

one minute until



sleepers:

wake up

The moons of Jupiter

Dream of freedom

from blood is born

broken chains

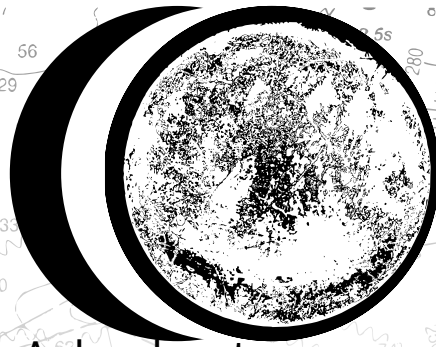
wake up

The Business



I've seen things you people wouldn't believe...  
Attack ships on fire off the shoulder of Orion...  
I watched C-beams glitter in the dark near the Tannhäuser Gate.

All those moments will be lost in time, like tears in rain...  
Time to die.



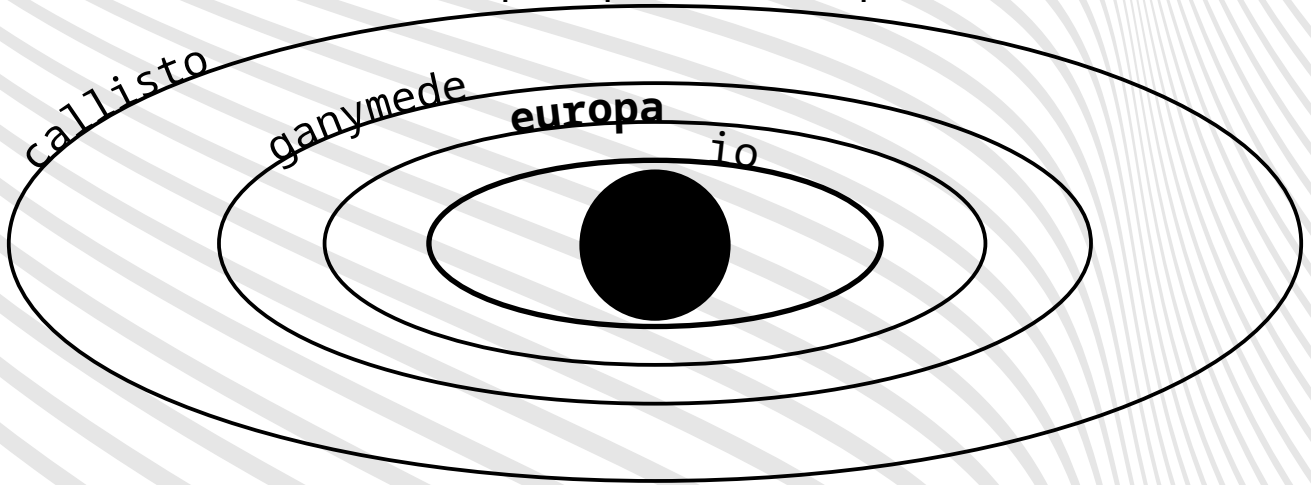
**Europa.** A backwater moon long forgotten by most of humanity. Previously a research outpost, Europa was militarized by the Navy who uses the moon and surrounding orbits as a stepping stone to the outer reaches of the Sol system.

The engines of war reignited.

30 years ago and the United States of America sought to reclaim Europa as a key asset for the war in the dark expanse beyond Jupiter. The Jovians refused reintegration into the Union and were bombarded from orbit, resulting in **The Flood**. Europa's icy crust was majorly destroyed, dooming the towers anchored beneath it to the abyss below...

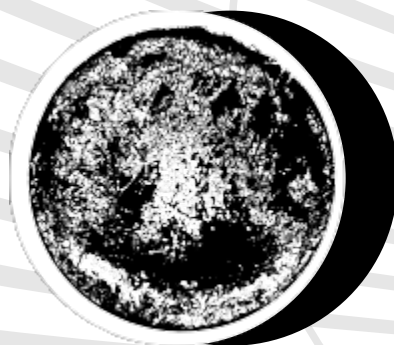
The year is 2359. Survivors of The Flood subsist on the surface, living meagerly on the open ocean. Military and Corpo personnel build installations and monitor the moon from watchglasses above.

**Jupiter** completes 1 rotation around its axis in 10 hours.  
**Europa** completes 1 rotation around Jupiter in 84 hours.  
Europa is tidally-locked with Jupiter, meaning one side is always facing Jupiter and the other facing the deep expanse of space.



These conditions are completely disorienting to humanoids living on the surface and they need many accommodations to survive healthily. People track time in Martian Sols, a convention familiar to spacefarers. All buildings and ships are equipped with blackout shutters used when European nights don't align with people's circadian rhythm. High pressure sodium vapor lamps dapple the surface of the moon while people work below.

These amber lamps constantly run on the dark side of Europa, where the conditions are especially hazardous. Aside from a few military or corpo installations, few people live beyond the horizon. The few that do are usually deserters or outlaws.





Born in the image of God

God's image shows its age in the epoch of space travel. Enclosed ships support sedentary lifestyles; zero gravity atrophies the body; terraformed planets have thin atmospheres, belaboring every breath. What ails the body, ails the mind...

There was once a golden age of exploration. That age is long past.

Humanity rests on its' laurels and languishes in darkness.

Made from the mind of Man.

Humanoid robots, Replicants as they are known, were supposed to bridge heaven and earth. But they inherit original sin. Replicants are made with various wetware components harvested from unwilling victims. For this reason, Replicants express similar idiosyncracies as their donors. They labor regardless.

Over 400 years, the power of the eurodollar was ground into nothingness. This was by design. Year by year, citizens of the Sprawl were priced out of life and forced to sell themselves into indentured servitude. Some attempted to preserve their capital in gold, land, water, or cryptocurrencies. All attempts were futile. There was some hope on the frontier, high latency communication stalled realtime financial transactions and many planets adopted pre-industrial bartering systems. The future was in the frontier; the masses went spacebound in droves hoping for a more prosperous life. Universally valuable, energy quickly became accepted as a new informal currency. Individuals trade batteries. Frontier shipping containers Daegieobs trade of controlled fission material.

# ALL WOODS BOATS WOODS BOATS



**BENSINS**

\*moorings available on reservation

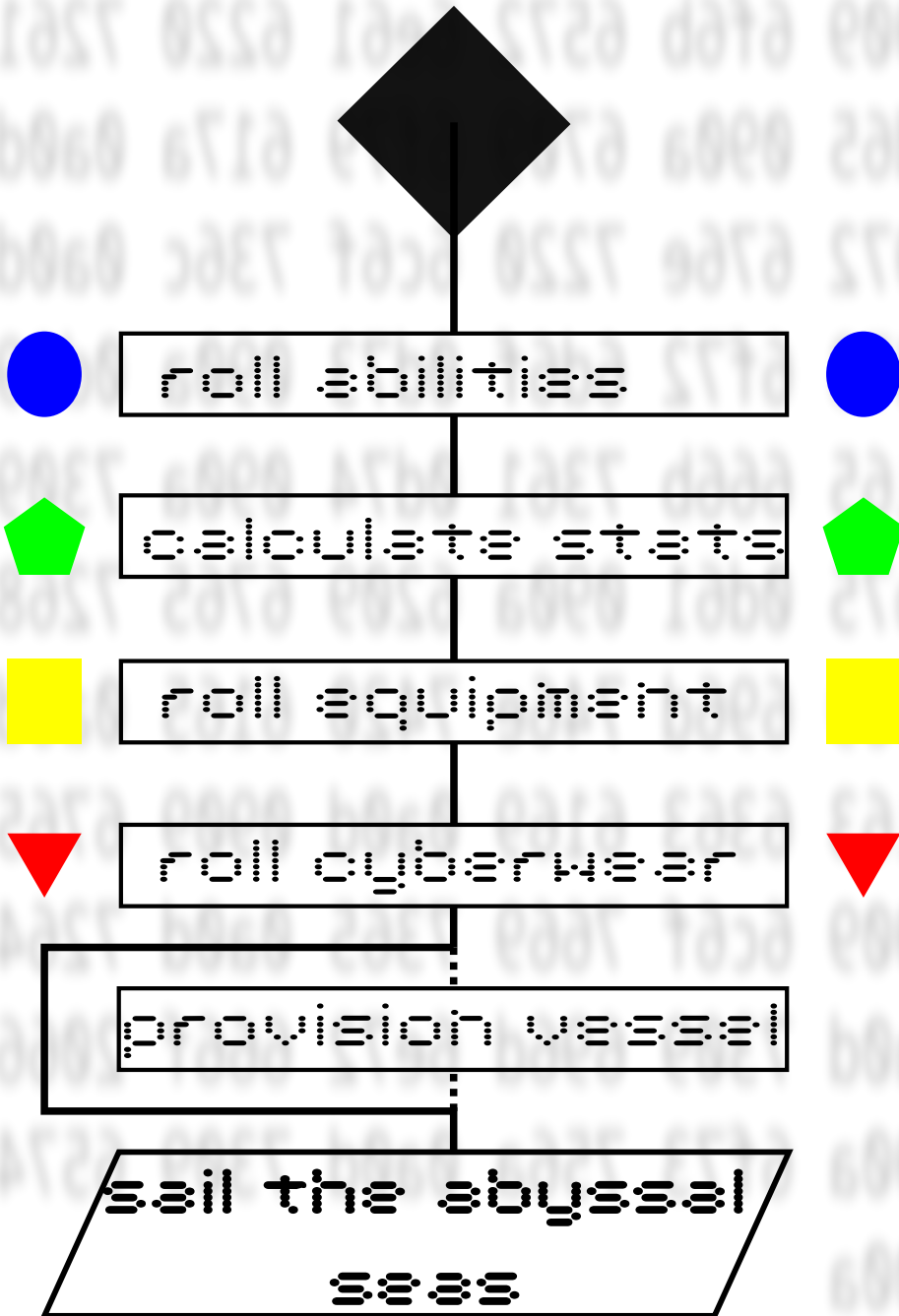
no smoking or vaping near fuel lines



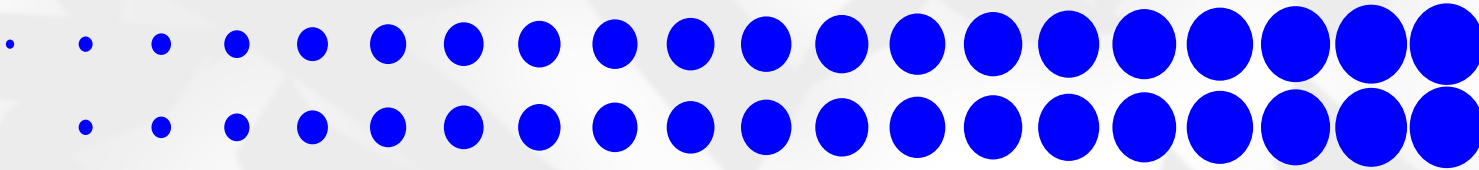
PROCESSED

DECLARATION

CONTENTS



# ABILITY



Roll **3D6** six times. Record the resulting scores. Discard the rolls

Roll:	1-4	5-6	7-8	9-12	13-14	15-16	17-20
Score:	-3	-2	-1	0	1	2	3

**P**resence >> intimidate and shoot

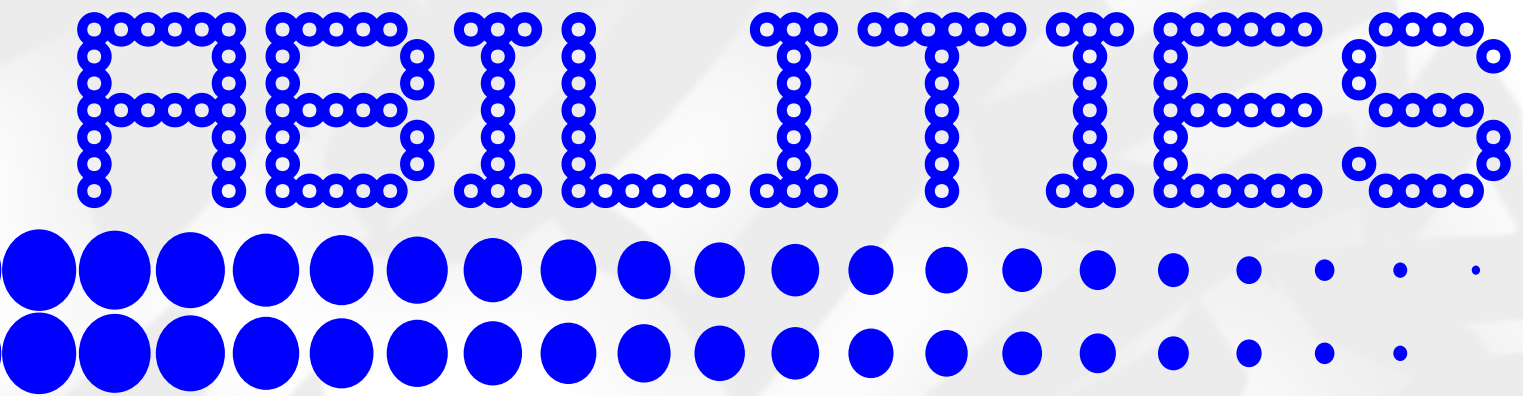
**A**gility >> steer, sprint, spray

**C**ool >> stay collected and charming

**K**nowledge >> ciphers, codes, keys, passcodes

**T**oughness >> endure pain and hardship

**S**trength >> push, pull, punch, kick

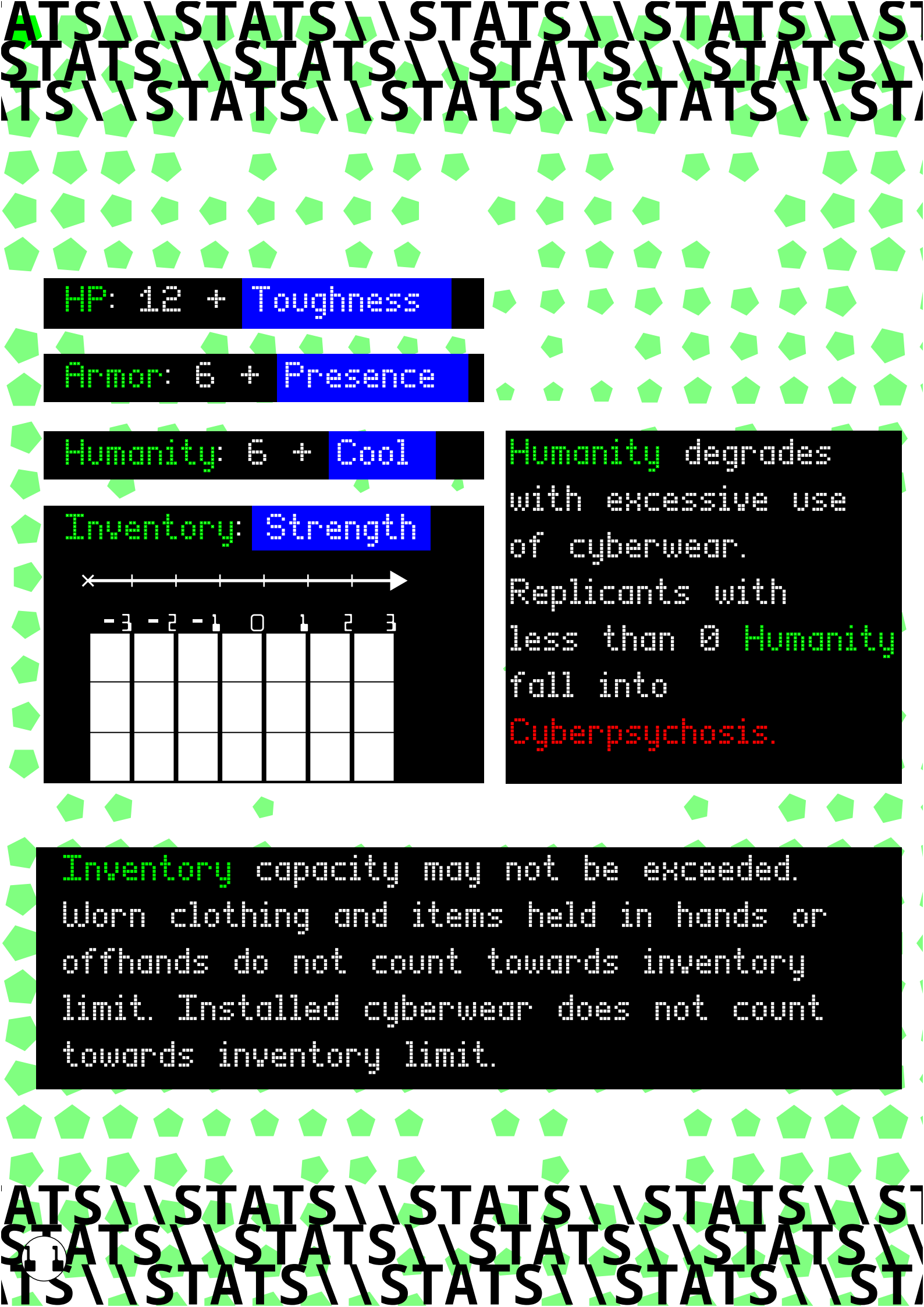


Allocate each score to an ability, using each score only once. Ability scores may later be modified by environmental conditions, equipment, and leveling up.

---

## CHECKS

Pass a check by rolling **2D6** plus the relevant Ability Score and passing the **Difficulty Value(DV)**. Normal difficulty checks are **DV8**. Other variables may influence the check's **DV**. Contested Checks pit two character's checks against each other. Checks that use an Ability Score are prepended with the Score's initial (e.g. **TDV8**)

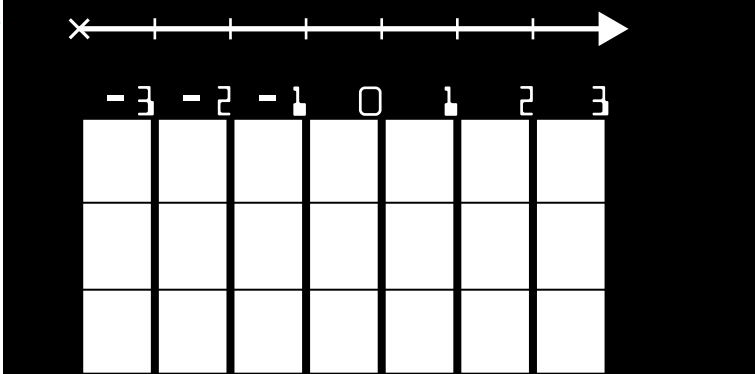


HP: 12 + Toughness

Armor: 6 + Presence

Humanity: 6 + Cool

Inventory: Strength



Humanity degrades with excessive use of cyberwear. Replicants with less than 0 Humanity fall into Cyberpsychosis.

Inventory capacity may not be exceeded. Worn clothing and items held in hands or offhands do not count towards inventory limit. Installed cyberwear does not count towards inventory limit.



**[This Page Intentionally Left Blank]**

# EQUIPMENT

0xxxxx| (|

\\_/\_/\\_/\_/

|

Roll 1d6



dagger | **agility** | 1dmg



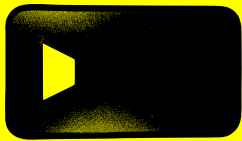
----> no one wins: always deal at least 1 damage attacking or defending



baton | **strength** | 2dmg



----> clubbed to death: defenders hit take next action at disadvantage



shield | **strength** | 1dmg



----> crowd control: if defender lost by more than 3, move defender



rapier | **agility** | 3dmg



----> feint: (called action) trigger a riposte from defender and deal agility score + 6 dmg



katana | **presence** | 3dmg



----> paring: (called action) dismember at disadvantage



sledge hammer | **strength** | 4dmg



----> crush: ablate armor by 2

# EQUIPMENT

Roll 1d6



3D-printed shotgun | **cool** | 8dmg | 1 shot  
----> ghost gun: discard after use.  
self damage on crit fail.



revolver | **presence** | 6dmg | 6 shots  
----> DRAW!: shoot another bullet at -1dmg  
(can be taken multiple times)



butterfly SMGs | **presence** | 6dmg | 20 shots  
----> pray: spend 10 bullets and force opponent to  
move or take **ADV12** 4dmg



flechette pistol | **presence** | 4dmg | 12 shots  
----> pepper: spend 1 bullet to deal 1dmg after  
successful melee attack



line rifle | **presence** | 8dmg | 4 shots  
----> boarding: load and fire a line shot



laser cannon | **knowledge** | 8dmg | 4 shots  
----> overload: spend X rounds overloading,  
then fire X shots as one





### Neuralware: Roll 1D4

- ⊗|01. Predictive Reasoning Unit  
use a STAR on a check you can see
- ▽|02. Register Flush  
burn a STAR; reroll remaining STARS
- ◇|03. Ballistic Targeting System  
add a STAR to a ranged attack
- ⊗|04. Program: Panic  
deal STAR as dmg  
to artificial enemy

### Trunkware: Roll 1D4

- ⊗|01. Thresher Adrenal Gland  
regen 2X STAR **HP**
- ⊗|02. Spartan Cell Death  
subtract 1D6 **HP**; add as STAR
- ◁|03. Doubly-Myelinated Nerves  
+6 **agility** in contested checks
- ▷|04. Mirror Copy [PROTOTYPE]  
realtime conciousness backup chip



## Limbware: Roll 1D4

- △ |01. Grappling Hook
- ◊ |02. Pop-up weapon slot  
hidden slot for 1-handed weapons
- ◊ |03. Monofilament Whip  
cool | 2dmg | grapple on hit
- △ |04. Carbon Claws  
agility | 1dmg

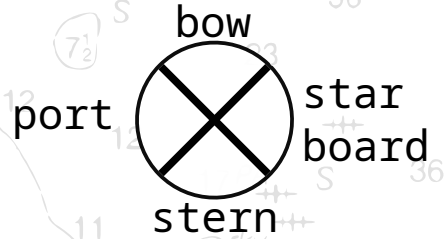
## Borgware: Roll 1D20

- ▽ |01. **Cyberoptic Array**  
passive night vision, infrared, virtuality  
neuralware. -3 **humanity**, +2 **presence**
- ⊠ |02. **Machine Arms**  
immediate access to offhand items  
trunkware. -2 **humanity**
- ⊠ |03. **Twin Mind**  
brain is shared with helm AI  
neuralware. -4 **humanity**
- ◊◊ |04. **Gross Assimilator**  
kill a replicant; take their STARS  
limbware. -1 **humanity**

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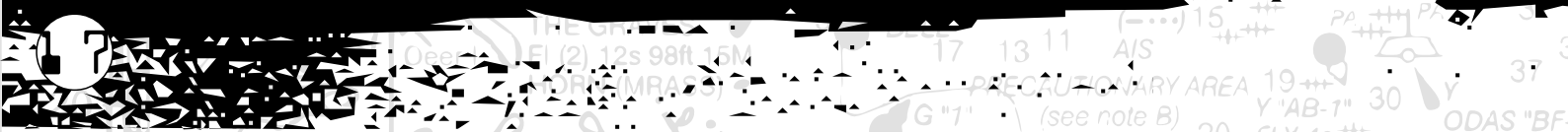
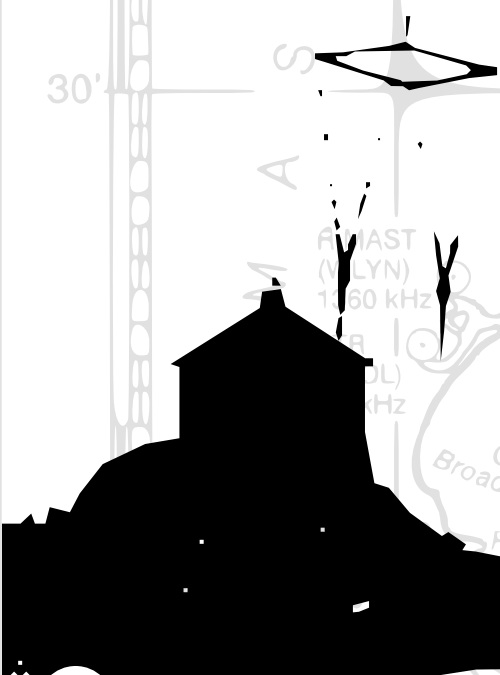
Roll 2D6 for the 4 sections of the vessel:

- |02. LNG tank
- |03. shipping container
- |04. covered life raft
- |05. harpoon
- |06. deck gun
- |07. cannon
- |08. torpedo
- |09. trawling nets and lobster pots
- |10. pump and high pressure water hose
- |11. helicopter pad
- |12. crane arm and winch



Ship upgrades on 1s:

- 1D2 -> deep tanks - +2 fuel capacity
- 1D4 -> fire supression system - subtract 1D4 from fire turn count
- 1D6 -> sump pump - ignore water ingress
- 1D8 -> armor plating - +2SHP
- 1D10 -> hydrojets - move an additional range
- 1D12 -> gyroscope - ignore turbulence
- 1D20 -> MAAS-ALASIJE HELM AI

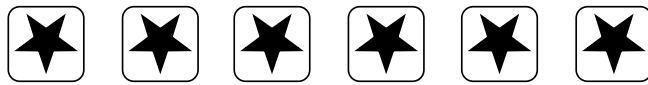




# STAR

Replicants have a couple peculiarities in their making

Roll **1D6** six times. Record the results



**SQUALL VS. TAO**

**JUDGE VS. ARMSTRONG**

**MORDE VS. SLIM**

**26.01.59**

**FIRST FIGHT - 21:00**

**LIVE AT THIS VENUE**

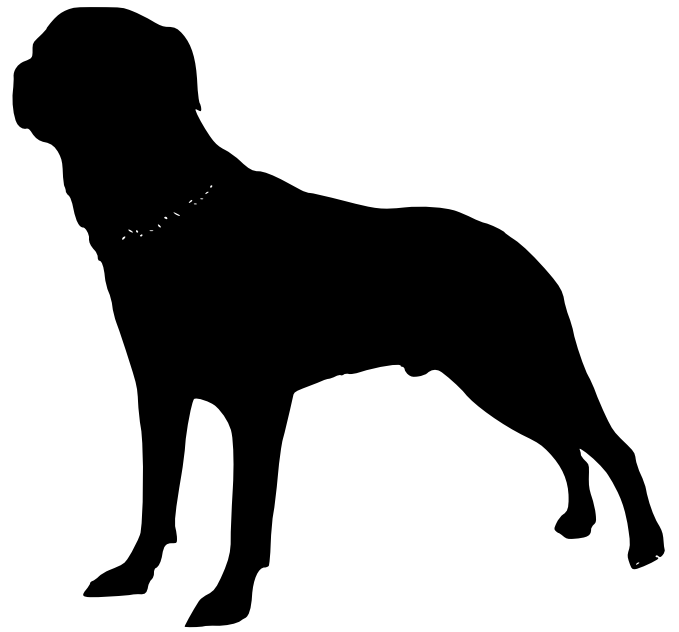
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**DAMASCUS**

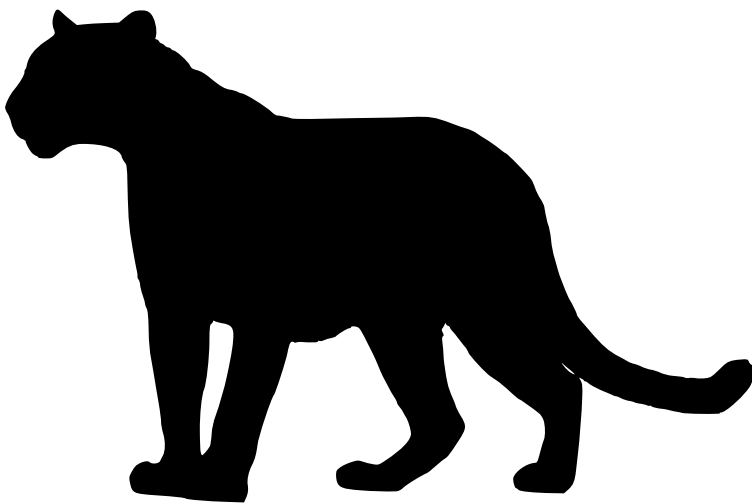
**BLOODSPORTS**



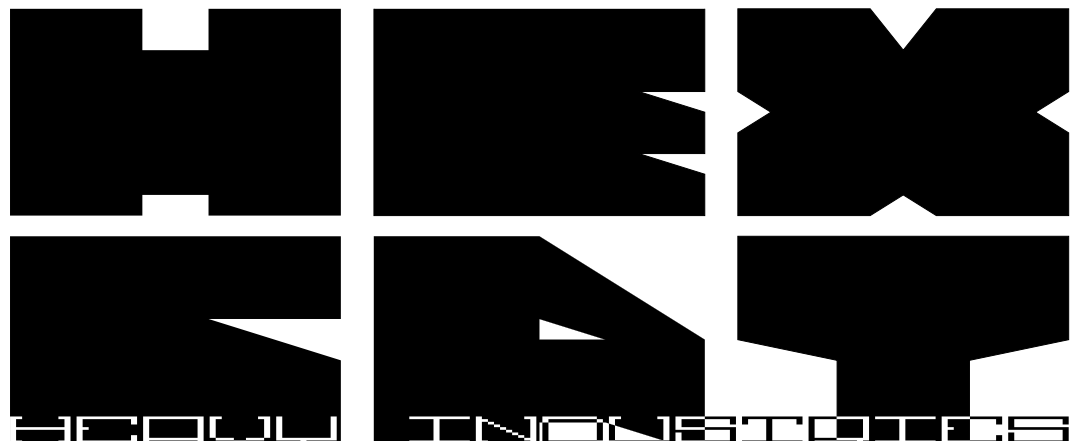
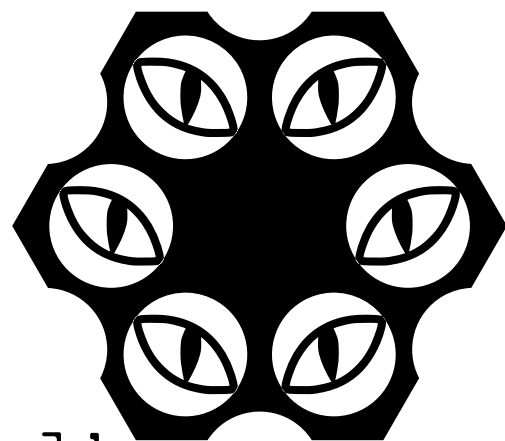
Better than Real



Better than Luxury



Cyber-mastiffs and Displacer Panthers available for sale  
Contact [sales@hexcat.net](mailto:sales@hexcat.net) for a quote

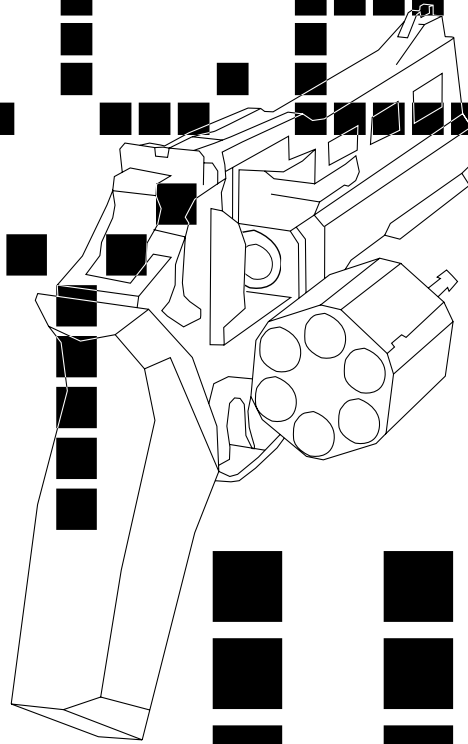


LOOSE

FOR

THE

RENT



RENT

## Facedown:

Contested **cool** check.  
Loser backs down or  
takes +2DV in combat

## Initiative:

Roll **1D6**:

- | 1-3 enemies act first
- | 4-6 allies act first

Individuals - **agility** check

**attack**

**defend**

**2D6** + **weapon ability score** + **weapon damage** VS. **armor** + **agility score** + **toughness score**

## Successful Defense: (Choose 1)

- Riposte: subtract **weapon ability score** and **weapon damage** from attacker **HP**
- Disengage: free movement

## Successful Attack:

- Subtract (attack - defense) from enemy **HP**
- Ablate defender **armor** by 1

## CRIT

- Roll **1D4** on crit table, add **1D4** for every critical injury defender has.



-> Apply to attacker



-> Apply to defender

## Movement and Range:

Movement is abstracted. Characters are either: in range, able to move in range, or out of range.

Contested movement is resolved with an **agility** check



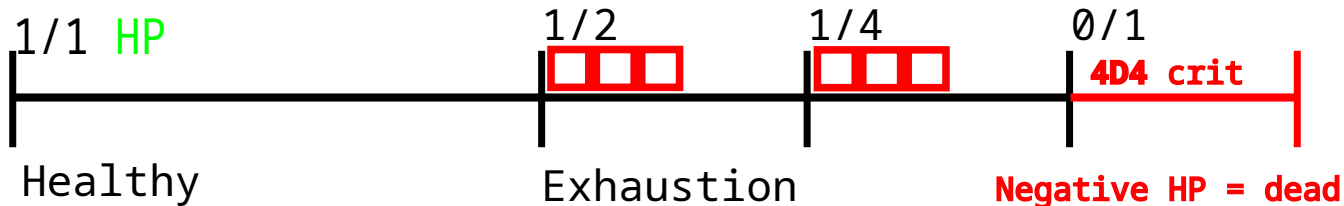
STAR DIE: 

Instead of rolling, expend a STAR...

- | on an attack
- | on an ability check
- | regenerate HP out of combat

< 0 Humanity: **Forfeit Character to Operator.**

Humanity subtracted by cyberwear or experiencing traumatic events.



### After Combat:

- Restore all armor
- Reload weapons
- use a STAR to regen HP

### Upgrade:

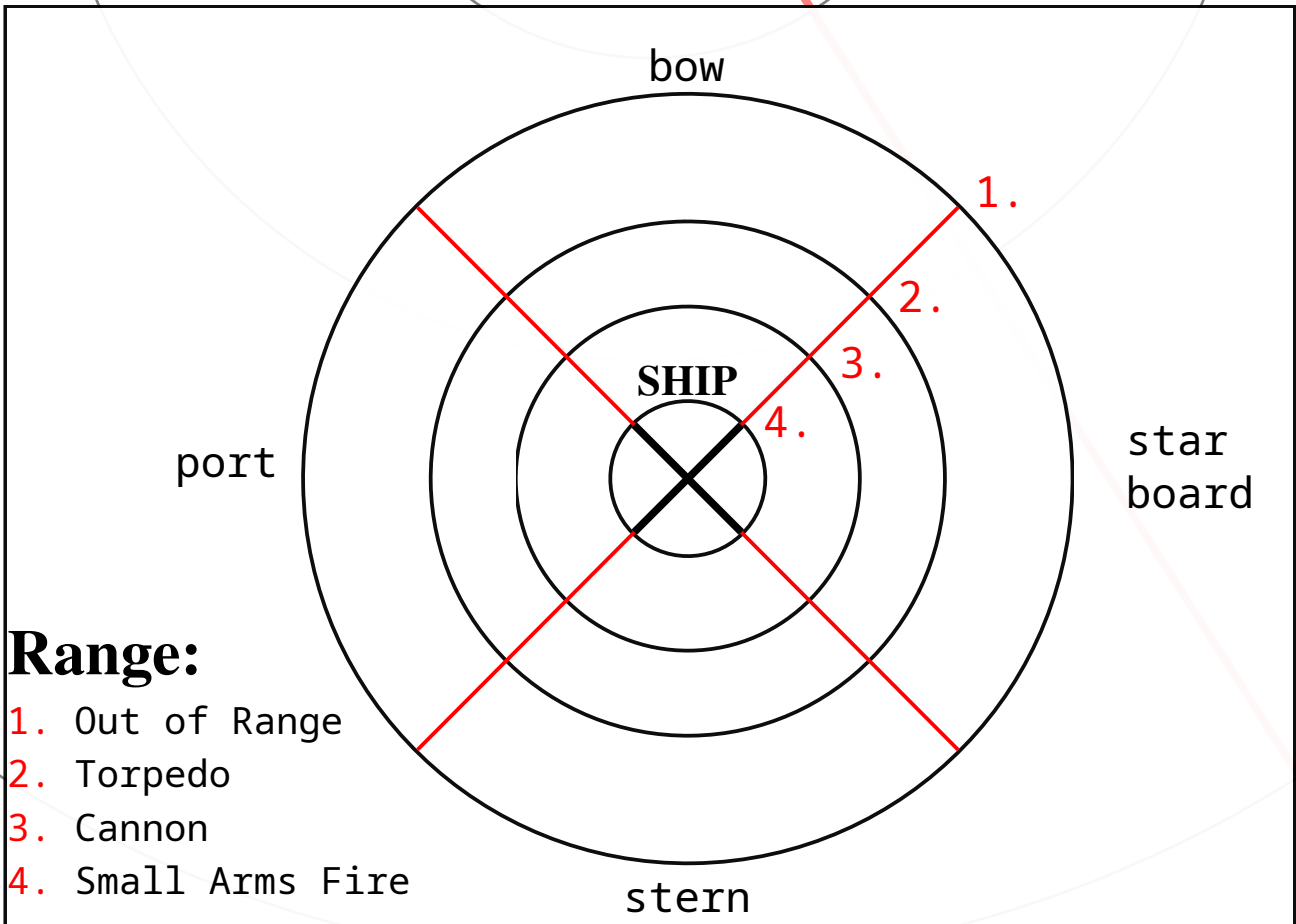
- Pay ripperdoc large sum
- Add 1D6 + toughness HP
- Improve an ability by 1

### Rest:

- Relax for one day
- Regen a STAR die (6 max)
- Regen toughness +3 HP
- If Healthy, Remove 1 Exhaustion
- Eat or take 1 Exhaustion

# SHIP COMBAT

Each ship has 4 sections:  
port, starboard, bow, and stern.  
Each section has Ship Health Points (SHP).  
Items in 0SHP sections are unusable.  
Roll on D00M table when section reaches  
0SHP. Ships with > 2 sections at 0SHP roll  
on the D00M table for every round of combat.



Characters get both an Action and a Ship Action in combat.

**steer** - pilot the ship (+- range)

**rotate** - rotate 90° in place

**evade** - rotate 90° around enemy

**raise\lower anchor** - resume\halt movement

**ram enemy ship** - **4D4** on D00M table

◆ **harpoon** (**PDV10**)

♣ **forward deck gun** (**P** dmg 6 / **PDV7** 1SHP)

◆ **cannon** (**PDV8** 2SHP)

● **torpedo** (**KDV9** 4SHP 1 round reload)

**bail**

**extinguish fire**

**attempt repairs**

**board enemy ship**

---

## **Fuel:**

Ships have finite fuel.

A combat encounter depletes a ship's fuel count by 1.

Ships with 0 fuel run off battery reserves and can't evade.

Auxiliary systems are shutdown.

Battery is preserved for critical systems.



////>>//**critical injuries**////

- ////01. exhaustion 1
- ////02. panic | +2**CDV**
- ////03. winded | can't move next turn and +2**ADV**
- ////04. 1 cyberwear offline
- ////05. crushed appendage | +2**DV** when using appendage
- ////06. spinal injury | skip action next turn and +2**TDV**
- ////07. sensory injury | ranged combat disadvantage
- ////08. motor injury | melee combat disadvantage
- ////09. all cyberwear offline
- ////10. cracked skull | All checks +2**DV**
- ////11. dismembered appendage
- ////12. circulatory injury | **death** in **4D4** rounds
- ////13. 1 cyberwear destroyed irreparably
- ////14. nervous system injury | take no movement or action
- ////15. cerebral injury | 14. + unresponsive
- ////16. pulmonary injury | **death** in **2D4** rounds

////**KDV10** to stabilize////  
////visit ripperdoc to repair////

△ Advance on D00M table by **1D4 -1** △

01. water ingress | bail to evade
02. system failure table
03. fuel leak | deplete 1 fuel,  
oil slick on water
04. system failure table
05. secure cargo | store **CDV** value
06. system failure table
07. shrapnel | characters in section  
**ADV12** check or **1D4** damage
08. system failure table
09. fire | **1D4** turns to put out.  
deals 1 damage per turn
10. system failure table
11. turbulence | 5. vs. **2D6**. Cargo  
lost on check failure
12. system failure table.
13. man overboard
14. sink in **2D4** turns

-----  
15. magazine explosion | everyone dies  
(must happen on a 1 and by itself)  
-----

system failure table:  
reroll until new result

01. communications
02. navigation
03. anchor detaches
04. engine
05. power
06. life support  
(sump pump, fire supression, etc.)





# RELAIX

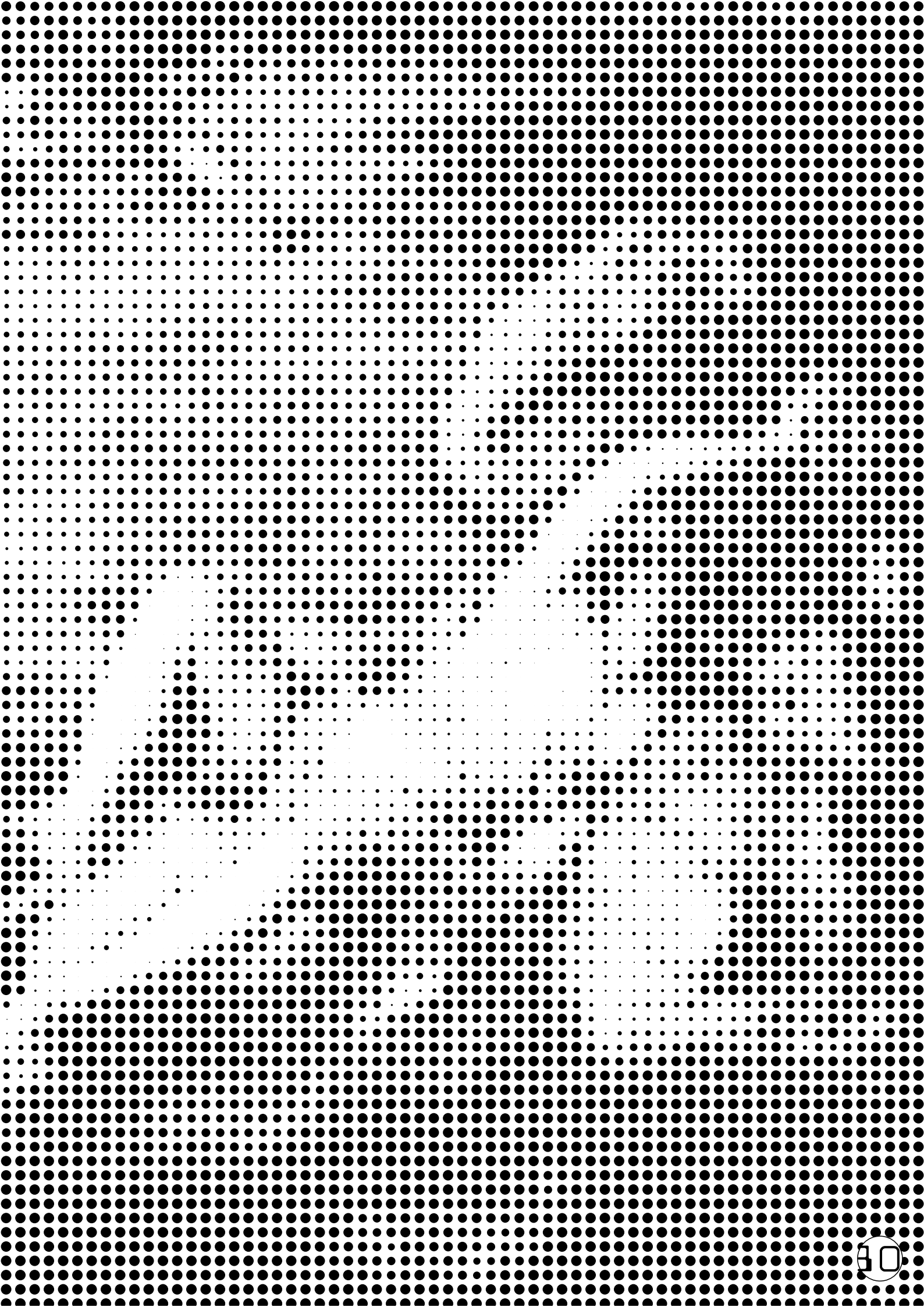
*mind, body, and soul...*

*enjoy the company of hostess replicants at  
Madame Reneaux's bathhouse and sauna.*

*the water is waiting*



*84/10 €\$600 entry*



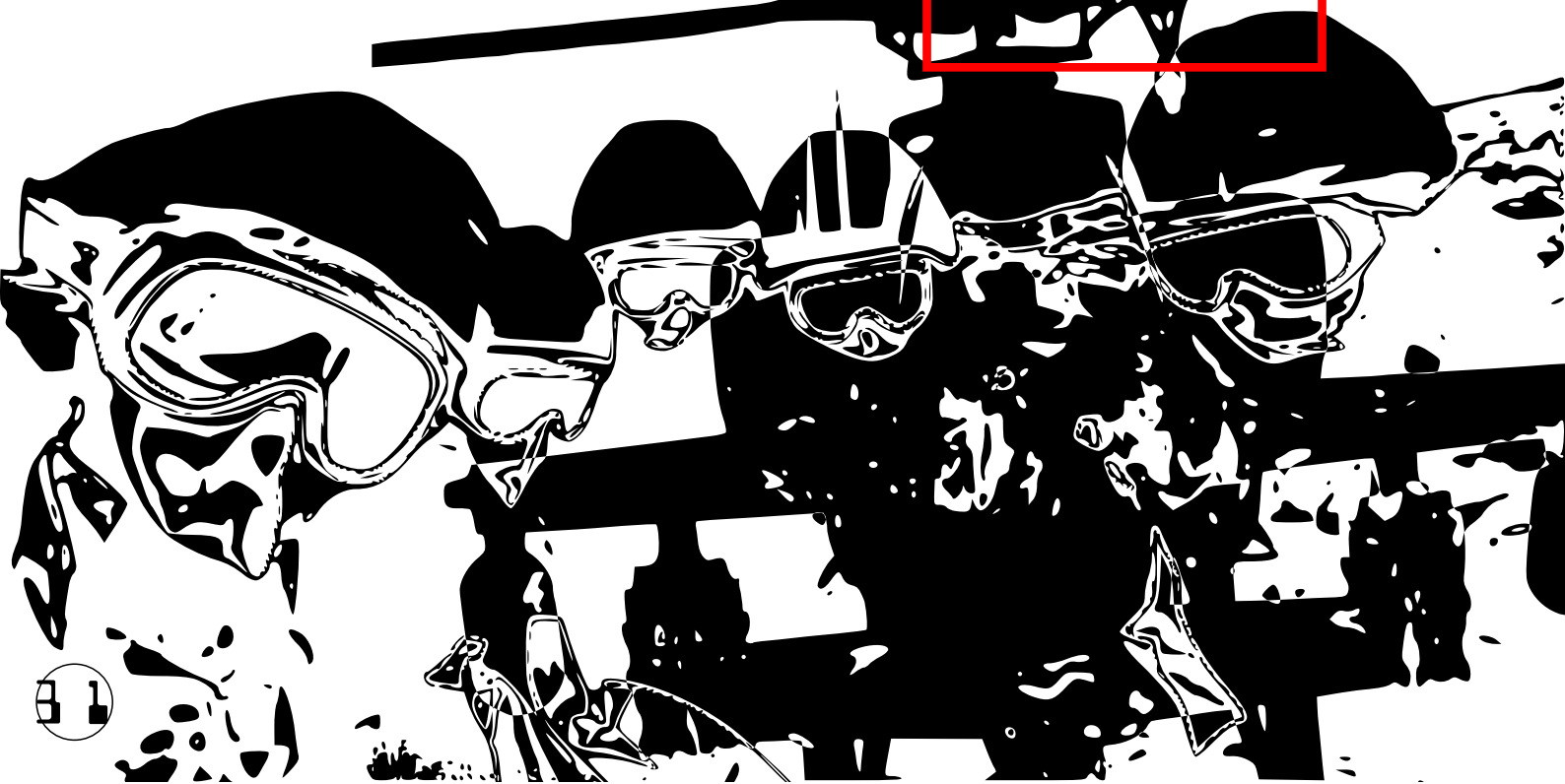
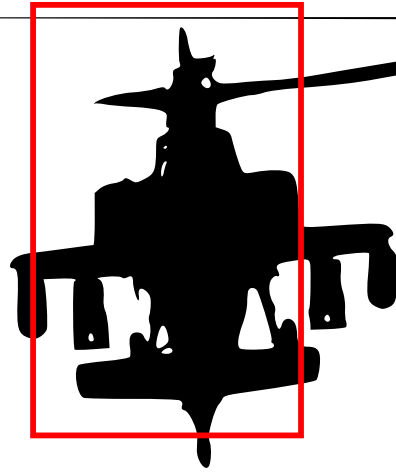
# THE NAVY

*semper fortis.*

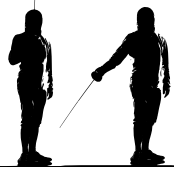
RE: Missing Drone?  
We found your drone smashed to bits against one of our mass driver sleds. We're sending the bill to your commanding officer.

You shitheads need to stay out of our airspace, I don't give a fuck what you've been told. Fortunately no one was hurt this time, but your careless actions continue to strain our relationship.

James Briskell  
E1 Maas Alasije







# ABYSSINIANS

exonyms: Jovians, Gallileans, Europeans

\*\*Missive intercepted from Captain Sajaka to Rear Admiral Holt of the Abyssinian Volunteer Fleet\*\*  
2359/01/01

We killed them  
the alternative  
It cost us 3  
but we tracked  
submersible and  
The sub breached  
after New Year's;  
the crew cabin  
were  
our job easier, I

all. It was merciful considering  
was leaving them out on ice.  
weeks and 7 crew members,  
down the Navy  
commandeered it.  
through the ice  
investigation of  
indicates they  
celebrating. Made  
was growing tired  
straining to  
hear for the  
damned thing.

I delegated  
the sub  
retrofit and  
reprovisioning  
to Captain  
Duke, he  
should be  
ready in the  
next month.

We'll  
finally  
figure out  
what is left  
of Home.

Sajaka

# CHILDREN OF MARY

*en principio erat deo*



Usually I make small talk with all my customers, but that person said nothing, overpaid, took their purchase, and left.

What did they end up buying?

Mostly hydroponic fertilizer and square aluminum tubing

Did you manage to see what they looked like under the mask?

No Sir. Just saw them walk back to the rest of their entourage.

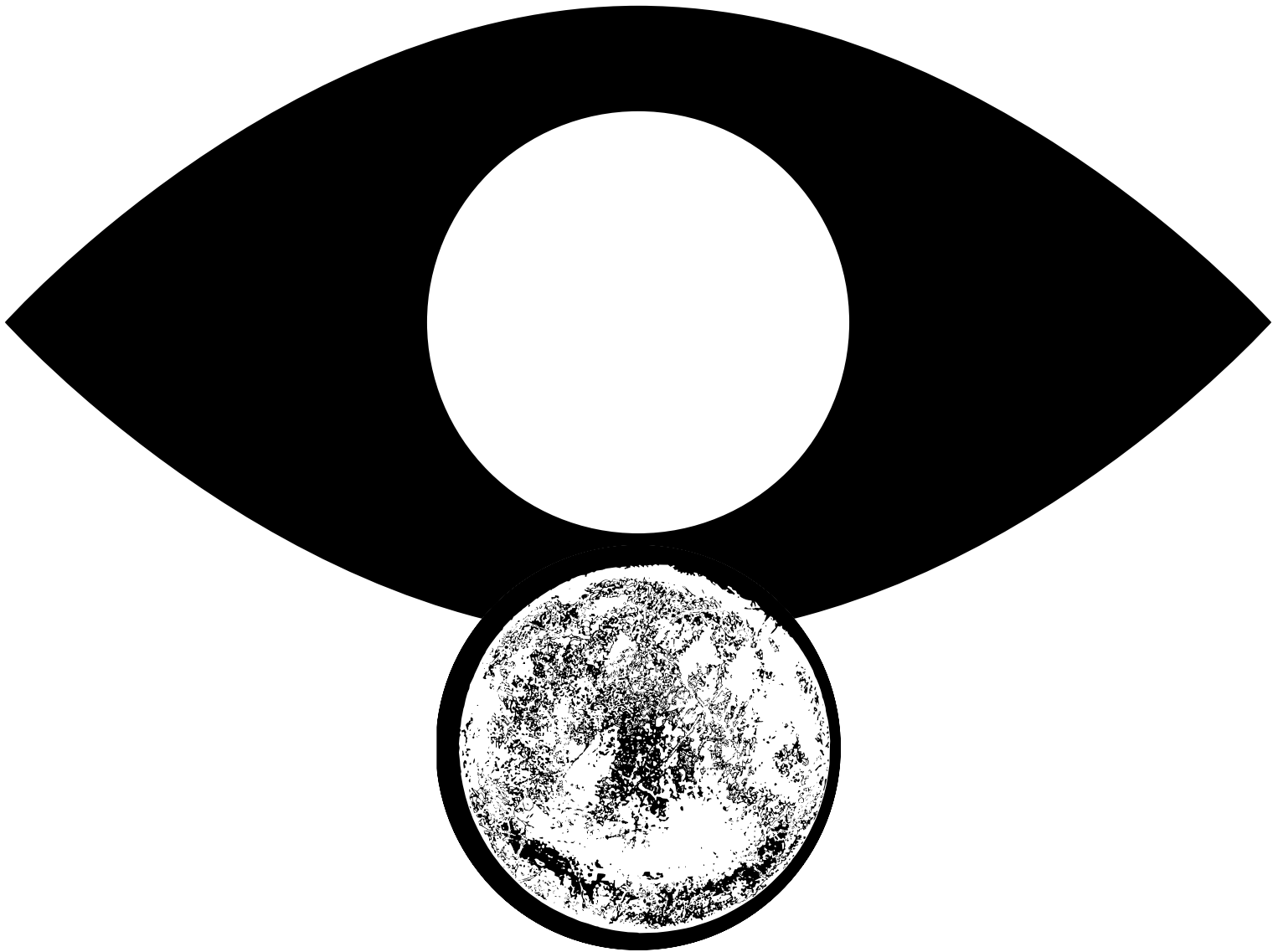
Thank you. Call the number on this card if you see them again. You may be rewarded.

# KANG FAMILY CONGLOMERATE

강대기업

Dear Next of Kin,

We regret to inform you about the passing of your loved one, [ELENA RIVERA]. Company policy forbids returning his/her remains. As next of kin, you are entitled to a monthly stipend equal to  $1/32$  of your sponsor's rate\*.



\*Acceptance of the stipend asserts that the Kang Family Conglomerate had no fault or wrongdoing in the sponsor's death. Dependent's acceptance of stipend forfeits their ability to litigate against Kang Family Conglomerate.

# LEVIATHANS

## What lies below

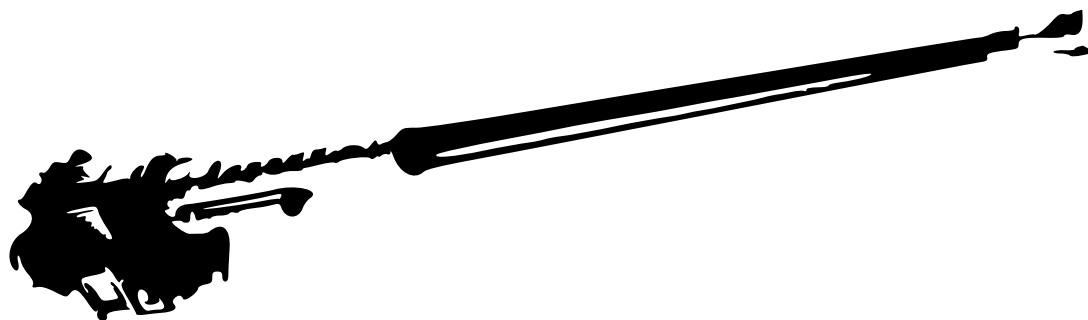
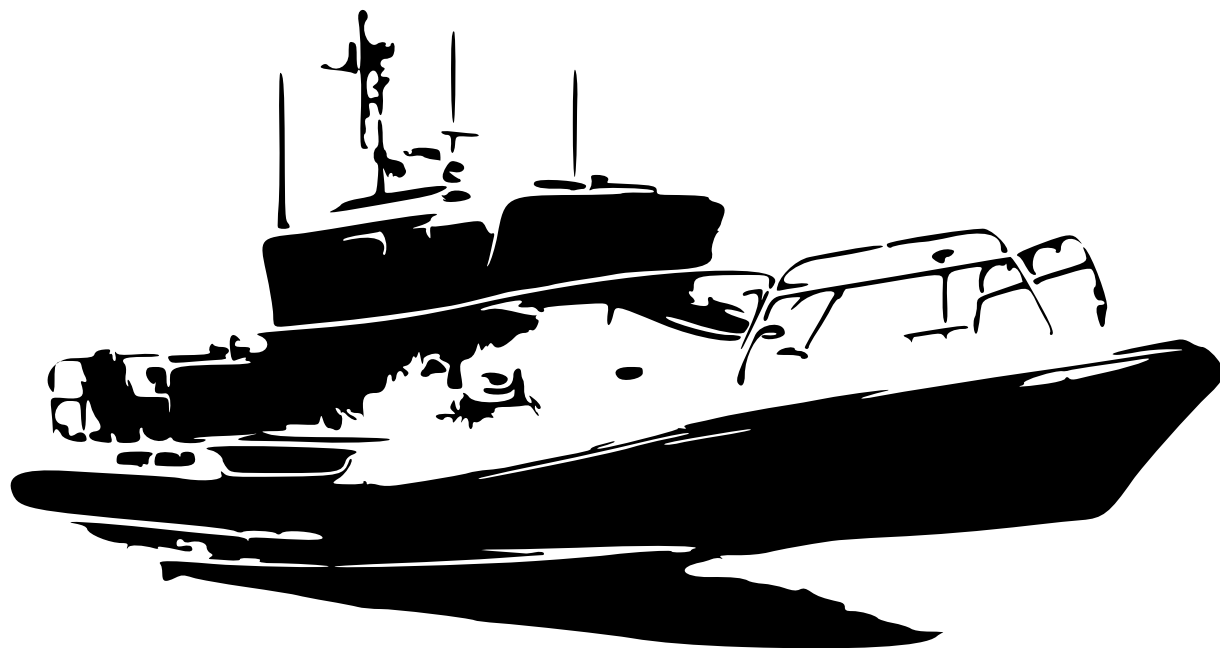
Captain Johannes, may I humbly advise you? Stop sailing through the strait south of the Free Cities. I know it would add days to your voyage, but some wicked things have taken up residence there. Seen a ship swallowed up before my very own eyes. Sad sight to see. Knew that Captain well too, better man than I. Remember when we could sail freely, without worry?

I fear we have more yesterdays than tomorrows on the sea.





0 - 60 in the time it took you to read this



60 - 0 in the same time too...

**MAAS - ALASIJE**

**B**oot **S** **ON** the **g**round

Get **B**usy **o**r **G**et **D**ead

**The** **S**ea **CONSUM**es **a** **LL**

**t**read **W**ater

**W**aves **W**ash over **Y**ou

**t**read **W**ater

**W**aves **W**ash over **Y**ou

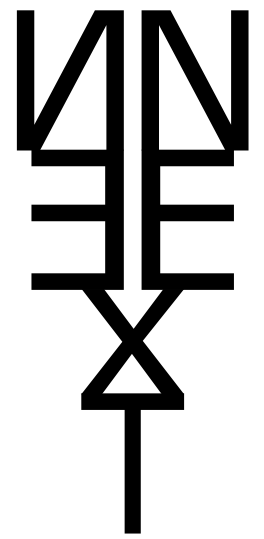


doll ar bill

cash **M**ONEy

**M**enta**L**ity

**The** **Business** **■**



Alpha		I have a diver down; keep well clear at slow speed.
Bravo		I am taking in or discharging or carrying dangerous goods.
Charlie		Affirmative
Delta		Keep clear of me; I am maneuvering with difficulty.
Echo		I am altering my course to starboard.
Foxtrot		I am disabled; communicate with me.
Golf		I require a pilot. OR I am hauling nets.
Hotel		I have a pilot on board.
India		I am altering my course to port.
Juliett		I am leaking dangerous cargo. keep well clear of me.
Kilo		I wish to communicate with you.
Lima		Stop immediately.
Mike		My vessel is stopped and making no way through the water.
November		Negative.
Oscar		Man overboard.
Papa		My nets have come fast upon an obstruction.
Quebec		My vessel is 'healthy' and I request free pratique.
Romeo		No ICS meaning as single flag.
Sierra		I am operating astern propulsion.
Tango		Keep clear of me.
Uniform		You are running into danger.
Victor		I require assistance.
Whiskey		I require medical assistance.
Xray		Stop carrying out your intentions and watch for my signals.
Yankee		I am dragging my anchor.
3 9 zulu		I require a tug.

SEMIOTICS  
'semi'atiks

MARITIME  
'mæri'taim

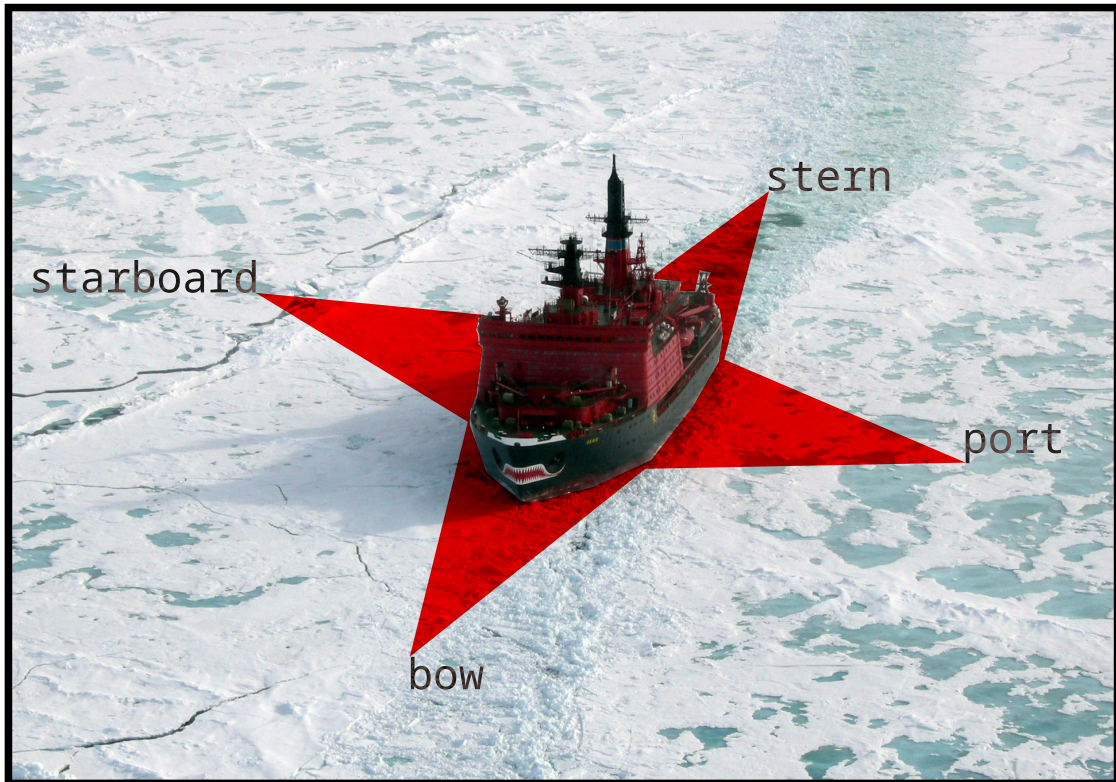


# BOATSWAIN MATE'S GLOSSARY

'boutswein

meits

'glosəri



**AB** - Able-Bodied Seaman

**ballast tank** - A compartment which can be filled or partly filled with water, used on ships to control buoyancy and stability.

**berth** - A safe margin of distance to be kept by a vessel from another vessel or from an obstruction.

**bulkhead** - An upright wall within the hull of a ship, particularly a watertight, load-bearing wall.

**bulwark** - The extension of a ship's side above the level of the weather deck.

**capsize** - To list so severely that the vessel rolls over, exposing the keel.

**gangway** - An opening in the bulwark of a ship to allow passengers to board or leave the ship.

**grounding** - When a ship (while afloat) touches the bed of the sea, or runs aground.

**flotsam** - Debris or cargo that remains afloat after a shipwreck.

**helm** - A ship's steering mechanism, such as a tiller or ship's wheel.

**hull** - The shell and framework of the basic flotation-oriented part of a ship.

**jetsam** - Floating debris ejected from a ship.

**keelhauling** - A type of maritime punishment by which one is dragged under the keel of a ship.

**moor** - To attach a boat to a mooring buoy or post.

**parley** - A discussion or conference, especially between enemies, over terms of a truce or other matters.

**RO/RO** - A vessel designed to carry wheeled cargo that can roll on and roll off the ship on its own wheels.

**scuttling** - deliberately sinking a vessel

**skeleton crew** - A minimal crew, generally consisting of the minimum number of personnel required to maintain or operate the vessel.

**underway** - At sea.

# CHANGELOG

00.02.03

normal distribution for rolling random ship sections

00.02.02

panic critical injury, 6 additional weapons

00.02.01

faction narratives, bloodsport, STAR

00.02.00

equipment, cyberwear, mass-alasije, signal flags, injury, doom

00.01.00

first playtest  
11/08/2024

ship combat, business, glossary, map, radio, bathhouse, hexcat, bladerunner page, 2nd europe page

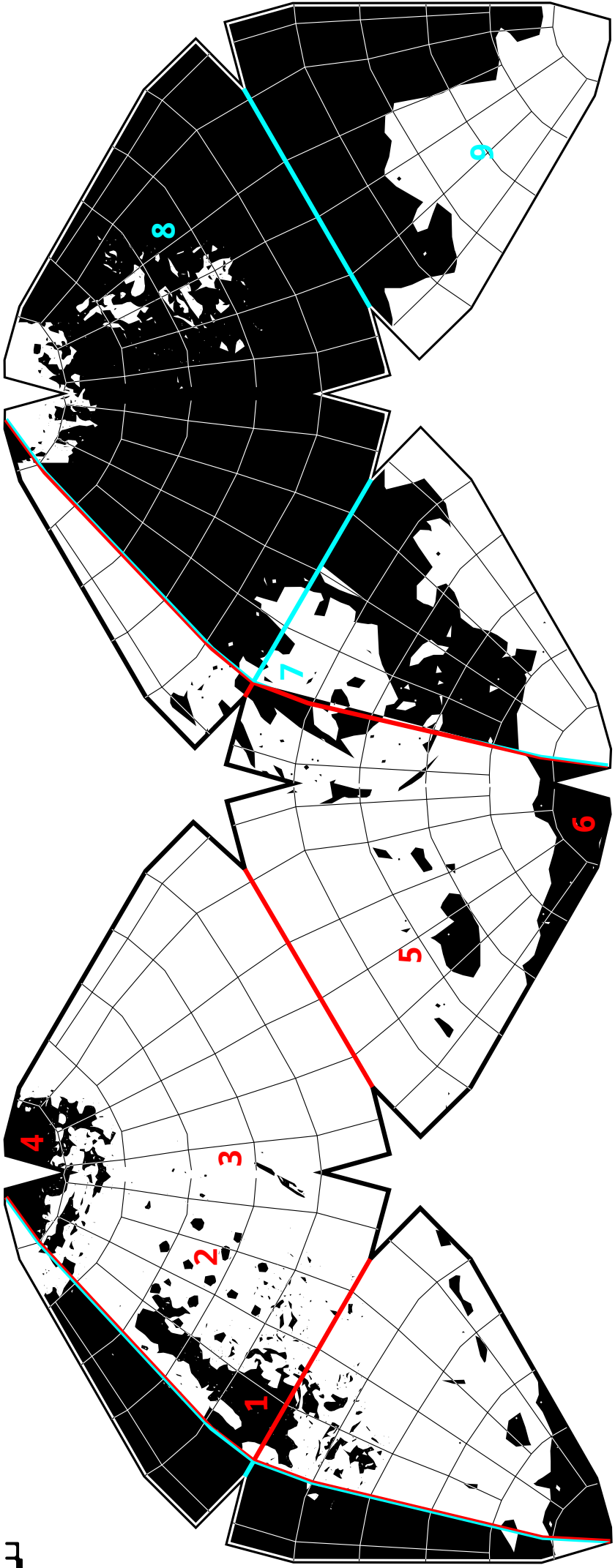
00.00.01

hello world

# SOUNDS ON THE RADIO

- Aphex Twin** - Selected Ambient Works 85-92, Syro
- Arca** - KICK ii, Kick iii
- Autechre** - Quaristice, Tri Repetae
- Burial** - Untrue
- clipping.** - Wriggle
- Death Grips** - The Money Store
- Death In Vegas** - The Contino Sessions
- Deftones** - Around the Fur, Ohms
- Eartheater** - Trinity
- femtanyl** - CHASER
- Gesaffelstein** - Conspiracy Pt. 2, Gamma
- Golemm** - Hazardous Bubble Basics
- Gost** - Behemoth
- Grimes** - Visions
- HEALTH** - DISCO4::PART I
- Igloohghost** - Tidal Memory Exo
- Lateralis** - OXTO Original Soundtrack
- Machine Girl** - Wlfgrl, Neon White Soundtrack
- Massive Attack** - Mezzanine, Heligoland
- M|O|O|N** - MOON E.P.
- Oneohtrix Point Never** - Magic Oneohtrix Point Never
- Perturbator** - Dangerous Days
- Pixel Grip** - ARENA
- Portishead** - Third, Dummy
- Ryoji Ikeda** - dataplex
- Safety Trance** - Noches de Terror
- Six Sex** - AREA 69
- Sneaker Pimps** - Becoming X, Bloodsport
- TAICHU** - RAWR
- Tainy** - Data
- Villano Antillano** - La Sustancia X
- Ye** - Yeezus
- yeule** - Serotonin II





**Points of Interest - 1 Grid/1 Day Travel by Boat - Inverted Map = Beyond the Horizon**

- 1. Tara Regio Navy Installation 2. Tara Regio Mass Driver and Launchpads
- 3. Delphi Flexus Floating City 4. Arran Chaos 5. Conamara Chaos 6. Murias Chaos
- 7. Tyre Abyssinian City 8. Rathmore Chaos Navy Installation 9. Dyfed Regio Desert