

ARIES

You're a creature of passion. Whether it's work or play, you throw yourself into it with a lack of restraint that can often get you into trouble. You'll go where angels fear to tread, and cross lines that others balk at.

Name:

Rank:

Eyes: dangerous, fierce, hard, passionate, playful.

Look: buff, casual, flashy, stocky, wiry.

raw

Strike a Target

Hold Off

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Call for Aid

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your Relationship level to Support or Interfere in place of Warm/Sharp.

If the character dies or cuts ties with you, add your Relationship level with them to your Pressure.

Name

Relationship level

Loyalty, Hold, injuries, etc.

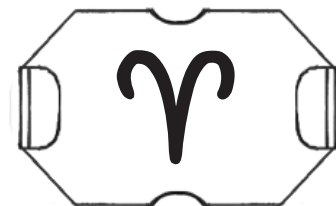
Pressure

When all Pressure boxes are Marked, reset to 2 boxes marked and choose a Breaking Point action.



Breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Skin specific.**
Exit the game. You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



Aries moves

- ☐ **Maverick.** When you Defy Orders, Mark XP and take +1 ongoing.
- ☐ **Shotgun diplomacy.** When you Call Someone on their Shit by getting right up in their face and giving them your opinion with both barrels, roll +Raw instead of +Hard. If you do, on a 10+ you Erase 1 Pressure in addition to the usual benefits.
- ☐ **Explosive decompression.** When you Let Loose in a conspicuous and completely undisciplined way, on a Hit you can choose one extra option, or keep the normal number of options but let the GM decide the option instead of you. If you do either, you Erase 1 more Pressure than usual.

- ☐ **Thread the needle.** When you attempt an aerial flying feat that others would find impossible, roll with +Raw. On a 10+ you do it, and you can give yourself or another pilot +1 Forward to capitalise on it. On a 7-9 you do it, but by the skin of your teeth. Choose two: take -1 Forward as you are left off-balance, gain 1 Pressure as you are rattled around, or ask the GM how your action leaves you exposed.
- ☐ **Passions run high.** When you throw yourself into an intense relationship with someone, you can roll Reach Out to them with +Raw instead of +Warm. If you do, replace the 7-9 result as follows: They Erase 1 Pressure as normal, but you feel dissatisfied – you can still Erase 1 Pressure, but only if you immediately do something to Let Loose or go and find someone else for your passion to run high with.

Role moves

- ☐ **Officer.** You gain access to the Officer Move and can support/interfere using a battleship's ordnance, when in CIC.
- ☐ **Engineer.** You gain access to the Engineer Move.
- ☐ **Marine.** You choose 1 less option on a 7-9 when striking a target/repelling an assault.
- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when striking/repelling from a combat ready ship.
- ☐ **Influencer.** You take +1 to Calling for Aid, and can roll +Smooth instead of +Loyalty if you offer them a deal.
- ☐ **Investigator.** When Seeking Out, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

When all XP boxes are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Aries Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a Breaking Point box

Relationship questions

- Who is in love with me?
- Who do I have a rivalry with?
- Who thinks I'm out of control?
- Who do I figure is going to get us all killed?

taurus

Selfless, principled and tough as nails, you're willing to put yourself in harms way to protect others or to do what's right. Let the enemy dish out whatever punishment they like – you can take it. Let those of lesser beliefs try to knock you off course – you're unstoppable.

Name

Rank

Eyes: calm, deep, gentle, steely, tender.

Look: down-to-earth, scrappy, solid, striking, utilitarian

raw

Strike a Target

Hold Off

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Call for Aid

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your Relationship level to Support or Interfere in place of Warm/Sharp.

If the character dies or cuts ties with you, add your Relationship level with them to your Pressure.

Name

Relationship level

Loyalty, Hold, injuries, etc.

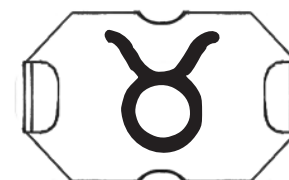
Pressure

When all Pressure boxes are Marked, reset to 2 boxes marked and choose a Breaking Point action.



breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Dig your heels in** and refuse to compromise, despite the consequences.
- ☐ **Hurl yourself into certain doom** to protect someone else. If you choose this, you're automatically lost, captured or killed.
- ☐ **Exit the game.** You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



Taurus Moves

- ☐ **Unshakeable beliefs.** When you stick to your principles by refusing on moral grounds to: follow an order; accept a deal; or comply when someone calls you on your shit, roll +Hard

On a hit, the other person must Mark 1 Pressure or reduce Loyalty if appropriate, and you Mark 1 XP. On a 10+ you also negate any Pressure Marks, Relationship reduction or Loyalty decrease that you would normally get from the decision (e.g. from someone calling you on your shit).

- ☐ **No one left behind.** When you act to rescue someone from danger, take +1 Ongoing to associated actions. If you rescue them, Mark 1 XP and Erase 1 Pressure. If you fail to rescue them, Mark 1 Pressure.

- ☐ **You'll have to go through me.** When you get between another character and a threat, roll +Hard. On a hit, they're safe for now, but you're in the crosshairs. On a 7-9, you take the immediate impact of the threat as well, so any injuries, Pressure or similar that the other character would have taken happen to you instead.

- ☐ **Survivor.** When you venture away from the fleet, whether deliberately (on an away mission, say) or by accident (if you are captured for example), roll +Hard. On a 10+, hold 2, on a 7-9, hold 1. You can spend your hold 1 for 1 to ask one of these questions and take +1 Forward to acting on the answers:

- What's my best escape route/way in/way through?
- What is the biggest threat here?
- What should I be looking out for?
- Which threat is most vulnerable to me?

- ☐ **Wing man.** When you Support someone, you get 1 extra hold, even on a miss.

- ☐ **True love.** Choose a character to be your love. You take +1 Ongoing to all Moves targeting them (whether you're aiming to help them or hurt them).

Role Moves

- ☐ **Officer.** You gain access to the Officer Move and can support/interfere using a battleship's ordnance, when in CIC.

- ☐ **Engineer.** You gain access to the Engineer Move.

- ☐ **Marine.** You choose 1 less option on a 7-9 when striking a target/repelling an assault.

- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when striking/repelling from a combat ready ship.

- ☐ **Influencer.** You take +1 to Calling for Aid, and can roll +Smooth instead of +Loyalty if you offer them a deal.

- ☐ **Investigator.** When Seeking Out, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

When all XP boxes are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Taurus Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a Breaking Point box

Relationship questions

Who am I in love with?

Who do I look to for guidance when I'm feeling lost or uncertain?

Who have I sacrificed greatly for?

Whose plans have I got in the way of?

Gemini

The war is important, sure, but that doesn't mean it's the only priority. You've got your own agenda, even if it's just as simple as looking after number one. Sometimes you've done things that others might consider dubious, but nobody's perfect, right? You'll do what you must to protect your interests, like anyone else would.

Name

Rank

Eyes: attractive, brazen, calculating, compelling, expressive.

Look: dashing, disreputable, rakish, smart, stylish

raw

Strike a Target

Hold Off

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Call for Aid

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your Relationship level to Support or Interfere in place of Warm/Sharp.

If the character dies or cuts ties with you, add your Relationship level with them to your Pressure.

Name

Relationship level

Loyalty, Hold, injuries, etc.

Pressure

When all Pressure boxes are Marked, reset to 2 boxes marked and choose a Breaking Point action.



Breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Betray someone** who trusted you.
- ☐ **Reveal you're a traitor or sleeper agent** who was working for the enemy all along, and become an NPC
- ☐ **Exit the game.** You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



Gemini moves

- ☐ **Compromised.** You've done something that could get you into serious shit. Agree what it is with the GM, and what your cover story is. When you elaborate on your cover story with some convincing bullshit, you get +1 to Cover Up. In addition, at the start of the session, if you're not currently in the middle of trying to throw someone off the scent, roll +Smooth. On a hit you're offered an opportunity that nobody would ever give you if they knew. Mark XP and Erase 1 Pressure if you take it. On a 7 or less, though, someone notices a flaw in your cover story.
- ☐ **Playing both sides.** When you consort with a dangerous faction, roll to Call for Aid with a +1 bonus. Their Favours are always either utterly terrible or seemingly innocuous. If you do it, they'll give you what you want even on a miss.
- ☐ **Louche.** When you Let Loose by indulging in a fancy, rakish way, roll +Smooth instead of +Raw. If you do, add these options to the normal list:
 - Someone else flips out at you, creating a scene
 - Someone else joins in, takes it too far, and gets into trouble

- ☐ **The personal touch.** When you give someone your undivided attention and make them feel special, roll +Smooth. On a 10+ you both Erase 1 Pressure. On a 7-9, only they do. Either way, you ask them 1 question from the list below:
 - What has been troubling you lately?
 - What do you most need at the moment?
 - What secret have you been holding on to?
 - What do you most care about?
 - How could I touch your heart?

- ☐ **Web of influence.** When you do someone a favour or improve a Relationship with someone, add them to your web of influence. When you call on your web of influence, roll +Smooth. On a hit, say who helps you, remove them from your web of influence and choose one from the list:
 - You get access to someone/something you wouldn't normally be able to
 - You gain information about something not normally available
 - They help you with something not directly opposed to their interests

On a 7-9 you must also choose:

- You attract unwanted attention
- They'll help you but there's strings attached

Role moves

- ☐ **Officer.** You gain access to the Officer Move and can support/interfere using a battleship's ordnance, when in CIC.
- ☐ **Engineer.** You gain access to the Engineer Move.
- ☐ **Marine.** You choose 1 less option on a 7-9 when striking a target/repelling an assault.
- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when striking/repelling from a combat ready ship.
- ☐ **Influencer.** You take +1 to Calling for Aid, and can roll +Smooth instead of +Loyalty if you offer them a deal.
- ☐ **Investigator.** When Seeking Out, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

Relationship questions

Who suspects I'm up to something?

Who looks up to me?

Who needs me, warts and all?

Who thinks I'm a dangerous liability?

HP

When all XP boxes are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Gemini Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a Breaking Point box

Cancer

This fleet and the people in it matter to you. It's more than just a mission to you, more than saving the human race, even. Your friends, your colleagues, your people – nothing matters more. And because that love shines through in your words and deeds, they look up to you, too.

Name

Rank

Eyes: Caring, penetrating, sober, soft, wise

Look: Commanding, grizzled, massive, proud, stern

raw

Strike a Target
Hold Off
Let Loose

hard

Shake Off
Weather Serious Harm
Call Someone on their Shit

warm

Support
Reach Out

sharp

Interfere
Seek Out

smooth

Call for Aid
Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your Relationship level to Support or Interfere in place of Warm/Sharp.

If the character dies or cuts ties with you, add your Relationship level with them to your Pressure.

Name

Relationship level

Loyalty, Hold, injuries, etc.

Pressure

When all Pressure boxes are Marked, reset to 2 boxes marked and choose a Breaking Point action.



Breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Give up on someone**, withdrawing your protection and punishing them with the full weight of your authority
- ☐ **Exit the game**. You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



CANCER MOVES

☐ **Turn a blind eye.*** When you let someone off the hook for questionable behaviour, roll +Warm. On a hit the matter is closed – it's as if you'd successfully Covered It Up. On a 10+, you both Erase 1 Pressure. On a 7-9, ask them if they're guilty or if they feel guilty. If it's yes to either, you Erase 1 Pressure, and they Mark 1 Pressure. If it's no to both, the other way around.

☐ **So say we all!*** When you make an inspiring speech, roll +Warm. On a Hit, choose two:

- Everyone who takes them your words into their heart takes +1 Forward to taking an action you're calling for
- Everyone who takes your words into their heart Erases 1 Pressure
- Erase 1 Attrition

On a 10+, your audience's faith in you bolsters you. Erase 1 Pressure.

On a 7-9, everyone is looking to you to be the strong one. Mark 1 Pressure.

☐ **Don't let me down.** When you set high expectations for someone, roll +Warm. On a Strong Hit, they Hold 2 and can spend their hold to gain +1 on a roll to meet those expectations; if they succeed in meeting those expectations, they Erase 1 Pressure and you Mark 1 XP. On a 7-9, the same, but they also Mark 1 Pressure right now.

☐ **You'll have to go through me.** While you stand in defence of someone, or something, that really matters to you, you get +1 Ongoing to any roll that helps protect it. If you have to abandon it, Mark 1 Pressure.

Walk out of this room, while you still can. When you finally let someone know they've gone too far, Call them on their Shit. If they do what you ask them to, improve your Relationship with them by 1 level. Otherwise, regardless of what option they choose, replace the usual consequence with: they Mark Pressure equal to your current Relationship level with them, and then reduce the Relationship level to 1.

ROLE MOVES

☐ **Officer.** You gain access to the Officer Move and can support/interfere using a battleship's ordnance, when in CIC.

☐ **Engineer.** You gain access to the Engineer Move.

☐ **Marine.** You choose 1 less option on a 7-9 when striking a target/repelling an assault.

☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when striking/repelling from a combat ready ship.

☐ **Influencer.** You take +1 to Calling for Aid, and can roll +Smooth instead of +Loyalty if you offer them a deal.

☐ **Investigator.** When Seeking Out, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

When all XP boxes are marked, erase all five and take an advance.



ADVANCES:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Cancer Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a Breaking Point box

Relationship questions

Who is a blood relative of mine?

Who has me as their mentor?

Who did I forgive for a major frack-up?

Who is convinced I'm too soft to do my job properly?

LEO

Confident, committed, inspiring. Where others feel doubt or uncertainty, you step boldly into the fray. You're a leader – not a great tactician or strategist, but a magnetic individual who people want to follow. Where will you lead them? Is their faith in you justified?

Name

Rank

Eyes: dazzling, distinguished, flamboyant, smiling, zealous

Look: bombastic, dapper, graceful, imposing, sexy

RAW

Strike a Target

Hold Off

Let Loose

HARD

Shake Off

Weather Serious Harm

Call Someone on their Shit

WARM

Support

Reach Out

SHARP

Interfere

Seek Out

SMOOTH

Call for Aid

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your Relationship level to Support or Interfere in place of Warm/Sharp.

If the character dies or cuts ties with you, add your Relationship level with them to your Pressure.

Name

Relationship level

Pressure

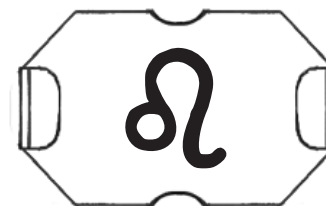
When all Pressure boxes are Marked, reset to 2 boxes marked and choose a Breaking Point action.



Breaking Point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Go it alone** and take on more than you can chew.
- ☐ **Exit the game.** You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.

Loyalty, Hold, injuries, etc.



LEO MOVES

- ☐ **Lead by example.** When you throw yourself into the fray, making a Move that targets a problem directly, you can roll the Support Move straight afterwards to help anyone following up on your actions. If you do, you get +1 hold.
- ☐ **Smoke me a kipper, I'll be back for breakfast.** When you show off in front of a public audience, roll +Warm. On a hit they're wowed, choose two (no duplicates):
 - Erase 1 Attrition
 - Erase 1 Pressure
 - Increase a faction Loyalty by 1
 - Take +1 Forward to prove how great you are
 - Someone in the audience wants to impress you
 On a 7-9 choose one, but also choose one of the consequences from Let Loose.
- ☐ **Lord Flashheart.** When you turn on the charm, roll +Warm. On a hit you dazzle your target with your charisma, and they will do whatever you want them to, as long as it doesn't involve major and direct harm to something they care about. On a 10+ you take +1 forward to any move that exploits their weakness.

- ☐ **Charismatic.** When you advocate passionately for a cause, roll +Warm. On a hit you're compelling. NPCs do the action you've called for, within reason. PCs do it or Mark 1 Pressure or reduce a relevant Loyalty (your choice) if they don't do it. In addition on a 7-9, someone is inspired to fanatical action. The GM chooses:
 - They do something drastic to further the cause
 - They demand that you do something indefensible to further the cause, and if you don't they'll come after you instead
- ☐ **Followers.** A few dozen people that are personally loyal to you. When you act with their support, take +1 Ongoing to relevant rolls. Choose one:
 - Military subordinates. They're skilled at what they do and they'll follow your orders as long as it isn't obviously treacherous.
 - Religious fanatics who see you as a prophet. They'll do anything you want, even sacrifice their own lives, if they believe it's for the faith.
 - Criminals. They've got access to weapons, illegal supplies and hiding places. They'll do what you want if they get a cut of the profits.
 - Political followers with widespread connections, and willing to use violence. They'll do what you want if they think it's for their cause.

HP

When all XP boxes are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Leo Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a Breaking Point box

ROLE MOVES

- ☐ **Officer.** You gain access to the Officer Move and can support/interfere using a battleship's ordnance, when in CIC.
- ☐ **Engineer.** You gain access to the Engineer Move.
- ☐ **Marine.** You choose 1 less option on a 7-9 when striking a target/repelling an assault.
- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when striking/repelling from a combat ready ship.
- ☐ **Influencer.** You take +1 to Calling for Aid, and can roll +Smooth instead of +Loyalty if you offer them a deal.
- ☐ **Investigator.** When Seeking Out, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

Relationship questions

Who hero worships me?
 Who needs to step out of my shadow?
 Who fears I'll lead everyone into something terrible?
 Who resents my social position?

virgo

Doing this job is an awesome responsibility. If you fall short, it could mean the end of everything. You take that responsibility seriously. You need to be the best – to be perfect. Sometimes that means neglecting anything outside the job, but that's a sacrifice you're happy to make.

Name

Rank

Eyes: determined, direct, intense, serious, sincere.

Look: fit, immaculate, noble, regulation, tense.

raw

Strike a Target
Hold Off
Let Loose

hard

Shake Off
Weather Serious Harm
Call Someone on their Shit

warm

Support
Reach Out

sharp

Interfere
Seek Out

smooth

Call for Aid
Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your Relationship level to Support or Interfere in place of Warm/Sharp.

If the character dies or cuts ties with you, add your Relationship level with them to your Pressure.

Name

Relationship level

Loyalty, Hold, injuries, etc.

Pressure

When all Pressure boxes are Marked, reset to 2 boxes marked and choose a Breaking Point action.



breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Stick to a plan rigidly**, after it's obviously failed.
- ☐ **Overdose** and require medical treatment.
- ☐ **Exit the game**. You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



Virgo moves

- ☐ **Single-minded.** Once per session, when you miss an obvious opportunity to Erase Pressure (e.g. by Letting Loose or Reaching Out) because you're focused on a task or mission, Mark 1 Pressure and take +1 Ongoing on that task or mission, until you Erase Pressure or complete the mission/task, whichever comes first.
- ☐ **CAG.** When you personally lead a mission, roll +Sharp. On a 10+, hold 2. On a 7-9 hold 1. Spend your hold to give another character an order and give them +1 forward to execute it.
- ☐ **By the numbers.** When you follow a plan to the letter, say what the plan is and roll +Sharp. On a 10+, anyone following you gets +1 Ongoing while following the plan. On a 7-9, something unexpected happens straight away, but you're well prepared. Say what needs doing to handle it and give someone +1 Forward to deal with the problem.
- ☐ **Solo mission.** When you go after a tough target by yourself, you can roll any Move against that target using +[your current Pressure minus two] in place of your usual Stat.
- ☐ **Stimmed to the eyeballs.** When you're mainlining stimms, you get two extra Pressure boxes for the current task or mission, and won't hit Breaking Point unless you mark all seven. When you complete the mission or task, you lose the extra boxes, so if you've got five marked you hit Breaking Point as usual. In addition, you have a new Breaking Point action "overdose and require medical treatment".

Role moves

- ☐ **Officer.** You gain access to the Officer Move and can support/interfere using a battleship's ordnance, when in CIC.
- ☐ **Engineer.** You gain access to the Engineer Move.
- ☐ **Marine.** You choose 1 less option on a 7-9 when striking a target/repelling an assault.
- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when striking/repelling from a combat ready ship.
- ☐ **Influencer.** You take +1 to Calling for Aid, and can roll +Smooth instead of +Loyalty if you offer them a deal.
- ☐ **Investigator.** When Seeking Out, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

When all XP boxes are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Virgo Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a Breaking Point box

Relationship questions

Who thinks I have a stick up my ass?

Who wants me to cut loose and have fun?

Who knows they can rely on me to get the job done?

Who is worried I'm going to crack under the pressure?

Libra

The enemy can destroy us from the outside, but holding them off is no good if the fleet tears itself apart. To stop that happening, it needs people like you. You're a skilled politician and leader. You know what needs to be done, and what people need to hear, to keep the fleet together. That's exactly what you'll do.

Name

Rank

Eyes: arresting, keen, knowing, sanctimonious, warm

Look: dignified, down-to-earth, handsome, homely, regal.

raw

Strike a Target

Hold Off

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Call for Aid

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your Relationship level to Support or Interfere in place of Warm/Sharp.

If the character dies or cuts ties with you, add your Relationship level with them to your Pressure.

Name

Relationship level

Loyalty, Hold, injuries, etc.

Pressure

When all Pressure boxes are Marked, reset to 2 boxes marked and choose a Breaking Point action.



Breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Take matters into your own hands**, pushing your own agenda regardless of the advice of others.
- ☐ **Exit the game**. You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



Libra moves

- ☐ **High stakes.** When you tackle a crisis, roll +Smooth. On a hit you Erase 1 more Attrition than usual. On a 7-9 you choose from the list of options instead of the GM, and add the following options:
 - Your actions only reinforce how scary the crisis is; Mark 1 Attrition instead of Erasing Attrition.
 - You carry the hopes of the fleet on your shoulders. Mark 1 Pressure.
- ☐ **Fireside chat.** When you Call for Aid or Call Someone on their Shit by talking to an individual one on one, treating them like an equal, you roll +Warm instead of the usual Stat.
- ☐ **Knew I could count on you.** When you publicly congratulate someone on a job well done, roll +Warm. On a 10+, choose two of the benefits below. On a 7-9, choose one.
 - They Erase 1 Pressure
 - Increase their relevant Loyalty by 1.
 - Improve your Relationship with them by 1 level
 - Erase 1 Attrition

- ☐ **A special task.** When you personally give someone a special job or mission, tell them what you want them to do. They take +1 Ongoing when they prioritise that over their official duties. If they succeed, you both earn 1 XP.
- ☐ **Moral compass.** When you call someone on their shit by reminding them of what really matters, on a hit they Mark 1 more Pressure than usual if they don't do what you asked them to.

Role moves

- ☐ **Officer.** You gain access to the Officer Move and can support/interfere using a battleship's ordnance, when in CIC.
- ☐ **Engineer.** You gain access to the Engineer Move.
- ☐ **Marine.** You choose 1 less option on a 7-9 when striking a target/repelling an assault.
- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when striking/repelling from a combat ready ship.
- ☐ **Influencer.** You take +1 to Calling for Aid, and can roll +Smooth instead of +Loyalty if you offer them a deal.
- ☐ **Investigator.** When Seeking Out, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

When all XP boxes are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Libra Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a Breaking Point box

Relationship questions

Who is inspired by me?
 Who is my trusted adviser?
 Who is waiting for me to fail?
 Who do I go to when I need a difficult task done?

scorpio

Something's wrong. Maybe you woke up from a bad dream only to find that the things you did weren't a fantasy at all. Maybe you feel a strange fascination for the enemy. You're not sure who you really are, or if you can trust yourself. Luckily you're good at hiding it. If anyone else suspected, it could land you in the brig – or the airlock.

Name

Rank

Eyes: cold, gorgeous, nervous, shrewd, watchful.

Look: bland, conforming, elegant, stunning, unassuming.

raw

Strike a Target

Hold Off

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Call for Aid

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your Relationship level to Support or Interfere in place of Warm/Sharp.

If the character dies or cuts ties with you, add your Relationship level with them to your Pressure.

Name

Relationship level

Pressure

When all Pressure boxes are Marked, reset to 2 boxes marked and choose a Breaking Point action.



Breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Confess** your doubts to another, openly revealing that you think you may be working for the enemy.
- ☐ **Commit a visible and devastating attack against the fleet**, blowing something up or assassinating someone.
- ☐ **Exit the game**. You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



scorpio moves

☐ **Sleeper agent.*** At the start of each session, if you aren't currently in the middle of dealing with the fallout from your last Sleeper Agent Move, you've set something up to damage the fleet. Roll +Sharp. On a 10+ choose 2, on a 7-9 choose 1:

- You discover warning signs before your actions have their full effect
- You haven't left any telltale evidence that someone else might discover
- There won't be widespread consequences

On a 6 or less, you don't get any of these choices.

☐ **Alien affinity.** When you get close enough to the enemy that you could reach out and touch them, say what you feel: love, lust, fear or revulsion. Choose two:

- You learn something new about the enemy. Ask the GM a question.
- You are calmed and bolstered, Reset Pressure to 2 or Erase 1 Pressure (your choice).
- The enemy tells you something about yourself. Ask the GM what.

☐ **Manipulative.** When you Reach Out by playing on someone's emotions or sympathies, roll +Smooth instead of +Warm. If you do, on a hit you can demand that they do something for you, and they only get the usual Pressure reduction if they do it.

☐ **Close ranks.** When you take this, decide on a quirk for your character. Quirks can include a romantic affair, addiction, black market involvement, thrill seeker, workaholic, [create your own]. You have a circle of friends and associates who attribute your suspicious behaviour to your quirk. When you ask one of them to cover for you, they'll do it and give you +2 to Cover Up as long as they can rationalise it as connected to your quirk.

☐ **Where there's a way...** When you conceal an object or person on the fleet, roll +Smooth. On a 10+, you know a route or location that will keep it from prying eyes. On a 7-9 the GM chooses one:

- Someone notices that it's missing
- You can only keep it concealed during a limited time period
- You'll have to get past _____ first

role moves

☐ **Officer.** You gain access to the Officer Move and can support/interfere using a battleship's ordnance, when in CIC.

☐ **Engineer.** You gain access to the Engineer Move.

☐ **Marine.** You choose 1 less option on a 7-9 when striking a target/repelling an assault.

☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when striking/repelling from a combat ready ship.

☐ **Influencer.** You take +1 to Calling for Aid, and can roll +Smooth instead of +Loyalty if you offer them a deal.

☐ **Investigator.** When Seeking Out, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

When all XP boxes are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Scorpio Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a Breaking Point box

Relationship questions

Whose doubts have I allayed – for now?

Who is covering for me?

Who have I impressed?

Who is closest to me?

sagittarius

The silver lining of the war is that you get to see and do things that pretty much nobody has seen and done before. It's stressful and dangerous, but you're meeting new people and exploring new places all the time. That's what you live for.

Name

Rank

Eyes: curious, darting, eager, mischievous, twinkling.

Look: elfin, patchwork, tough, utility, wired.

raw

Strike a Target

Hold Off

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Call for Aid

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your Relationship level to Support or Interfere in place of Warm/Sharp.

If the character dies or cuts ties with you, add your Relationship level with them to your Pressure.

Name

Relationship level

**Loyalty, Hold, injuries,
etc.**

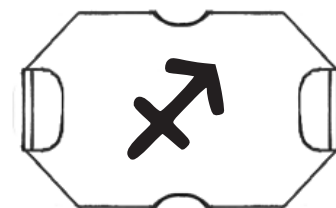
Pressure

When all Pressure boxes are Marked, reset to 2 boxes marked and choose a Breaking Point action.



Breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Meddle with something dangerous** without help or backup.
- ☐ **Exit the game.** You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



sagittarius moves

☐ **Tinkerer.** When you take something apart, roll +Sharp. On a hit, pick one from the list below. On a 10+ you also get +1 forward when you make use of the results.

- Learn how it works / what it does
- Gain useful parts
- Rebuild and improve it

☐ **Explorer.** When you go somewhere nobody has ever gone before, roll +Sharp. On a 10+, hold 2. On a 7-9 hold 1. Spend your hold to ask questions from the list below, and take +1 forward acting on each of the answers.

- What here is useful?
- What here is dangerous?
- Where is a good place to hide/defend/_____?
- Where might I find _____?
- Who is in charge around here?

☐ **People lover.** When you get to know someone for the first time, roll +Warm. On a hit they must choose one of the options from the Reach Out move list. You decide whether to respond positively, and if you do then you also get the Pressure benefits from the same move.

☐ **Walls have ears.** When you surreptitiously listen in on a conversation, roll +Sharp. On a hit, their unguarded moment reveals a useful secret. (PCs can choose not to, but Mark 1 Pressure if they refuse.) On a 10+ you can also ask a follow-up question. On a miss, you hear something you'd rather not hear.

☐ **In the neighbourhood.** At the start of the session, roll +Sharp. On a hit, hold 1. You can spend it at any time to show up in a scene, with or without explanation. On a 10+ you also get to declare one useful item or other person you have with you. On a miss, the GM holds 1 and can spend it to dump you somewhere at the wrong time and unprepared.

Role moves

☐ **Officer.** You gain access to the Officer Move and can support/interfere using a battleship's ordnance, when in CIC.

☐ **Engineer.** You gain access to the Engineer Move.

☐ **Marine.** You choose 1 less option on a 7-9 when striking a target/repelling an assault.

☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when striking/repelling from a combat ready ship.

☐ **Influencer.** You take +1 to Calling for Aid, and can roll +Smooth instead of +Loyalty if you offer them a deal.

☐ **Investigator.** When Seeking Out, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

When all XP boxes are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Sagittarius Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a Breaking Point box

Relationship questions

Who do I always come back to after a journey away?

Who is my best friend?

Who wants to stop my meddling?

Who is keeping me at arm's length?

capricorn

There is so much at stake in this war. If you hold back or show weakness, that could be the end of everything. You'll do what needs to be done, no matter the cost. Some say your way is ruthless or dangerous. You know that what's truly dangerous is taking half-measures.

Name

Rank

Eyes: aloof, bright, eyepatch, grim, tortured.

Look: battle-ready, grounded, poised, scarred, spartan.

raw

Strike a Target
Hold Off
Let Loose

hard

Shake Off
Weather Serious Harm
Call Someone on their Shit

warm

Support
Reach Out

sharp

Interfere
Seek Out

smooth

Call for Aid
Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your Relationship level to Support or Interfere in place of Warm/Sharp.

If the character dies or cuts ties with you, add your Relationship level with them to your Pressure.

Name

Relationship level

**Loyalty, Hold, injuries,
etc.**

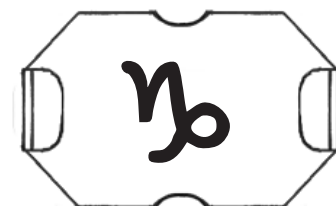
Pressure

When all Pressure boxes are Marked, reset to 2 boxes marked and choose a Breaking Point action.



breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Overreact with brutal force** to an internal crisis, coming down heavily on anyone you blame or who won't cooperate.
- ☐ **Exit the game.** You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



capricorn moves

- ☐ **Doomsayer.** When you point out a problem with a situation or plan, say what how it should be handled and roll +Sharp. On a 7-9 choose: they take +1 Ongoing to follow your advice, or they Mark 1 Pressure if they ignore it. On a 10+, both. If the problem comes to pass, you Mark 1 XP.
- ☐ **Zero compromises.** When you dispense unyielding discipline to someone, say how you're punishing them and why, and roll +Hard. On a hit your harsh remedies steady the ship. Erase 1 Attrition. If the target accepts your justice, on a 10+ they Erase 1 Pressure too. On a 7-9 you take it too far. The target Marks 1 Pressure.
- ☐ **No half measures.** When you commit to a course of action without hedging your bets, hold 2. When something goes wrong, say how you double down on your chosen course and roll +Hard. On a hit, ignore the effects (injuries, obstacles, etc) of the problem as you power through. On a 10+ take +1 Forward too. On a 7-9 Mark 1 Pressure.

- ☐ **Acceptable losses.** When you tackle a problem directly without regard for collateral damage on your own side, roll +Hard. On a hit it's devastatingly effective. On a 10+ there's no collateral damage, Erase 1 Attrition. On a 7-9 your side suffer ill effects – the GM says what happens, and Mark 1 Attrition.
- ☐ **Thrives under pressure.** When everything is in chaos or your back is against the wall, roll +Hard. On a 7-9, hold 1. On a 10+, hold 2. Spend your hold to ask questions and take +1 Forward if you immediately act on the answers.
 - What vulnerability can I exploit right now?
 - What's my best way out/through?
 - What is the biggest threat right now?
- ☐ **The old familiar sting.** Choose a vice that you're addicted to. When you Let Loose with it, you erase one more Pressure than usual (even on a Miss). However, a 10+ counts as a 7-9. You also get an additional option "go and give someone your unvarnished opinion of them".

role moves

- ☐ **Officer.** You gain access to the Officer Move and can support/interfere using a battleship's ordnance, when in CIC.
- ☐ **Engineer.** You gain access to the Engineer Move.
- ☐ **Marine.** You choose 1 less option on a 7-9 when striking a target/repelling an assault.
- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when striking/repelling from a combat ready ship.
- ☐ **Influencer.** You take +1 to Calling for Aid, and can roll +Smooth instead of +Loyalty if you offer them a deal.
- ☐ **Investigator.** When Seeking Out, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

When all XP boxes are marked, erase all five and take an advance.



advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Capricorn Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a Breaking Point box

relationship questions

Who is sure I'm going to go too far?
 Who trusts my instincts?
 Who is an old friend?
 Who nurses a grudge against me?

AQUARIUS

You're as sharp as they come – you see through the lies and deceit that riddle the fleet, and you'll expose them all. Maybe you're an official interrogator, or perhaps you're a journalist. You know how to get to the truth, through your connections or through asking the right questions.

Name

Rank

Eyes: alert, harsh, honest, piercing, thoughtful.

Look: folksy, formal, neat, ordinary, practical.

RAW

Strike a Target

Hold Off

Let Loose

HARD

Shake Off

Weather Serious Harm

Call Someone on their Shit

WARM

Support

Reach Out

SHARP

Interfere

Seek Out

SMOOTH

Call for Aid

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your Relationship level to Support or Interfere in place of Warm/Sharp.

If the character dies or cuts ties with you, add your Relationship level with them to your Pressure.

Name

Relationship level

PRESSURE

When all Pressure boxes are Marked, reset to 2 boxes marked and choose a Breaking Point action.



breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Publicly accuse** someone of treachery, without evidence or public support.
- ☐ **Exit the game.** You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.

Loyalty, Hold, injuries, etc.



AQUARIUS MOVES

- ☐ **Pointed questions.** When you interrogate someone, roll +Sharp. On a 10+, you can ask them two questions. On a 7-9, one. NPCs will reveal the truth through their words or behaviour. PCs must do so or Mark 1 Pressure for each question they refuse. You get +1 Forward when acting on the answers.
- What are you concealing?
 - What are you really feeling?
 - How could I get your character to ____?
- ☐ **On trial.** When you Call Someone on their Shit by publicly accusing them of a crime, incompetence in their official role or deceiving the public, roll +Hard. On a 10+, no matter what they do it counts as if they'd openly and forcefully refused to change their ways; and in addition it's obvious to everyone that you're right, and they must face whatever consequences flow from that. On a 7-9 they get the usual options for being Called on their Shit.

- ☐ **Scuttlebutt.** When you tap your contacts for information and gossip, roll +Sharp. On a 10+ you can ask two questions. On a 7-9, ask one. You take +1 Forward when acting on the answers.

- What's the word on the street about this?
- Who could help with this?
- Where was ____ last seen and what were they up to?
- What should I be on the lookout for?

- ☐ **Truthspeaker.** When you reveal something that others had been concealing, roll +Sharp. On a 10+, the truth is out and widely believed, choose two. On a 7-9, it's out, but people are confused or unsure, choose one:

- Mark or Erase 1 Attrition (your choice)
- Increase or decrease another character's Loyalty by 1.

- ☐ **Dedicated focus.** When you dedicate yourself to a challenging task, you get +1 Ongoing on rolls that contribute to fulfilling that task. You get -1 Ongoing to anything that takes you away from that task. At any time you can abandon the task and Mark 1 Pressure.

ROLE MOVES

- ☐ **Officer.** You gain access to the Officer Move and can support/interfere using a battleship's ordnance, when in CIC.
- ☐ **Engineer.** You gain access to the Engineer Move.
- ☐ **Marine.** You choose 1 less option on a 7-9 when striking a target/repelling an assault.
- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when striking/repelling from a combat ready ship.
- ☐ **Influencer.** You take +1 to Calling for Aid, and can roll +Smooth instead of +Loyalty if you offer them a deal.
- ☐ **Investigator.** When Seeking Out, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

When all XP boxes are marked, erase all five and take an advance.



ADVANCES:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Aquarius Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a Breaking Point box

Relationship questions

Who is feeding me information on the quiet?

Who do I suspect is up to no good?

Who comes to me for advice?

Who sees me as a thorn in their side?

PISCES

Wise, otherworldly, visionary. You can tap into something beyond yourself, to gain insights or power that are simply not available to others. This makes you strange and potentially unnerving to others. It may make you an object of reverence or fear. It can make you a potent weapon against the enemy.

Name

Rank

Eyes: distant, dreamy, electrifying, serene, strange.

Look: ceremonial, colourful, gaunt, radiant, tattooed.

raw

Strike a Target

Hold Off

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Call for Aid

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your Relationship level to Support or Interfere in place of Warm/Sharp.

If the character dies or cuts ties with you, add your Relationship level with them to your Pressure.

Name

Relationship level

Loyalty, Hold, injuries, etc.

Pressure

When all Pressure boxes are Marked, reset to 2 boxes marked and choose a Breaking Point action.



Breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Become overwhelmed by a terrifying vision** of a dark future that may yet come to pass.
- ☐ **Reveal your true inhuman nature.**
- ☐ **Exit the game.** You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



PISCES MOVES

☐ **I have seen it.** You receive occasional visions of the future. At the start of each session, roll +Hard. On a 10+, Hold 1 Vision. You may spend 1 Vision to declare you recognise this scene from a vision and:

- Tell someone what they must do and, if they do it, they take +1 Forward and you Mark 1 XP.
- Describe a challenging risk or opportunity for the fleet. If the fleet avoids the risk or seizes the opportunity, increase Momentum by 1.

On a 7-9 you have a respite from your visions, erase 1 Pressure.

On a 6 or less the GM may describe a risk for the fleet. If the fleet fails to avoid the risk, they set Momentum to a new level of their choice.

☐ **Mystic attunement.** When you walk in places that are beyond mere mortals, you attune to the strange nature of the place. This makes you powerful and also vulnerable. You can make all your usual moves, but may roll +Hard in place of any other stat.

☐ **Inhuman insight.** When you make psychic contact with the enemy, roll +Hard. On a hit, you see them as they truly are; ask a question from the list. When you act on the answers, take +1 Forward. On a 7-9, you struggle to differentiate the alien mind from your own; Mark 1 Pressure, and the enemy may ask a question of you.

- How are the enemy weak right now?
- What is the biggest danger right now?
- What are they planning to do next?
- What is their objective here?
- What do they fear right now?

☐ **Mind Palace.** You can withdraw into a trance-like state where you perceive things and people that others cannot see. When you Let Loose inside these visions, on a 10+ you don't choose a consequence at all. On a 7-9, choose one that reflects you outwardly doing something that betrays your inner life.

☐ **Loved by the faithful.** You hold a special place in the hearts of those who believe in your faith, whether by dint of official position or spiritual status. You take +1 to any Move that leverages that status.

ROLE MOVES

☐ **Officer.** You gain access to the Officer Move and can support/interfere using a battleship's ordnance, when in CIC.

☐ **Engineer.** You gain access to the Engineer Move.

☐ **Marine.** You choose 1 less option on a 7-9 when striking a target/repelling an assault.

☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when striking/repelling from a combat ready ship.

☐ **Influencer.** You take +1 to Calling for Aid, and can roll +Smooth instead of +Loyalty if you offer them a deal.

☐ **Investigator.** When Seeking Out, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

When all XP boxes are marked, erase all five and take an advance.



ADVANCES:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Pisces Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a Breaking Point box

Relationship questions

Who believes I am fated to play a special part?

Who is fascinated by me?

Who fears my power?

Who wants to use me for their own ends?

GM sheet

GM Principles

- No Mercy
- Make them care
- Everyone is up to something.
- Make space for interpersonal drama.
- Failure is not an option.
- Make scarcity ubiquitous.
- Make the fiction and the mechanics transparent.

CORE MOVES

- Signal what's coming
- Put something at stake
- Make them choose
- Bring the consequences to bear

Thematic moves

- Set the clock ticking...
- Make demands...
- Stoke suspicion...
- Someone loses it...
- Take something away...
- Kill their darlings...
- Unleash mayhem...
- ...and impose a mechanical consequence, as established
- Modify a Move that a player is about to make
- Make a Threat Move

mechanical consequences

- Require a Move.
- Mark Pressure.
- Start a Doom Clock
- Shift someone's Loyalty up or down
- Mark Attrition
- Create a Shortage
- Change Momentum
- Give someone +/-1 Forward, or +/-1 Ongoing.

End of scene checks

At the end of a scene, check whether any of the trackers should change.

- Did someone suffer a blow (social, emotional or physical), do something exhausting, get given a truly daunting task, or have to do something horrible? They Mark Pressure.
- Did they alienate someone they care about? Reduce their Relationship (if any) by 1.
- Did they antagonise a faction? Reduce their Loyalty by 1.
- Did the fleet, its people or its resources take a significant blow? Was there a publicly visible event which was unsettling, scary or indicative that the fleet is losing? Mark Attrition.
- Did the fleet gain new resources or skilled people? Erase Attrition.
- Was the scene a major turning point? Change Momentum.

when there is a prolonged lull in the action...

And the fleet is (for the moment at least) safe and neither under attack nor dealing with a direct and immediate threat, the ranking leader rolls +Momentum. On a 10+ the GM offers the fleet an opportunity to seize an advantage or hurt the enemy. On a 7-9 the GM introduces a threat to the fleet, but with the opportunity to avoid or mitigate the danger. On a 6 or less, a threat materialises without warning, and all you can do is damage limitation.

Fleet trackers

Attrition



When all Attrition boxes are Marked, reset to 2 boxes marked and the GM unleashes Havoc.

Momentum



shortages and doom clocks

Threats and Threat moves

People

The individuals living in the fleet. Soldiers, crew, civilians.

- Display their everyday life
- Show what they're doing to cope with the pressure
- Reveal their hopes and dreams
- Reveal their doubts and fears
- Show who or what they care about
- Ask for help
- Do something suspicious
- Lose control and do something stupid

The fleet leadership

High-ups in the military, senior politicians

- Give orders or non-negotiable suggestions
- Ask for advice
- Take a strong stance on an issue
- Take an interest in a person or problem
- Crack down on bad behaviour
- Inexplicably overlook a problem
- Defend or extend their authority or control

Factions

Groups of people in the fleet with shared ideals and/or goals. Political, military, religious, terrorist, criminal.

- Share their view of the world
- Look after their own
- Hoard power or resources
- Make unreasonable demands
- Offer a deal or alliance
- Get in the way of something important
- Escalate to violence

Locations

Planets, moons, asteroid fields, space stations, the inside of enemy ships

- Conceal enemies
- Trap someone
- Offer resources
- Offer shelter
- Offer secrets of the universe

Infiltrators

Traitors, shapeshifters, possession and spies

- Inveigle themselves into important fleet operations
- Build your trust
- Put on a convincing display of innocence
- Conceal something on the fleet (bomb, tracker, etc)
- Steal, damage or destroy something important
- Make contact with sympathisers in the fleet
- Make an assassination attempt

Enemy fleet

One or more enemy ships.

- Arrive out of nowhere
- Close the distance to firing range
- Launch a wave of smaller ships
- Send a boarding party/landing party
- Block the way
- Destroy a vulnerable target
- Jump away, leaving something behind

BASIC MOVES

When you reach out to someone who matters to you*

*Choose one or more:

- share a significant doubt or fear with them
- share a significant hope or dream with them
- share a significant failure or regret with them
- share your feelings about them

For PCs, ask them if they respond positively and roll +Warm if they do. For NPCs, roll first: on a hit, they respond positively. On a 10+, you both Erase 1 Pressure; on 7-9, choose one of you who Erases 1 Pressure. Either way, increase your Relationship with each other by 1.

When you let loose and indulge your base needs

Roll +Raw. On a hit, everyone involved Erases 1 Pressure. On a 10+, you choose one option from the list below and decide the details; on a 7-9 you still choose, but the GM decides the details, and they'll make it something you'll immediately regret.

- you end up in the arms of someone you shouldn't;
- you share a secret you shouldn't;
- you make a promise you shouldn't;
- you anger or alienate someone that matters to you (you may reduce an appropriate relationship or loyalty);

Say what happens, and who else is involved.

On a miss, the same as a 7-9 but nobody Erases any Pressure.

When you call someone on their shit

Roll +Hard. On a hit, tell them what their problem is, and what they'd need to do to convince you otherwise. On a 10+ they must either do it, or openly and forcefully refuse and suffer the consequences:

- If you played on their emotions or moral compass, they Mark Pressure
- If you played on your Relationship, they reduce the Relationship by 1 (and Mark Pressure)
- If you play on your position in a faction, or their Loyalty to a faction, they must do it or reduce their Loyalty to the faction by 1

On a 7-9, they get the same options, or can instead openly admit you're right, try to placate you by giving you something they think you want, or respond by **calling you on your shit**.

When you cover up something serious

Roll +Smooth. On a 10+ they buy your deception, as long as no clear countervailing evidence appears. On a 7-9, the GM chooses:

- They're only fooled temporarily
- You must give a concrete assurance, provide some additional corroboration or do something extra to throw them off
- Someone discovers the truth and will hold it over you in future
- You anger or alienate someone – reduce a Relationship (and Mark Pressure) or faction Loyalty by 1.

When you seek out something well hidden

Roll +Sharp. On a hit, you find it. On a 7-9, choose one:

- You attract unwanted attention
- You implicate a friend or ally
- You've found it, but something stands between you and it
- Your investigation takes a long time (allowing your enemies to advance their plans, or using up resources)

When you tackle a crisis on the fleet

Roll +Smooth. On a hit your actions have a palpable effect on the problem. On a 10+ if the action is public, severe and impressive you may also Erase 1 Attrition. On a 7-9 the GM chooses:

- It's a temporary fix
- The impact is less than you'd hoped for
- Your actions exact a cost

When you call for aid from a faction

Say what you want help with and roll +Loyalty. On a hit, hold 1 and spend it to choose from the list. On a 7-9, they also demand a Favour.

- Say how the faction helps you and choose an option from the **support** move list
- Gain temporary access to equipment, resources or skills the faction controls
- Make a Move at increased scale.

When you strike a tough or well-defended target

Roll +Raw. On a hit, you overcome the target's defences. On a 7-9, choose 2:

- You take fire in the process, roll to **weather serious harm**.
- There's collateral damage, the GM will say to what.
- Your actions leave you exposed, the GM will say who takes advantage.

When you hold off a determined assault

Roll +Raw. On a hit, you hold them off, drive them away and/or keep a target safe. On a 7-9, choose 2:

- You take fire in the process, roll to **weather serious harm**.
- An attacker breaks through somewhere else, the GM says where.
- Your actions leave you exposed, the GM will say who takes advantage.

When you shake off a threat

Roll +Hard. On a hit, you shake it off. On a 7-9, the GM chooses:

- It's out of the frying pan, into the fire
- You don't escape unscathed
- You lose or use up something in the process
- The threat intensifies, escalates or targets someone else

On a 10+ you're in full control, take +1 forward.

When you weather serious harm

Roll +Hard. On a 10+, you mostly brush it off, Mark 1 Pressure. On a 7-9 it hits you hard, the GM chooses two (may pick the same one twice):

- Mark 1 Pressure
- You are injured or (for pilots only) your fighter takes damage to a specific system – the GM says how it puts you in a spot.
- You lose something important (an item, a secure well-defended position, etc)

On a 6 or less you feel the full force of it: you are out of control, lost, trapped or helpless, and the GM may start a Doom Clock.

BASIC MOVES CONTINUED

When you support or interfere with another character's move

Mark 1 Pressure and roll +Warm (support) or +Sharp (interfere). On a 10+, hold 2. On a 7-9 hold 1, and be prepared to be entangled in any fallout from their Move. Spend hold to:

- Give +/-1 to the Move after they roll
- Create an opportunity or problem for them
- Redirect a negative consequence of the Move onto a different character

When an NPC supports you, roll +Relationship in their behalf.

When you wait helplessly as others tackle a major problem

After another player rolls the dice, say what you're doing to cope and spend 2 Pressure to give them +1 to their roll.

When you choose to mark pressure after rolling the dice

Add +1 to the roll and Mark 1 XP for every 1 Pressure so Marked. The maximum you can Mark is 3 Pressure.

When you reach breaking point

(i.e. 5 Pressure) Mark XP and you may not Mark or Erase Pressure or take any action which would require it, until you take a Breaking Point action.

ROLE MOVES

Officer

When **your People go into Battle**, Hold 1 for each that is true:

- You have a good view of the battlefield and direct comms with your people
- Your people are trained and prepared for this sort of conflict
- You knew the details of the battle in advance

You can spend your Hold, one-for-one, to do one of the following:

- Support someone by ordering your forces to assist them or saying how you'd trained them for this eventuality
- Order your forces to redeploy and erase one Segment on the battle Clock
- Order a swift reaction to a problem and negate 1 Attrition as it is inflicted

Engineer

When you **work an engineering job** (research, repair, design, construct), roll + Sharp. On a 10+ you complete it successfully – Erase 1 Attrition or fix a specific problem. On a 7-9, the GM chooses: it's a temporary fix, it's unstable, it's not working as well as you hoped, you need _____ to complete it, you'll have to cannibalise _____, it's going to take a while.

The GM can choose an extra option from the 7-9 list (even if you rolled a 10+) if any of the following are true: you don't have enough time, you don't have the right tools or crew, the project is extremely ambitious.

Pilot

You choose one fewer option when using the **Strike** or **Hold Off** moves, if you're using a fighter to do it,

Marine

You choose one fewer option when using the **Strike** or **Hold Off** moves, if you're not using a fighter to do it.

Influencer

You take +1 to your roll when you **Call for Aid**. You can offer a faction a deal to roll +Smooth instead of +Loyalty

Investigator

When you **Seek Out**, you choose your 7-9 result instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 result.

First names	Daria	Jasmine	Noah	Surnames	Janda	Call-signs	Kraken
Abenna	David	Jason	Oliver	Acker	Jans	Anubis	Loco
Adam	Diana	Jeanette	Oscar	Agathon	Kelly	Apex	Loki
Alexandra	Dorothy	Joanna	Patricia	Alagona	Kinnard	Aphrodite	Magnet
Alexis	Drusilla	Jonas	Peter	Alcman	Kistler	Artemis	Mickey
Alice	Ebony	Jonathan	Philip	Aldana	Lauder	Aurora	Midnight
Amalie	Eduardo	Jordan	Phoebe	Arion	Levi	Birdie	Minerva
Amanda	Elias	Joseph	Priscilla	Arrian	Loris	Blackjack	Mongoose
Anastasia	Elizabeth	Julian	Rafael	Auger	Maluta	Bugs	Nemesis
Anders	Ellen	Kallias	Raquel	Bachmann	Marek	Casino	Nightstalker
Andrea	Elsa	Kara	Raul	Barac	Marnach	Cloud-dance	Nosedive
Anna	Emil	Karl	Rebecca	Baran	Martell	Cockroach	Ozone
Anton	Emma	Katerina	Rhoda	Cain	Matthis	Coyote	Phantom
Arthur	Emre	Katherine	Robin	Catan	Montana	Deathgrip	Prometheus
Ashley	Eve	Laura	Rosa	Chun	Morel	Doghouse	Pyro
Barbara	Felicity	Leah	Rowan	Corinna	Moser	Duchess	Rattler
Benjamin	Fernando	Livia	Ruth	Coulon	Pagani	Eightball	Raven
Bobby	Francisca	Louise	Quinn	Cros	Pereira	Fender	Razor
Brianna	Frida	Lucas	Sandra	Cullen	Pindar	Fenris	Rebound
Caitriona	Gabriel	Lucia	Sari	Dimoula	Premar	Firefly	Rocky
Caleb	Garcia	Lucilla	Saul	During	Rask	Flatline	Sandman
Camilla	Gloria	Luis	Sebastian	Elina	Rodgers	Foxtrot	Sidewinder
Carla	Gustav	Luisa	Sharon	Elliott	Roma	Frostbite	Six-pack
Caroline	Hannah	Lydia	Silas	Erinna	Seamark	Genesis	T-Bone
Chloe	Helena	Maria	Sofia	Farrina	Seles	Ghost	Tempest
Christian	Henrique	Marcus	Sonia	Fiskel	Shain	Greaser	Tex
Christina	Ida	Martha	Thea	Foster	Siprak	Grip	Torpedo
Christopher	Inigo	Martina	Tomas	Gallach	Skala	Hellcat	Thunder
Claire	Ira	Mary	Tobias	Gillis	Solon	Hades	Turtle
Clara	Irene	Mercedes	Ursula	Halle	Topol	Hightower	Ulysses
Claudia	Isaac	Michael	Vanessa	Han	Troilus	Hurricane	Vision
Clinton	Isiah	Morgan	Vernon	Hinxton	Vega	Inferno	Vulcan
Constanca	Isabella	Natalia	Victor	Ibarra	Volkov	Juggler	Weaver
Cyrus	Ivan	Nathan	Victoria	Ibsen	Wawzynak	Kaboose	Whiplash
Daniel	Jamie	Naomi	William	Immer	Winther	Kallisto	Whistle