rendezvous with the rest of the Cosmic Patrol fleet to receive formal battle plans. Reply with orders received.

Objectives

- › Execute selected mission orders

Cues

- › choose your own mission › high tension › CP command › fleet of ships
- › Deep Relay 13 › subterfuge › sabotage › full assault › distraction
- › Metalloid › Eiger › Uth › Metatherion › robotmen › space combat

Tags

- › fleet › Eiger Empire › Metalloid › a cosmos of enemies › Uth
- › puppet master › cosmic battle › robotmen

THE SETTING

Deep Relay 13 is a small, bare bones, completely utilitarian base of military observation located between Baeta and Metalloid. It may well be the darkest, most unkempt, uninviting place you've ever seen. Mere moments after dismissal from the Mission Brief you are approached by a secretive Cosmic Patrol Intelligence agent. He silently presents you with three mission command files, then quickly walks away. It seems you have a choice to make.

THE KAHN PROTOCOL PART 4: FINAL CONFRONTATION

"Bad news, Patrolmen. It seems our newest friend Kahn could be a Metatherion and he's been busy. You'll all receive individual mission briefs over the next 24 hours."

"You can't be serious, sir. I thought the Metatherion were a myth?"

"Well, the electronic brains at CPHQ have been running computations on some intel we recently received from the Midden. Looks like those Metas aren't as imaginary as some of us may have thought...or wanted."

"How bad are things, sir?"

"Hah! Let's just say if the Cosmic Patrol was ever needed, today is that day. Now, until you are given your orders try and get some rest. We're in for the long haul, Patrolmen. Dismissed!"

ENEMIES/OBSTACLES (choose a mission file)

File Alpha: The Hand of the Overlord

Scene 1: It seems Kahn's influence has stretched even into the Cosmic Patrol. There is a saboteur on Deep Relay 13. The crew must identify the individual out of four profiles included in the file by finding each of the four suspects and gathering intel that will convict or exonerate them.

Scene 2: Capture the culprit and find what was sabotaged. Beware of accomplices that may interfere with the capture of the saboteur.

Scene 3: Undo the sabotage while fending off resistance from any remaining accomplices.

File Beta: Smoke and Mirrors

Scene 1: Create a massive distraction to take attention off the approaching main force of the Cosmic Patrol fleet.

Scene 2: Maneuver your way through Eiger and Robotmen activity in the area

to rendezvous with a small secondary strike force of Cosmic Patrol rocketships.

Scene 3: Execute a precision attack on the heavily guarded plasma shield generators at the rear of Kahn's stronghold.

File Charlie: Kick Down the Front Door

Scene 1: Escort the main body of the Cosmic Patrol fleet into space above Kahn's stronghold. Hold position through waves of Kahn's ships and defenses while waiting for a secondary Patrol strike force to bring down the plasma shields surrounding the asteroid.

Scene 2: Find and secure a clear landing zone for Cosmic Patrol ships on the asteroid surface. Fend off the heavy Uth resistance until reinforcements arrive to hold the area.

Scene 3: Lead a direct assault on Kahn's stronghold. Fight through Uth, Eiger, Robotmen and the unknown to bring down the Metatherion tyrant!