

The Tundra Trudgine

A game of permafrost and ulterior motives
by Riley Noel

Forty-seven years ago, the Tundra Trudgine was founded on the surface of the planet Daodim to maintain the balance between nature and man. Being tidally locked to the Weak Star, the planet is frigid and divided into a tundra of perpetual light and a tundra of perpetual night. Over the decades the distinctions of man and nature have been blurred by diseases that cripple and warp the human body and sapience sparking in creatures of all shapes and sizes. As Daodim grows with new technologies and clashing cultures, the Tundra Trudgine strives to recruit those tough enough for the job as they discover exactly what that is.

Svidex Levels

Every member goes through their relevant courses at a Tundra Academy and is constantly graded on Strength, Vitality, Dexterity, respective Expertise (Svidex levels). Every turn that a combat instance ends, that teammate may raise two Svidex levels by 1 or one Svidex level by 2.

Rolling

Rolling for stats at the beginning of the game is done in private by each teammate. An individual does not need to inform any other teammate of their Svidex levels.

Strength

Strength determines the individual's physical damage in combat and ability to alter the terrain. Strength is determined by rolling 2D6 or D12.

Vitality

Vitality is the teammates ability to survive under extreme cold, hunger, and physical and mental damage. Vitality is determined by rolling 2D6 or D12 and multiplying by 5.

Dexterity

Dexterity determines the swiftness of an individual in combat and their understanding of mechanical weaponry. In a combat instance, an enemy with the most dexterity gets to hit first. Dexterity is determined by rolling 2D6 or D12.

Expertise

Expertise determines the abilities of a teammate. When an individual raises their expertise level they may use it to privately learn abilities listed under their role. Expertise is determined by rolling 2D6 or D12.

Wascov Levels

Out in the tundra every member has been trained to track their Warmth, Satiation, Comfort, and Visibility (Wascov levels) and must recalculate after every turn to maintain situational awareness in a mission.

Warmth

Warmth is the level of heat remaining in a teammate's suit. If it drops below 3, the teammate loses the amount below 3 of Vitality every turn. Warmth can be recovered by standing near fires and decreases by 1 every turn away from a fire. Warmth maxes and begins at level 15.

Satiation

Satiation is the level of fullness in a teammate's stomach. It will decrease 1 every turn and can be recovered by consuming food. If it drops below 3, the teammate loses the amount below 3 of Vitality every turn. Satiation maxes and begins at level 15.

Comfort

Comfort is the level of physical and mental peace a teammate is experiencing. Comfort can be increased by 1 every turn that Warmth, Satiation, and Visibility are all above 3. Comfort decreases by 1 every turn two of Warmth, Satiation, and Visibility are below 3. For every Comfort point gained, the teammate may add a point to Strength, Vitality, or Dexterity. For every point lost, the teammate must remove a point from Strength, Vitality, or Dexterity. Comfort begins at level 0.

Visibility

Visibility is the level of light within a two space distance from the individual. Visibility is determined by dividing the spaces lit in the two space area by two and rounding down. If it drops below 3, the teammate's Dexterity is temporarily taken down the amount below 3.

Turns and Movement

The scenario takes place on a 100 x 100 tundra grid. Movement for players is determined by D6 and can be augmented by select abilities. A round is complete when all teammates and enemies finish their turn. Movement consumes an entire turn. Production (food and fires) and attacks both consume turns without movement. The movement of enemy are determined by the enemy type and what the Tundra Command Post plans for them. Boulders and mountains can be placed on the tundra grid with Strength values to move them. Moving objects (including the light of the Throwlight Scope) consumes a turn.

Combat

Teams will face foes of unique movement patterns and strengths. Because of this, combat instances are considered the moment that an enemy attacks or is attacked until the moment that all attacks from both sides are out of range. Combat consumes a teammate's entire turn and will give the enemy an opportunity to fight back. Dexterity determines who strikes first once combat is initiated. Initiating combat gives the teammate priority in the case of a dexterity tie. Strength determines the amount of Vitality taken away by an attack.

Ultrior Motives (UM)

The Tundra Trudgine likes to keep teams on their feet and constantly swap roles in an effort to bring newness to the organization. For this reason every teammate is graded on a private UM on top of their accomplishments as a team. It is the duty of the local Tundra Command Post to provide and evaluate the UMs of each teammate. The captain is the only teammate to not receive an Ultrior Motive because if a teammate accomplishes their UM first and the mission is still complete, that teammate will act as captain on the next mission. It is the captain's side job to prevent teammates from completing their UM. Examples of UMs: "Light- Keep light on teammates simultaneously for 4 consecutive turns," "Tracker- Lead teammate to kill incorrect bear target," "Cook- Use Glimmer Fire to poison the captain." These UMs justify lying about your stats to all but the TCP, who must track them.

Fire and Light

Fire and light are vital to success in missions, light is especially important in the Night Tundra and cave systems. Teammates are each able to produce one fire at a time, with the last fire extinguishing upon a new fire's creation. A fire has a warmth value and a light range. Standing at a distance from the fire within the light range will keep you in light and add the warmth value to your Warmth every turn. An expert cook can produce unique fires of different purposes and values. Every team member can create Basic Fire (Warmth +2, Light Range 1). When the light uses basic light and echolocation, the direction of the light and echolocation is the direction last taken.

Food

Making and consuming food is important to maintaining satiation in a mission. The cook can produce a lot of culinary treats but all teammates enter the field with a little training. Creating and consuming food occurs in the same turn and all cooking must occur adjacent to appropriate fires. Every team member can produce Rehydrated Lichentoast (Satiation +3). The average teammate can carry nearly infinite packages of lichentoast in its dehydrated form.

Tundra Command Post (TCP)

The TCP lays out all aspects of the mission including targets, enemies, enemy Svidex, map, and UMs before the mission begins. During the mission the TCP circles the table, keeping track of the movement, light, and Svidex and Wascov levels (which will be maintained on Character Sheets). It is important to subtly track Svidex and Wascov because players are free to lie about everything they can privately keep record of to everyone but you. As the TCP, you must also be prepared to work with the Tracker when they use their Magnifying Glass or Telescope Computers which means that they must plan out or hold true to the movement of enemies. When the mission is complete, the TCP determines and announces the winner.

Teamwork

The Trudgine has always followed a strict team configuration to fulfill the four principle requirements of a functional team: leadership, direction, nourishment, and visibility. For this reason a team is comprised of a captain, a tracker, a cook, and a light. Every role must be fulfilled and there are no teams with two members of the same role. Communication among teammates is vital to a successful mission but never forget that the team is made of individuals who don't have to tell the truth and probably need to lie.

Captain- The captain leads. As the leader, the captain must lead discussion on the movements of the team.

Abilities:

Tundra Command Post Radio – Exp -2 – Whenever an enemy dies, everyone gets 1 Expertise point.
Shotgun-Equipped Boot – Exp -2 – Everyone gets the 'Boot. – Dex 10 – Range +2 – Strength +3
Wheelcubes – Exp -2 – Dex 15 – Strength 15 – The team can roll an extra D6 for movement.
Block Drop – Exp -2 – A steel block is flown in by TCP in any lit space. It can be moved with Strength 20.
Discipline Shock – Exp -2 – Dex 20 – If a teammate's conduct is fishy, shock -5 Vitality from them.
Tundra Command Authority – Exp -10 – Without revealing their UM, teammates must show Svidex and Wascov to the Capt. when ordered.

Tracker- The tracker provides direction. The tracker's skill set includes the ability to identify the movement patterns of an enemy.

Abilities:

Magnifying Glass Computer – Exp -2 – TCP will send back the next placement of an enemy that just finished a combat instance.
Fwubbybird Call – Exp -2 – Fwubbybirds will double the movement of a basic Tracker's roll.
Magnisuit – Exp -3 – If hit by light of any kind, the light will be reflected in a one space range around the Tracker.
Footprint Whisperer – Exp -4 – Tracker will receive the Svidex and Wascov of any enemy tracked.
Telescope Computer – Exp -4 – TCP will send back the next placement of any visible enemy.
Icigull Call – Exp -5 – Icigulls will rain icicles upon three adjacent spaces. – Strength 5

Cook- The cook nourishes. The cook is vital when it comes to the Wascov levels.

Abilities:

Roasted Yabanuts – Exp -2 – Satiation +5 one teammate – A teammate doesn't have to be adjacent to consume Yabanuts.
Hoarfrost Fire – Exp -2 – H Fires are placed without other H. Fires extinguishing. – Light Range 1 – Warmth +2
Fierce Knifework – Exp -3 – Every time an organic non-human dies. – Dex 15 – Satiation +5 adjacent.
Ground Milking – Exp -3 – Pressure and fire produces edible mud. – Satiation +4 adjacent.
Spiced Fire – Exp -4 – All food produced in this delicious fire are +2 more satiating.
Glimmer Fire – Exp -6 – This venomous fire's not for cooking.
Touching it -3 Vitality – Warmth +3 – Light Range 2

Light- The light provides visibility. The wealth of the TCP determines if the light is human or AI. The light will provide teammate's Visibility level following their turn.

Abilities:

Batteries – Exp -1 – Required to produce light. – Light Range 1
Echolocation – Exp -1 – TCP will report the Light faces an enemy.
Roundlight Mirrors – Exp -2 – Light is now produced on all sides of the light.
Longlight Charge – Exp -2 – Efficient power dispersal increase light range. – Light Range +1
Throwlight Scope – Exp -3 – One space can be lit anywhere on the map at a time. – Dex 10
Stunlight Filter – Exp -5 – Light is now filtered out as stunlight.
Enemies cannot move in stunlight.
Boomlight Laser – Exp -6 – This laser can hit anywhere light is present. – Dex 15 – Strength +10

Scenario

Xing-Por Tel, a multilocating, polygamist Teleporting Bear, was exiled from his home mountain and traveled to the Night Tundra. He assaulted and pillaged all bear communes in his path, resulting in Teleporting Bear Halflings all over the Night Tundra. Going through puberty and having not had proper upbringings, the Bear Federation Forever does not think that they can reason with these Halflings. It is the mission of your team to target bears. The TCP will decide your targets from the variety of Halfling that have been identified. From then on it is the job of the Tracker to identify the species of the bear you encounter. All being part Teleporting Bear, the most distinguishing features of the bears are their movement patterns. There is a biological beauty to how genetics affect untrained teleportation. A Teleporting Bear is on the field only every other turn. It vanishes to teleport and then reappears. Referring to the data below and focusing on the movements of the bears will help you to engage the right ones. The mission is complete when target bears have been killed.

Twinkle-Teleporting Halfling-
The Twinkle Bear is normally stealthy and dripping with poison. The teleportation pattern reflects its stealthy instincts.
Strength – 2D6
Vitality – 2D6 x 5
TT Halflings aren't affected by Glimmer Fire.
Dexterity – D6
Movement – # of Strength in a combo of forward and left.

Boil-Teleporting Halfling-
The Boil Bear is normally a deep red and a resting temperature of 130 degrees. The teleportation pattern reflects its super hot body.
Strength – D6
Vitality – 2D6 x 5
Dexterity – 2D6
BT Halflings multiply dexterity by 2 when adjacent to fire.
Movement – # of Dex in a combo of forward and right.

Webbed-Teleporting Halfling-
The Webbed Bear is normally gliding in strong winds and singing mating songs. The teleportation pattern reflects its ties to the wind.
Strength – D6
Vitality – D6 x 5
Dexterity – 3D6
WT Halflings' Svidex records will come back scrambled.
Movement – # of Dex in a combo of backward, left, and right.

Noir-Teleporting Halfling-
The Noir Bear is normally found in the darkest of caves pondering life's mysteries. The teleportation pattern reflects its patient fury.
Strength – 3D6
NT Halflings cannot attack unless the other player initiates.
Vitality – D6 x 5
Dexterity – D6
Movement – # of Strength in a combo of forward, left, and right.

Victory

The team itself is never considered victorious. As it is a role-playing game and there are ulterior motives, the only winners are those who achieve their goals while also helping the team find success in their mission. It is the goal of the Captain to finish the mission before any teammates complete their ulterior motives. If the Captain wins, no one else wins. If multiple teammates complete their given ulterior motives and the team completes the mission, the teammate that completed their UM first wins.