Shattered Earth RPG

Earth. It's just a faint memory of those old enough to remember. Approximately half a century ago we've established first contact. But we were not prepared.

Now, the earth is just a pile of shattered stones revolving around the sun and what's left of human race is settled around our solar system. Most are living on Mars and its moons but Jupiter's Europe, Ganymede and Callisto and Saturn's Titan all support smaller settlements as well.

At least we know we're not alone. We've met our friends Anetorians, with their oversized bodies and little antennae on their heads. Then there are Maretrians with slimy skin and body odor of a swamp. And you're probably better off never to meet Eritons, Irrquedi or Uluntru races.

These days they're all in our solar system, using it as no-man's land. Lots of trade is happening near us so we've managed to pick up our pace and ride along. The human civilization is rebuilding. It's the new beginning.

SERPG is a tactical game that revolves around the space ship and its crew. The crew will have to manage ship's resources and their own abilities to survive and prosper.

Characters

Characters are defined by 6 attributes: Strength, Senses, Intelligence, Navigation, Engineering and Science. All attributes start at 1 and players can distribute 6 points on them to create a character. Attributes can be raised to a maximum of 5.

Humans get a racial bonus of +1 to Strength, Senses and Intelligence. Other species can have different bonuses for those three attributes.

Strength (STR)
Used for melee combat and improves character's health. Character has health equal to Strength (including racial bonus) * 2 + 2.

Senses (SEN)
Used for aiming ship's cannons, avoiding being hit in melee combat, sneaking and detecting others that sneak.

Intelligence (INT)
Character's knowledge – it's used for diplomacy and barter. It is also used as will power when needed.

Navigation (NAV)
Driving the ship and performing evasion maneuvers.

Science (SCI)
Used for ship's sensors and computers as well as for healing other characters.

Engineering (ENG)
Used for working with shields, repairing ship's systems and mechanics in general.

Ship

Sarai was driving the ship as fast as she could but those old engines didn't have much to offer. Malcolm and Porter were playing cards and Isaac was pondering whether Rhypes was a good name for the ship or not. Sharing a name with the fallen Greek city could be interpreted as a bad omen indeed.

The game can be played by 2-5 players. One player takes the role of Game Master (GM) and others play the ship's crew. One player can control more than one character (even the whole crew). There is one character sheet that is shared by all players and it contains all relevant information on ship's systems and characters.

There are 10 systems abroad the ship which can range in level from 0-3. Higher levels provide higher bonus to ship's crew for certain tasks. All systems start at level 0 and player's get 10 credits to increase their level. Credits (CR) are used as currency and for each successful mission the players are rewarded with few CR.

Hull reinforcement – Cost: 2CR per level
Ship's Hull is equal to Hull Reinforcement level * 2 + 2. The Hull acts as ship's health and it must be breached before damaging ship's systems.

Life support – Cost: 1CR per level
If its level drops below 0 due to damage, all crew members suffer 1 point of damage per turn. Higher levels allow longer space travels (in weeks).

Engine (NAV) – Cost: 5CR per level
Engines move the ship. Ship can slowly move even when the engines are destroyed.

Shields (ENG) – Cost: 4CR per level
Shields can be used to avoid being hit or to prevent teleporting or hacking attempts.

Sensors (SCI) – Cost: 3CR per level
Sensors include scanners, communication devices and computers. Their range is 4 ticks.

Cannons (SEN without racial bonus) – 3CR / level
Cannons are ship's fire power. Their range is 4 ticks.

Repair unit (ENG) – Cost: 1CR per level
Unit provides a bonus for repairing ship's systems.

Medical bay (SCI) – Cost: 2CR per level
Med-bay provides bonus for healing characters.

Cloaking device (SCI) – Cost: 3CR per level
Cloaking is used to avoid being noticed by sensors.

Teleporting unit (ENG) – Cost: 4CR per level
Used for teleporting the crew short distance away. The level represents the range of teleport in ticks.

Jump drive (NAV) – Cost: 5CR per level
Enables fast travel through space. Level represents the number of jumps the ship can perform per day. It takes 2 full turns to perform a jump.

Resolving actions

The COMM-Link lights up and the spikes-covered Uluntru face appears. He jumps in midst of the matter and begins negotiations. The universal translator works wonders and Isaac is a smooth negotiator, but the Uluntru face grows spikier with his every word.

Even though some objectives can be resolved using diplomacy or stealth, game's primary focus is combat. There are two types of combat – space combat (ship vs. ship) and melee combat (when one ship gets boarded).

Resolving conflicts

All challenges are resolved by rolling d4 die increased by relevant system level or racial bonus (but never both). The roll can be improved with tactical die. Player chooses d6, d8, d10 or d12 die as his tactical die and he has to roll below his skill level to get a certain bonus –a bonus of 2 on d6 die, 3 on d8, 4 on d10 and a bonus of 5 on d12.

If a character is using ship's systems – the tactical dice represent ship's energy resources and each die can be used only once per turn. So if the first player spends the d12 die for flying the ship, the other players can't use that die (and its bonus) until the next turn.

If a character doesn't use ship's systems for his actions (melee combat, negotiations etc.) he can choose any tactical die he wants. Therefore, players have to choose whether they want a bigger bonus with smaller chances to score or smaller bonus with higher chances.

Space combat

Rhypes got hit before the COMM-Link properly shut down. Porter didn't manage to shield off the attack. Sarai's attempt to fly away from Uluntru ship was easily outmaneuvered and they were still 4 ticks away. Isaac just barely managed to intercept the second charge of cannon fire while Malcolm chose to repair the damaged Hull.

Space combat starts when two ships meet at a distance of 4 ticks. Players can fly the ship to increase or decrease that distance by 1 tick per action. If the ships at any point increase their distance to 5 ticks they're considered out of range. 6 ticks and they're out of combat for good.

When ships first meet, the ship with higher sensors level detects the other ship and is the first to play (that ship has initiative). At that point, the other ship is still unaware of the first ship. If the ship wants to stay hidden he has to use his cloaking device for each action it performs. Any offensive action will alert the other ship (although it doesn't have to reveal the whereabouts of the attacker).

The combat is resolved in turns and the ship with initiative plays first. Characters from each ship play alternatively (starting with the player from the ship with initiative). The order of play is agreed among the players on the fly and the turn is over when all characters have played. On next turn the other ship has the initiative (and plays first).

When the character from one ship performs an offensive action – one character from defending ship can react to that action. If he doesn't want to or if there's nobody left to react – the attack is compared to the appropriate ship's system +1 (without d4 and tactical dice).

Ship damage

If the attacker rolls higher than the defender – the difference is applied as damage to the ship. If the Hull is above 0 it takes all of the damage. Otherwise, the damage is dealt to one of the systems. If the attacker previously used scanners to identify certain systems he can aim directly at them or he can shoot blindly and roll d10 to determine location.

When a system takes damage its level drops by equal amount. Damaged systems provide lower bonuses or, if they drop below 0, penalties of half their negative level. Systems can be repaired with Engineering by rolling above their negative levels. They're repaired by the difference (if the system was at -3 and player rolls 5 the system will be repaired by 2 levels).

Melee combat

The crew can try to board the other ship by teleporting onto it. Each system on the ship has its own room and characters can move between them as a free action on their turn. If there's an enemy occupying certain system – that system can't be used by the crew until the enemy is removed.

When a character receives damage he automatically retreats to another system (unless he's dead). Enemies can only retreat to empty systems. Characters can perform different actions instead of attacking such as closing doors to certain systems, planting explosives, turning off life support etc.

Crew damage

When the attacker rolls above the defender in melee combat – the difference is applied as Health damage. If the character drops below 0 he is dying. He loses 1 point of Health per turn and dies when he reaches -10. Dying characters can still play as usual but they get a penalty to all rolls equal to half of their negative Health.

To heal a character another character needs to roll Science above his negative Health. He recovers Health equal to the difference just as with repairing systems.

Rhypes

Teleport attempt was detected and Isaac tried to shield it off but failed and Uluntru soldier materialized in Med-bay. Porter rushed over there and shot him in the arm. The soldier retreated to Life support system leaving a trail of violet blood. Another teleport attempt was mitigated promptly by Malcolm. The things are going from bad to worse and Sarai decides to turn on the Jump drive. It'll take some time before it becomes active though.

The crew managed to defend Rhypes and the jump sent them miles away, bruised but alive. But the Uluntru soldier still roams the ship, waiting for his chance.

CREW:

name

HEALTH	
STRENGTH	
SENSES	
INTELLIGENCE	
NAVIGATION	
SCIENCE	
ENGINEERING	

name

HEALTH	
STRENGTH	
SENSES	
INTELLIGENCE	
NAVIGATION	
SCIENCE	
ENGINEERING	

name

HEALTH	
STRENGTH	
SENSES	
INTELLIGENCE	
NAVIGATION	
SCIENCE	
ENGINEERING	

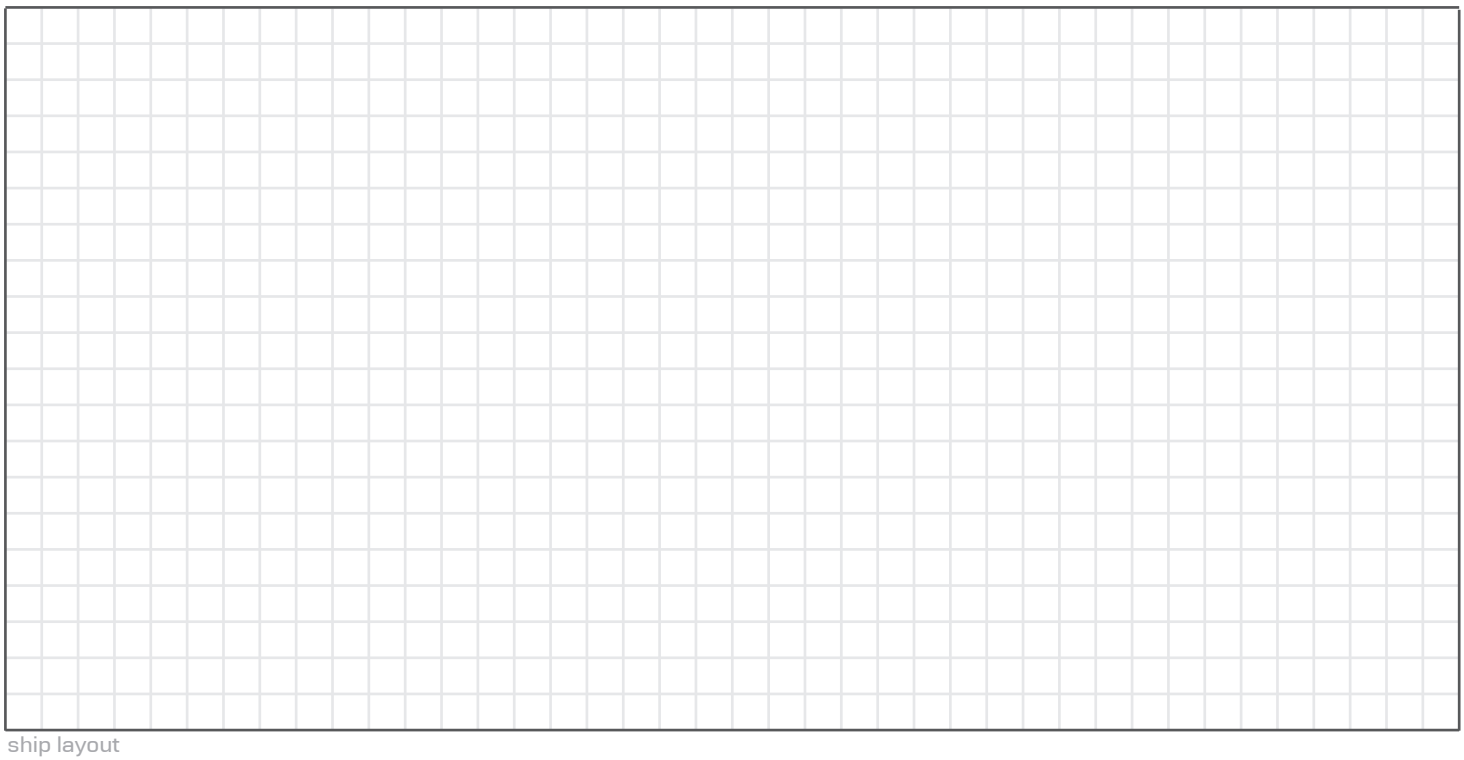
name

HEALTH	
STRENGTH	
SENSES	
INTELLIGENCE	
NAVIGATION	
SCIENCE	
ENGINEERING	

SHIP:

name

HULL 4 + reinforcement * 2	
REINFORCEMENT cost per level: 2CR	
01. LIFE SUPPORT cost per level: 1CR	
02. ENGINE cost per level: 5CR	
03. SHIELDS cost per level: 4CR	
04. SENSORS cost per level: 3CR	
05. CANNONS cost per level: 3CR	
06. REPAIR UNIT cost per level: 1CR	
07. MEDICAL BAY cost per level: 2CR	
08. CLOAKING DEVICE cost per level: 3CR	
09. TELEPORTING UNIT cost per level: 4CR	
10. JUMP DRIVE cost per level: 5CR	



ship layout