

# Helios

By UristMcRandom

**Helios** is a science-fiction RPG for 3 players plus a Game Master (GM). The game is set in the far reaches of the Alpha Centauri sector. Your ship, the *CES Helios*, has been charged with the exploration of this relatively unknown corner of the galaxy. Unfortunately, the native Aliens are less than excited about having you poke your nose into their territory...

## Getting Started

### What You'll Need

- Four six-sided dice (d6).
- Two eight-sided dice (d8).
- A pencil/pen and sheet of paper for notes.

### Setup

- Decide on a Mission. ("Kill X enemies", "Survive Y rounds", etc.)
- Place pen/paper and dice within easy reach of all.
- Select a ship type from the list.

- **Escort** – get one free **ATK** upgrade.
- **Cruiser** – get one free **DEF** upgrade.
- **Explorer** – get one free **SCI** upgrade.
- **Speeder** – get one free **NAV** upgrade.

## Subsystems

A key component to the function of any starship is the collection of subsystems, and yours is no exception. The subsystems are:

- **ATK Subsystem** – Ship's arsenal.
- **PWR Subsystem** – Reactor control.
- **SCI Subsystem** – R&D facilities.
- **NAV Subsystem** – Propulsion systems.
- **DAM Subsystem** – Damage control.

## Upgrades

Upgrades are how every good crew keeps their ship running at peak capacity. They are researched with the ship's SCI station at an XP cost. A list of upgrades, along with research time and price is provided below. (*Note: Base value only. Multiply by the desired upgrade level for actual values.*  
*Additional Note: The default level cap for all upgrades is 2.*)

- **ATK: Fire Rate** (10 XP, 1 Turn)  
Make one additional attack per level.
- **ATK: Targeting System** (10 XP, 1 Turn)  
Add upgrade level to all Accuracy rolls.
- **DEF: Shield Capacity** (10 XP, 1 Turn)  
Add upgrade level to all Shield rolls.
- **DEF: Armor Thickness** (15 XP, 2 Turns)  
Add 10 HP per level to all Armor.
- **DEF: Structural Integrity** (7 XP, 2 Turns)  
Add 20 HP per level to Structural Integrity.
- **PWR: Reactor Efficiency** (15 XP, 1 Turns)  
Add 5 points per level to Reactor Output.
- **SCI: Lab Efficiency** (20 XP, 3 Turns)  
Research 1 extra Upgrade at a time per level.
- **SCI: Expanded Study** (35 XP, 5 Turns)  
Increase upgrade level cap by 1.
- **NAV: Engine Efficiency** (15 XP, 2 Turns)  
Add upgrade level to all Evasion rolls.
- **NAV: Hyperdrive Speed** (30 XP, 3 Turns)  
Add upgrade level to Hyperdrive distance.

## Play Order

- The GM sets the scene.
- Players decide on what Subsystems they will operate.
- GM performs actions for Aliens.
- Players respond to GM actions.
- Players take turns describing their actions, going clockwise from the GM.

## ATK Subsystem

Using the ATK Subsystem allows you control of the ship's weaponry. To fire the weapons, simply:

- Declare what ship and subsystem you wish to target.
- Roll 1d6 Accuracy.
- The GM may roll 1d8 Evasion to not get hit, if he fails to roll higher than you, the attack is a success.
- A hit does your Accuracy roll \* 5 for damage.

## PWR Subsystem

Every turn the Reactor generates 20 points of Energy (base value, not counting upgrades, you decide where this Energy goes. When someone performs an action with any other Subsystem, it drains 1d6 of Energy from that Subsystem's supply (when rapid-firing with the ATK Subsystem, each shot drains 1d6 Energy). On your turn, you may change how much each Subsystem gets as a supply, so long as all values total to equal the Reactor's output or less. Any changes made to this subsystem are recurring until changed again, so you can pretty much leave it alone.

## SCI Subsystem

The SCI Subsystem allows you to upgrade your ship using XP. When you start an Upgrade, the corresponding amount of XP is removed from your team's pool and the research starts. You may "work" on one Upgrade per round, which completes 1 Turn of the research time. (Example: If you were researching Fire Rate 3, you'd need to "work" on the Upgrade three times, counting the turn used to start.)

## NAV Subsystem

On your turn you may either choose to roll 1d6 Maneuver, which will be added to any subsequent Evasion rolls and subtracted from any subsequent Accuracy rolls, or to use the ship's Hyperdrive to get out of trouble quick. The Hyperdrive moves you 2 LY away (base value), forcing enemies to wait one round per LY before they can attack you again, but will disable your PWR system.

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## DAM Subsystem

- Roll 1d6x10
- Distribute these points among the subsystems for repair as you see fit.
- If you wish to repair more damage than you roll, you may spend from the team's XP pool at 5 HP per XP spent.

## Ship Stats

### *CES Helios*

*Ship Type (Cruiser, Escort, etc.)*

Structural Integrity: 500 + 4d6x100

### Subsystems

ATK: 100/100 (Armor: 50/50)

PWR: 75/75 (Armor: 100/100)

SCI: 150/150 (Armor: 50/50)

NAV: 50/50 (Armor: 75/75)

### Upgrades

*List Upgrades and Levels here.*

### Plasma Torpedo (3 XP)

Structural Integrity: 10

Attack Strength: 1d6 Accuracy

*No Targetable Subsystems.*

*No Upgrades.*

### Fighter (5 XP)

Structural Integrity: 20

Attack Strength: 1d6 Accuracy \* 2

*Targetable Subsystem: NAV, ATK*

*No Upgrades.*

### Bomber (7 XP)

Structural Integrity: 25

Attack Strength: 1d6 Accuracy \* 3

*Targetable Subsystems: NAV, ATK, PWR*

*No Upgrades.*

### Frigate (15 XP)

Structural Integrity: 200 + 2d6x100

Attack Strength: 1d6 Accuracy \* 4

*Targetable Subsystems: NAV, ATK, PWR*

*Upgrades: Level 1 upgrade of GM's choice.*

### Battleship (25 XP)

Structural Integrity: 500 + 2d6x100

Attack Strength: 1d6 Accuracy \* 5

*Targetable Subsystems: NAV, ATK, PWR*

*Upgrades: Level 1d6+1 upgrade of GM's choice.*

## Alien Stats