

CREW



Space Opera

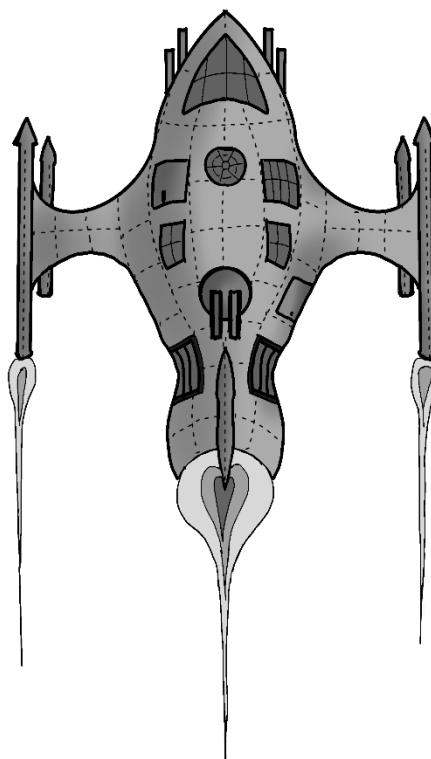
Basic RPG

Crew – Space Opera

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Introduction

“Crew - Space Opera” is a role-playing game specially designed to enjoy Space Opera style space adventures. It is equally suitable for small adventuring crews (which is the most common in the style), as it is for groups within the crew of a larger ship.

The main references of “Crew - Space Opera” are novels, comics, movies, and series such as Star Wars, Star Trek, Foundation, Flash Gordon, Final Space, Ender’s Game, Old Man’s War, Battlestar Galactica, Starship Troopers, Dune, Firefly, Titan A.E., Treasure Planet, Cowboy Bebop, Alien, John Carter, Guardians of the Galaxy, The Expanse...

The Role-Playing Game

The game offers a series of **mechanical utilities** to design and play the adventures of a **spaceship** and its **crew**.



Each player, except one, plays one of the Crewmembers of this ship. That other player is the Game Master or GM. The GM's mission is to trouble the crew by thinking, creating and posing **challenges**. He also has the responsibility of **playing all the non-player characters** (NPCs), whether they are secondary, friends, or enemies.

It is common that in a role-playing game, from the beginning, the GM has a pre-designed adventure (with more or less flexibility and detail), with some enemies (or an idea of how they could be), one or more missions (or challenges) and different scenarios. Although less usual, the GM sometimes prefers to improvise on the fly. In Crew, the GM, with the help of the others, can use the backgrounds and motivations of the Crewmembers and the ship, thought out by everyone, to improvise a memorable adventure.

Playing campaigns

The game system has the necessary tools to give the characters a sense of evolution, either through the purchase of upgrades for the ship (which also improves the equipment), or through temporary skill upgrades, due to the morale boost provided by the reputation of the ship.

The evolution of the Crewmembers is, therefore, linked to their peers and depends on the Wealth and Reputation they are able to get together.

Playing with children or lowering violence

Crew can be a great game to play with the little ones and teach them teamwork. The best thing to do is to design a suitable adventure for them.

When it is necessary to reduce or eliminate violence (for fun or to avoid hurting sensitivities) you can simply remove the “Lethal” damage and play as if all the damage is “stun”.

Start playing:

1 - To start playing from zero, the first thing to do is to choose and design the spaceship of the new crew. All

the players (including the GM) must sit around some sheets of paper and equipped with pens, “think” about what their spaceship will look like.

Design it (draw it if you are good at it), name it and create it following the recommendations in the “Create a spaceship” section. Make up some anecdotes. Think of a background (with deadly enemies, safe harbors...), explain what keeps you together (you are pirates, smugglers, traders, family, explorers, friends, military...) and pick a motivation for the crew (or ship) (why do you do that?).

2 - The next step, once the ship has been created, is to create the Crewmembers (each player must follow the instructions indicated in “Create a Crewmember”) and distribute the positions within the crew.

A Pilot and a Gunner are usually needed, but it is not essential. If you are part of the crew of a very large ship, it may not even be necessary for one of you to be a Pilot or Gunner, you will be fine with an NPC when it comes to Naval Combat.

It is important that every player thinks of a background and motivation for the character. Whether he/she tells it or not is up to him/her. It can also be fun for each player to think about the background of the crew member that another player is handling.

3 - If the adventure is adaptable enough, or you are improvising it, maybe the GM can ask the rest of the players for help in designing the setting. If, on the other hand, the GM has it all decided, you can skip this step or simply make some suggestions to make the ship fit better with that “universe”.

4 - When everything is set, the GM distributes the cinematic resource tokens and introduces the crew members to their first adventure (introducing a client, having them receive a message, placing them in the middle of a

dangerous situation...). Cinema is full of examples of how to start a *Space Opera*.

Role-play your characters accurately (considering the backgrounds and motivations of them, but also those of your ship) and use **your skills** wisely to overcome the adversities that the GM will confront you with. **Remember that you are a team.**

World building

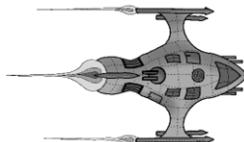
If the adventure layout does not make it impossible, it is much more fun that **all players** participate in the design of the **universe**, the **era**, the **aesthetics**, the **technological level**, the available **ship upgrades** or the **xenobiodiversity**. The rules of the game should be adaptable to any *Space Opera* universe the players can imagine. If not, they will also have to **create the rules** for the exceptions.

In a prepared adventure, it is recommended that the GM **establishes the kind of ship and crew** at the beginning of the adventure:

Are they crew members of a small freighter involved in smuggling? Medium Ship without Wealth or Reputation.

Are they part of the huge crew of a large scientific exploration vessel? Huge or Colossal ship with relatively high initial Wealth points?

It's your game, decide before you start playing or improvise as you go along...



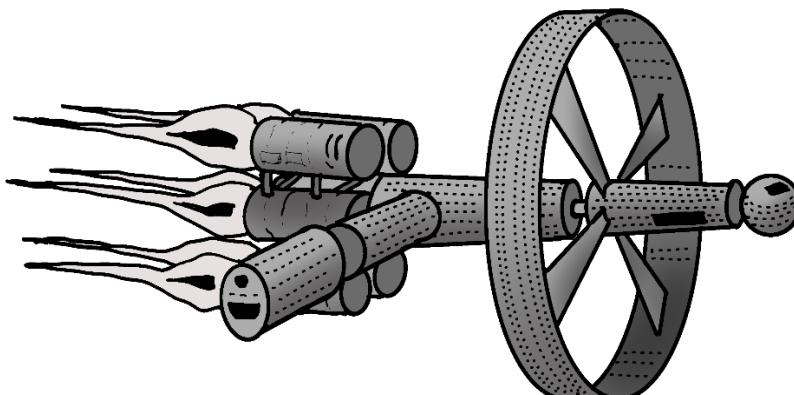
Spaceships

Features

The base template of any Spaceship is defined by its Size Category, which implies Defenses, Speed and Jump capability. These parameters can be changed by Upgrades or breakdowns.

Size cat:	Defenses:	Speed:	Jump:
1. Small	1	4	No
2. Medium	2	3	L1
3. Large	3	2	L1
4. Huge	5	2	L2
5. Colossal	7	2	L2

The actual dimensions, to which each size category corresponds, depend on the universe and technology imagined by the players.



The number of crewmembers and cargo capacity are those that **suit the adventure** (or universe) and are decided in the design **by all players**. In any case, a small ship should not be able to carry more than 2 crewmembers (the equivalent of a starfighter).

Hull

The Hull of a Spaceship is its operational status, the equivalent of the Crewmembers' Health Levels. Hull levels are also paired with a **modifier** that accumulates with the **modifiers of the previous Hull levels**.

1. Normal:
2. Hit: roll 1d6:
 - 1: Lose the jump.
 - From 2 to 3: -1 to Defenses.
 - From 4 to 6: -1 to Speed.
3. Break: (-1 Defenses), (-1 Speed), and it has a 50% chance of losing the Jump (if it still has it).
4. Disabled: No Defenses, without Jump, and floating adrift.

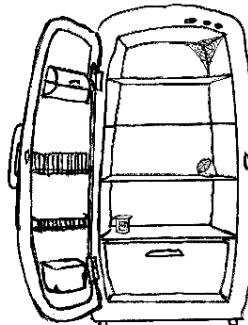
Wealth

Wealth points are a money reserve of the ship and the entire Crew and are obtained by looting and/or bounties.

Wealth points (WP) can be spent (subtracting them from Wealth) on **Ship Upgrades** (which can also be for the equipment of the whole crew) or on **repairs**. It is possible to have negative Wealth, in the form of Debts, these have **interests** and **conditions**, the GM must consider them (it can be used as a background for an adventure).

A crew's Wealth score gives an idea of what crewmembers can afford while on land or the quality of their food and living conditions on the ship:

- <0 WP: Crewmembers live in miserable conditions and starvation.
- <10 WP: They live with just enough, but eat acceptably.
- <20 WP: They can afford to indulge in a whim.
- >20 WP: They live comfortably.



Reputation

It is also a feature of the entire crew, and it is granted, or removed, by the GM after each session, or when the Crewmembers are protagonists of some achievement (+1) or great screw-up (-1).

A game session of about 4 hours should give between 1 and 2 reputation points to a crew.

A Crew's **Reputation** influences the amount of the financial rewards they can receive after a mission. This is set in the adventure or decided by the GM.

Example: In this adventure to rescue the Princess from the claws of that dark lord, you will collect 1 WP (wealth point) for each Reputation point of the ship, but at least 3 WP will be collected. Good thing, because your reputation is still 0.

Reputation is also a measure of Crewmembers' confidence. Every 5 points of Reputation the Crewmembers have 1 extra point to add to one skill. These points are temporary and disappear if the reputation drops, so they must be noted on the second line of the skill, on the Crewmember's sheet. If a temporary point is lost and regained, it is not necessary to put it in the same skill.

Upgrades

When a crew accumulates enough Wealth, they can purchase upgrades for their spacecraft:

- Improvements in Ship's Defenses or Speed: Each improvement costs equal to the ship's Size Category multiplied by 5 times the new score in the characteristic, and are calculated one point at a time. (Example: on a ship of size 2 (Medium), upgrading defenses from 1 to 2 would cost $2 \times 5 \times 2 = 20$ wealth points, upgrading from 1 to 3 would cost 50, those 20 plus another $2 \times 5 \times 3 = 30$ for upgrading from 2 to 3...).
- Advanced Technology: Acquiring Advanced Technology for the ship costs 50 wealth points and gives an extra +1 to any Tool, Weapon (only at one of the 3 distances) or Armor (more armor or minus penalty) of the crew or achieved by a smuggling test inside the Ship.
- Advanced Medical Equipment: Advanced medical equipment costs 20 wealth points. Portable kit costs 50 wealth points and requires the ship to already have the "Advanced Technology" Upgrade.
- Jump: The ability to jump to nearby systems (L1) costs 20 Wealth points per Size category, to deep Space (L2) costs 50 Wealth points per Size category. To be able to use Jump, a spacecraft needs to have a 3 advantage points over any pursuers.
 - L1 allows the spacecraft to move through systems in the same sector in a matter of days, or even hours if they are in close proximity, but travel to the other side of the galaxy could take more than a month.
 - L2 allows the spacecraft to move throughout the galaxy in hours or days, traveling to other galaxies could take months or years.

- Tractor beam: It costs 20 Wealth points per Size category. The tractor beam allows a ship to take control of the defenses and attract for capture another ship of maximum 2 Size categories less.
 - Captured ship must be in Combat distance.
 - In order to capture the protagonist ship, it must fail a defensive action.
 - To capture a rival ship, the gunner must succeed in an offensive action.
 - Offensive and defensive actions of the tractor beam ignore Shields and Firepower, so neither effective Protection nor effective Firepower are taken into account.
- Teleportation: It costs 50 wealth points and requires that the ship already has the “Advanced Technology” upgrade.
 - In order to be teleported to inside a spacecraft, the spacecraft must have perfectly located in space the subject or object to be teleported, so it must carry a locator.
 - To teleport to any point from a ship, you must have the exact coordinates.
 - Teleport range allows teleportation from a planet's orbit or from a ship with an advantage less than 3.

Repairing a Spaceship

If the damage is “stun”

At the end of the Combat, or after 1d6 hours “shutdown”, the ship recovers completely.

If the damage is Lethal:

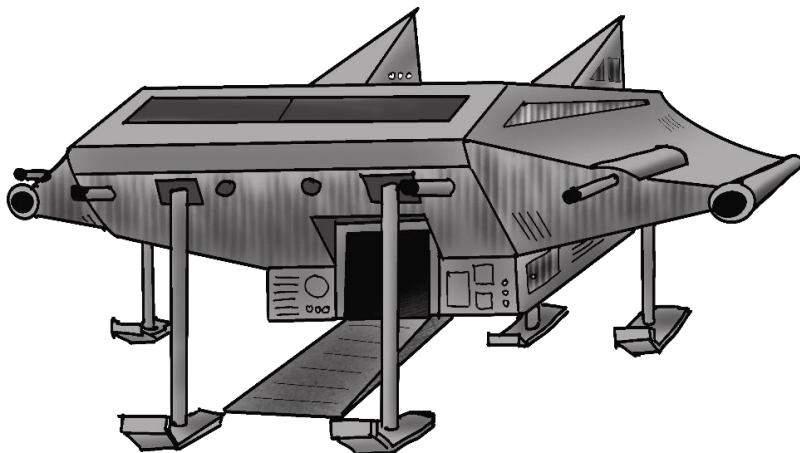
Depending on the level of Hull, the ship can, or cannot, be repaired by the Crew members themselves. In any workshop on land, it has a **cost in wealth points**.

- **Hit:**
 - In **space**: Engineering test, Difficult (d8), (one test every 24 hours).
 - On **land**:
 - **Garage**: 1 point of wealth per Category Size (24 hours).
 - **No Garage**: Engineering test, Complex (d6), (24 hours).
- **Break:**
 - In **space**: it is not possible.
 - On **land**:
 - **Garage**: 5 Wealth points per Size category (1 week per Size category) or 10 Wealth points per Size category (1 day per Size category)
 - **No Garage**: 1 point of Wealth in parts and one Engineering test, Tricky (1d10), per Size category (1 day per Size category).
- **Disabled:**
 - In **space**: Engineering test, Very difficult (d12), (one test every 24 hours) to **Break**, but then it will have to go to land to be fully repaired.
 - If **towed**: same as **Break**.

Repairing jump capacity

Repairing the jump capability on the fly requires success on one difficult engineering test (1d8) for each Size category of the Ship.

Each engineer can perform **one test per Turn**.



Create a Spaceship

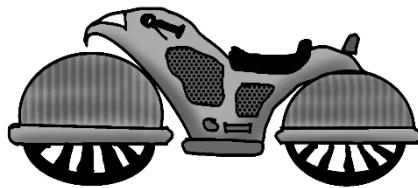
The GM tells you the size category of your Ship for the adventure you are going to play and, between all of you, you must **describe it** (draw it and make an interior plan) and **name it**. Its **Features**, unless the GM says otherwise and gives you some **Upgrades**, are those of the **basic template** corresponding to its Size.

The initial **Reputation** is 0 and **Wealth** 10.

Planetary Vehicles

This category includes water vehicles (watercraft, submarines, battleships...), land vehicles (cars, motorcycles, trains...) and even atmospheric air vehicles (light aircraft, helicopters, airplanes...).

Operate any land vehicle as if it were a spaceship but be aware of the environment through which it has to move and its limitations. Use the following features:



Size Category. Example:	Defenses:	Speed:
1. Motorcycle/Watercraft	0	2
2. Car/boat/airplane	1	2
2. "Fighter" Aircraft	3	3
3. Truck/Small ship	2	1
3. Excavator	2	0
3. Tank	5	1
4. Train/Tugboat	2 or 3	1 or 2
5. Freighter	2	1
5. Battleship	5	1

Planetary vehicles do not have Jump and, unless they are the means and place of life of their crew (a large ship, a train that never stops, a wandering armored vehicle...), they can only have Defenses and Speed Upgrades.

Crewmembers

Skills

Each Crewmember is defined by a set of **skills**, the higher the score in a skill, the better their chances of succeeding in any related action.



A Crewmember's Skills, depending on his or her occupation, may be "Bridge", "Deck" or "Combat".

Bridge skills

Command: Lead and optimize* crew performance.

Navigation: Everything that has to do with piloting spacecraft.

Engineering: Repair and optimize** the performance of any technological equipment, including the spaceship.

Communications: Communicating with other civilizations (speaking languages), negotiating.

Gunnery: Handling spacecraft armament.

- * A successful **Command test**, Tricky (d10), gives a **+1 to all tests** taken by one crew member for 3 turns or 3 crew members for 1 turn, to be chosen before attempting the test.
- ** A successful **Engineering test**, Tricky (d10), gives a **+1** (maximum 2, if there is more than one engineer) **to a spaceship's defenses** during a turn of naval combat.

Deck skills

Medicine: Healing wounds and diseases.

Machinery: Operating, repairing, and tricking planetary vehicles and heavy machinery.

Perception: Alertness, seeing, hearing, hearing, searching.

Athletics: Running, jumping, climbing, swimming, weightlifting, fighting without weapons.

Smuggling: Getting equipment, hiding objects, hiding, moving stealthily.

Combat skills

Combat: Fighting with any kind of weapon.

Brawl (Athletics): Fighting without weapons.

Brawl is a special skill, and has at least the **same score as Athletics**. Brawl can only be increased by 1 point compared to Athletics at creation.

Crewmember Health Levels

A Crewmember's health can be at any of the following levels, some of which imply a penalty (cumulative with those of the previous levels) to a skill:

1. Normal:
2. Wounded: Lose (-1 to Combat).
3. Badly wounded: Lose (-1 to Athletics).
4. Dead: You can imagine it.

If you want to encourage bravery, you can replace Dead for Incapacitated, giving more options for survival.

Equipment

Crewmembers can carry, noted in their sheet, in addition to an armor (if they want):

- **4 items.**
- **One close combat weapon and 2 items.**
- **A ranged (or long range) weapon and one item.**

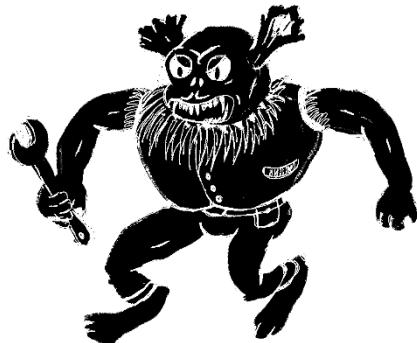
It is not necessary to decide what the items are, but once you use them, you must note them down.

To get any other piece of equipment they need, they have to pass a Smuggling test:

- **Easy** (d4), if it is inside they own spaceship.
- Of the difficulty decided by the GM, if it is anywhere else or the spaceship is not under their control.

The equipment available in Crew is as follows:

(If the ship has the “Advanced Technology” upgrade, the whole equipment has an extra +1 to whatever it does.)



Items:

Tools:

+1 in tests requiring the tool.

SciFi tech gadgets:

(Each Crewmember can only have up to 1 tech Gadget per session. If the “Advanced Technology” upgrade has been acquired, each Crewmember can have 2 per session). (In any case, if the Gadget is not in your carried equipment, you will have to look for it with Smuggling.)

Negotiate what your Gadget can do with the GM. You have to imagine a gadget with a single function, explain it using techno-chatter. It **needs no test** to use it and fulfill its function.

Medical kit:

If the ship has the “Advanced portable medical equipment” upgrade, it allows the use of the advanced medical equipment anywhere; otherwise, it simply gives a +1 to the Medicine test.

Weapons:

Depending on the **kind of weapon** a Crewmember wields and the distance from his enemies [Close (<3 m)/Short (<20 m)/Long (>20 m)] he/she adds (or subtracts) a **modifier** to his/her Combat test for the offensive action:

- **Unarmed:** [+0 / -1 / Useless].
- **Close combat weapon (CC):** [+1 / -1 / Useless].
- **Ranged weapon:** [+0/ +1 / Not effective].
- **Long range weapon:** [-1 / +1 / +0].

Example: a ranged weapon does not give a bonus at close range (< 3 meters), gives a +1 at short range (between 3 and 20 meters) and is useless to shoot effectively at long range (more than 20 meters).



Special Weapons:

Flamethrowers and Explosives:

They are used like any ranged weapon (same modifiers), but, depending on their power, they **increase the Size of the user**, increasing the number of attacks he/she can do.

Stun weapons:

All weapons have stun mode or **can be used to cause stun damage** (by hitting with the plane, shooting at a protected area...), both CC and ranged.

They work the same as in lethal mode, lowering health levels, but these are automatically recovered at the end of the combat. If the Dead health level is reached, the character falls unconscious for 1d6 hours and then wakes up intact.

Improvised weapons:

To use any improvised weapon (a cane, a table leg...), use Brawl instead of Combat.

- It does not provide an offensive bonus, as a CC weapon would.
- Turns stun damage to lethal damage.

Armor:

Wearing an armor or shield provides a [Bonus to Combat or Brawl for a Crewmember's defensive action / Penalty to Athletics (without influencing Brawl)].

- Light: [+1 defensive action / -1 Athletics]
- Heavy: [+2 defensive action / -2 Athletics]

(*The +1 of "Advanced Technology" can be used, in an armor or shield, to increase the bonus for the defensive action or to reduce by 1 the penalty to Athletics.*)

Health Recovery

If the damage is "stun" damage:

- From Badly wounded or Wounded, all health levels recover after the combat is over.
- If the character has ended up unconscious, he/she recovers completely when he/she regains consciousness, after 1d6 hours.

If the damage is Lethal:

A Dead character cannot recover.

If you have decided to replace Dead with Incapacitated, add 1d6 extra days to the recovery (whatever it is) and do it as if he/she is Badly wounded.

Without advanced medical equipment:

- From Badly Wounded to Wounded: Medicine test, Complex (d6), and 1 day of rest. Failing the test,

he/she must do another test and rest 1 more day. If the doctor fails 4 tests in a row, the Crewmember dies.

- From Wounded to Normal: Medicine test, Complex (d6), and one hour of rest. Failing the test, he/she recovers anyway, but needs to rest for 1 full day.

With advanced medical equipment:

Any wound recovers by passing a Medicine test, Easy (d4), at 1 Health Level per hour. Failing the test will result in the same recovery, but at a rate of 1 Health Level per day.

Create a Crewmember:

The rules are for creating humanoid crewmembers with no special features beyond their appearance or some impractical detail decided by the player. If the Player wants his or her alien humanoid to have some practical special feature (such as claws, translucence, or wings) he or she distributes 2 points less in step 3 and consensuses with the GM what he or she can do with his or her special feature.

1. Choose Name and describe the character, his/her background and motivation.
2. Choose whether you are a **Bridge** or **Deck** Crew Member.
 - **Bridge:** Add 1 point to all bridge skills.
 - **Decks:** Put 1 point to all deck skills.
3. Distribute 10 points between all skills, except Brawl (maximum 2 per skill).



4. Set the same score in **Brawl** as you have set in **Athletics**.
5. Choose and put **1 point** in **Combat or** in **Brawl**.
6. The **Speed** of a Humanoid is **1**.
7. Choose the **equipment** you carry between:
 - a. 4 items.
 - b. 1 close combat weapon and 2 items.
 - c. 1 Ranged or Long Range Weapon and 1 item.
8. The **Reputation** and **Wealth** of the Crewmember are not personal statistics, they are **those of the spaceship** to whose crew the character belongs.

Cinematic Resources (tokens)

Every session, the GM gives each Crewmember **2 tokens** (you can use poker chips, chickpeas or whatever you can think of)

These tokens can be used at any time during the session to provide a cinematic resource to help the crewmember with an action.

The player **spends a token** at any moment and, always with the authorization of the GM (who ultimately decides if it is possible), **imagines a scene** that is as filmy as possible so that **the crewmember manages to get away with it**, even though everything is against him.

Examples of cinematic resources:

- A *wire rope that the crew member can use as a zip line to get to where he/she wants to go in a single turn.*
- A *vehicle with the keys in place.*
- A *former ship engineer Lives in a cave-hangar-garage hidden right on the planetoid where the protagonists have had to Land to repair their ship.*

- *An awning that stops your fall when you jump out of a window.*
- *A wind stream indicating where the exit or a secret door is located.*
- *The guards stop looking where they have heard the hidden crew member because a cat comes running out.*
- *An out-of-control spaceship interposes itself between a large ship and the protagonists' ship, preventing the use of the traction beam for one turn.*
- *Enemy guards have left the equipment of the captured protagonists on a table near the exit.*
- *An asteroid field just ahead, in which to try to get rid of their pursuers.*
- ...

Any tokens that are not spent are discarded. In the next session, each crew member will have 2 new tokens.

During the session, the GM can reward, with an extra token, a Crewmember who brilliantly interprets his or her Motivation, even if he or she puts himself or herself at risk.

Game system

Difficulty:

For all kind of tests, except the confronted ones, the difficulty of the challenge means that the crewmember has to use some dice or another to perform the test.

- d4 for Easy.
- d6 for Complex.
- d8 for Difficult.
- d10 for Tricky.
- d12 for Very Difficult.
- d20 for Impossible.



Usually, the tests will be between Complex (d6) and Tricky (d10). For easy tests (d4), there is generally no point in rolling, unless the Crewmember is under pressure.

If it is not already stated somewhere in the game rules, the difficulty is set by the GM arbitrarily and based on how complicated he/she considers the challenge to be.

Skill Test:

The Crewmember rolls 2 identical dices (the kind indicated by the **difficulty**), or the same one twice, if he has no other dice.

If the difference between the dices is less than or equal to the skill score, the Crewmember succeeds, if it is greater, he/she fails.



(Example: the Crewman rolls a 3 and an 8, difference 5. He/She has 2 in the Skill, so he fails.)

Confronted test

When 2 Crewmembers face each other, the GM and each Crewmember in dispute roll 1d12. The Crewmember who, by adding or subtracting to his roll any value between 0 and his Skill score, comes closest to the GM's d12 result, wins.

Combat and Naval Combat:

Broadly speaking, combat between characters and combat between ships or vehicles is played in a very similar way, in this section we will use the word **“protagonist”** to refer to a combatant played by the players, be it a Crewmember, a planetary vehicle or a spaceship. The specific rules are indicated in each section.



A combat is a little more complicated than a normal skill test and **3 elements must be considered** for **normal combats** (between living beings) and **3 for naval combats** (spaceships or vehicles):

- **Size**: Due to the **size** category of the opponent and the **numerical difference between opponents and allies**, the **“Size”** determines how many **“Actions”** **can be played** and how many **“Reactions”** each protagonist **must play**.
- The enemy's **difficulty dice**: Depending on how tough, well-armed or special characteristics, the **“difficulty dice”** of an opponent indicates which die the protagonist has to use in **all his combat tests** against that opponent.
- The **initial distance (normal combat only)** of the protagonist from the opponent he/she is attacking:
 - Depending on the **weapon** used, the protagonist may have one **modifier** or another to his skill score.

- **Defenses (naval combat only):** The protagonists must choose whether to attack or protect themselves, adding their defenses to their attack or defense actions.

Game Sequence of a Combat Turn:

1. Determine the “Size” of the opponent.
 - a. Number of Actions.
 - b. Number of Reactions.
2. (Normal combat, every attack) Set the weapon modifier due to the distance between the protagonist and the targeted opponent.
2. (Only for Spaceships and Vehicles) Distribute Defense points and determine:
 - a. Effective Protection.
 - b. Effective Firepower.
3. Play the actions:
 - a. Reactions. (Defensive action)
 - b. Actions.
 - i. Run away (Defensive action).
 - ii. Attack (Offensive action).
 - iii. Other...

Size and number of rivals:

The term “Size” in a combat refers to a numerical value (of all opponents) consisting of the size category of the largest opponent plus a modifier due to the difference in number between the group of opponents and the protagonists (and allies).

Every time the enemies double the number of the protagonists, the opponents have one point of "Size" more than the largest of them. If it is the opposite, and the protagonists double the number of their opponents, the enemies have one less point of "Size".

Example: A guy caught Jenny cheating at cards, jumped up and took out his small laser pistol. Jenny has entered the tavern with Joe, but the guy is accompanied by 4 colleagues, one of them is, in addition, a "batracian" (with a category of size 3, Large). They are 2 against 5, so, being more than double, all the opponents have a Size 1 point higher than the size category of the biggest one. Thus, in the fight, Jenny and Joe have a medium size category (2), while their opponents have a Size 4 (3 for the size category of the largest and 1 for being more than twice as large).

Turn (Actions and Reactions)

A combat, whether it is naval, shooting or biting, is divided into Turns, which last as long as they have to last.

The difference between the Size of the opponents and the Size category of a protagonist determines how many Actions the protagonist can do during the turn and how many Reactions he/she must play to avoid the attacks of his/her enemies.

At least in each turn, a player has one Action and must play one Reaction. According to the result of



subtracting the Size of the opponents minus the size category of the protagonist:

- If negative, every turn, the protagonist can take an extra Action for each size category of difference.
- If positive, the protagonist must overcome an extra Reaction for each size category of difference.

A Reaction is always a "Defensive Action" and involves fending off an enemy's attempted aggression.

An Action can be an "Offensive Action" (such as Attacking, Shooting, Pushing, Grappling, Holding or Capturing with a tractor beam), a "Defensive Action" (such as Running Away) or any other kind of action.

Example: In the scene of the previous example, Jenny, with her size category 2, is facing size 4 opponents. 4 minus 2 is greater than 0, so Jenny will receive 2 extra attacks from her enemies, added to the one she suffers at least, she will have to pass 3 defensive action tests (Reactions). In that turn, she will only be able to perform one Action.

Distance (weapon / unarmed bonus)

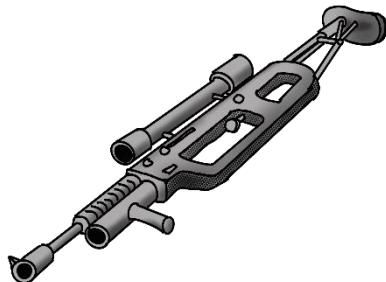
In naval combat, ships are within combat distance, or they are not. If they are, they can fight, if they are not, they must play a chase to reach combat distance.

In normal combat, however, the target of an attack may be at different distances:

- Close Combat (CCD) (less than 3 meters).
- Short (SD) (less than 20 meters).
- Long (LD) (more than 20 meters).

Close Combat Distance (CCD) and Short Distance (SD) are the so-called combat distances and can be fought with any type of weapon or unarmed. The weapon (or unarmed) bonus includes the movements necessary to hit the opponent.

Being at long distance (LD) implies having 1 point of advantage in case of a chase and being out of combat distance (it is only possible to attack with long range weapons, and it is only necessary to play reactions if the opponents have long range weapons).



In normal combat, the distance to the target opponent must be taken into account (if there is more than one attack, the bonus is calculated for each target) in order to apply the bonuses: [CCD / SD / LD].

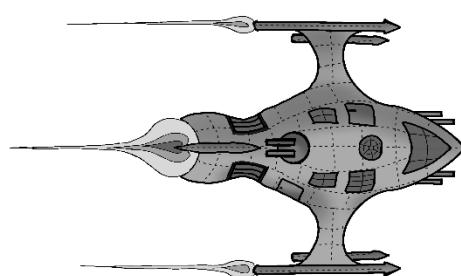
- **Unarmed:** [+0 / -1 / Useless].
- **Close Combat weapon:** [+1 / -1 / Useless].
- **Ranged weapon:** [+0/ +1 / Not effective].
- **Long range weapon:** [-1 / +1 / +0].

Example: Jenny's target is the guy who saw her cheating, who is right in front of her, at close combat distance (CCD), so Jenny, who is carrying a gun [+0/ +1 / Not effective], has a +0 modifier to her test on the offensive action against him. Joe is a little farther away, at the bar, and none of the enemies are next to him, so he is at short distance (SD), which gives him a +1 to any offensive actions he takes with his gun against any of them.

Distribute Defenses (Spaceships only):

The ship's defenses are Shields and Firepower. At the beginning of each turn, the captain of the ship distributes these points between Shields and Firepower.

Shields can imply a physical or energy barrier, but also a better maneuverability, depending on the type of ship and how it has been designed. Whatever the case may be, their practical functioning is similar, providing protection for any defensive action.



The enemy ship, controlled by the GM, also distributes its corresponding defenses points.

Calculate the effective protection and the effective firepower of your ship as follows:

Effective protection

Shields of your ship minus firepower of the enemy ship.

Effective firepower

Firepower of your ship minus Shields of enemy ship.

(Both can be negative, yes)

Actions

Difficulty dice

Read the chapter Hazards and Antagonists to find out what difficulty dice each character, vehicle or enemy ship is in combat.

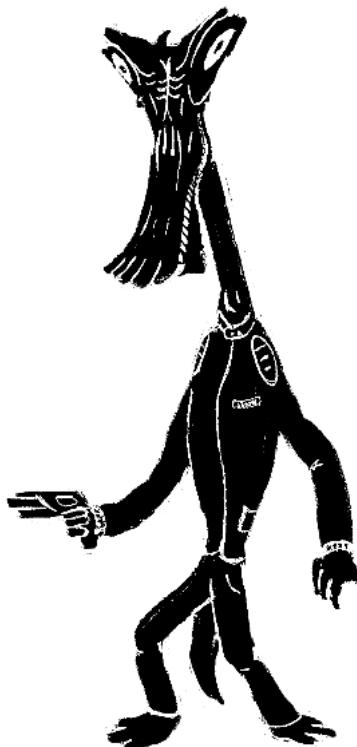
Example: In this case, all the opponents are normal characters and all carry firearms except the "batracian" who has a baton. A humanoid enemy with a ranged weapon is a hard difficulty (d8), as they are wearing Light armor (d10), the "batracian" is a thug with a close combat weapon (d8) (one more than d6 for "very strong"). If they attack the "batracian", the difficulty is d8, if they attack anyone else, d10.

Offensive action:

An offensive action always involves an attempt of aggression from the protagonist to one of his enemies. In normal combat, it may be for the purpose of damage, pushing or grappling. In naval combat, it is to cause damage or to capture the enemy ship with the tractor beam.

Causing damage (lethal or stun):

- **Unarmed:** Brawl + Unarmed bonus.
- **With Weapons:** Combat + Weapon bonus.
- **Spaceship/Planetary Vehicle:** Gunnery (Gunner) + Effective firepower.



Pushing/Crash:

- **Unarmed:** Brawl + Unarmed bonus.
- **With Weapons:** Combat + Weapon bonus.
- **Planetary Vehicle:** Machinery (pilot).

Grabbing or holding:

- **Unarmed:** Brawl + Unarmed bonus.

Tractor beam:

- **Spaceship:** Gunnery (Gunner).

Example: Jenny uses her offensive action to shoot the guy in front of her, the difficulty dice is d10. Jenny has 3 points in the combat skill and her gun does not give her any modifier at that distance. The player playing Jenny rolls two 10-sided dice and gets a 5 and a 2. 5 minus 2 is 3, just what she needed to hit her opponent.

Defensive action:

A **Reaction** always involves trying to **avoid** (either with the shield or with a agile pirouette) **an aggression** from an enemy, to **break free** from a grip or to **avoid being captured** (either with a grip or with a tractor beam). **Using a defensive action as an Action** is always a maneuver to **get away from an enemy**, far enough to escape or to have an advantage with the weapon in the next turn.

(**Armor bonuses** can be found in the **Armor section** of the **Equipment chapter**.)

Avoiding an attack, a push or a grabbing:

- **Unarmed:** Brawl + Armor bonus.
- **With Weapons:** Combat + Armor bonus.
- **Spaceship:** Navigation (Pilot) + Effective Protection.

- **Planetary vehicle:** Machinery (Pilot) + Effective protection.

Breaking free from a grab:

- **Unarmed:** Brawl + Armor bonus.

Run away or get distant:

- **Unarmed:** Brawl + Armor bonus.
- **With Weapons:** Combat + Armor bonus.
- **Spaceship:** Navigation (Pilot) + Effective Protection.
- **Planetary vehicle:** Machinery (Pilot) + Effective protection.

Avoiding a tractor beam: (Once captured, it is not possible to break free from a tractor beam.)

- **Spaceship:** Navigation (Pilot).
- **Planetary vehicle:** Machinery (Pilot).

Example: Jenny wears a reflective vest, which gives her +1 armor. Adding her Combat skill (3) and the armor, she rolls the tests with a total of 4 points. She must resist 3 attacks, according to the GM, an attack from the guy in front of her, with his gun (d10), an attack from another humanoid with a gun (d10) and the third attack, from the "batracian", with his baton (d8). She rolls 2d10 for the first attack and gets a 2 and a 7, 5 difference, misses. She rolls 2d10 for the second and rolls a 4 and a 6, 2 difference, success. She rolls 2d8 for the third, a 1 and a 4, 3 difference, success. She dodged two attacks, but the first one succeeded in hitting her.

Combat Outcome

All combat actions can be performed and suffered by both the protagonists and their opponents. This section explains

the consequences of successfully performing any of the possible actions from the point of view of the performer:

Cause damage: (unless otherwise specified by the GM, all enemy attacks, protagonist's Reactions, are to cause damage.)

- Lowers one level of health or Hull.



Pushing/Crash:

- The opponent is knocked to the ground and pushed a few meters, at the GM's discretion.
- If it is a planetary vehicle, it drops one Hull level of “stun” damage.

Grabbing or holding:

- Grabs an opponent.
- If he already had his/her opponent in his grip, he/she keeps him/her restrained for one more turn and lowers him/her (if he/she wants) one health level of “stun” damage.

Tractor beam:

- If successful, captures the opposing spaceship.

Run away or get distant: (Failing this defensive action does not lower health or Hull levels, but it does prevent movement.)

- 1 advantage point and:
 - In **normal Combat**: The one who moves away (or runs away) gets to Long distance (LD) from his/her opponent(s).

- In **Naval Combat**: The one who moves away goes out of combat distance and the opponent cannot attack them.
- In **both cases**, if the opponent wants to catch up with the one running away, a chase has to start.

Example: Jenny, trying to cause damage, has hit her enemy, who drops one level of health. But one of her enemies has hit her as well. As the GM has not said anything, it is assumed that the opponent's attack was meant to cause damage, so Jenny drops one health level.

Example: In the next turn, Jenny, who is wounded, will try to run away, so she will have to play 4 defensive actions: the 3 Reactions, in which she will suffer damage if she fails, and her Action, which, if successful, will place her outside the bar at a Long distance from her opponents and, if she fails, nothing will happen, she will simply have failed to run away.

Legendary maneuver (spaceships or planetary vehicles only):

If 3 successes are obtained in the same turn (either Actions, Reactions or both types) (if there are only the minimum Action and Reaction, only 2 successes are needed), it is possible to perform a legendary Maneuver in the following turn.

- Fleeing in despair, gaining a 2 advantage points and starting a chase (as chased)).
- Charge with enthusiasm, gaining (for the next turn only) 1 extra point of Defenses and 1 extra point of Size.

Lethal damage and stun damage

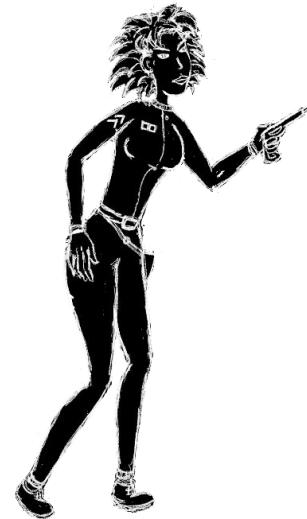
In a Space Opera, it is unusual for someone to die after a fist fight, so in Crew, the damage caused by unarmed combat

is considered Stun damage, the same as any weapon with stun mode activated.

The ship's artillery also has a "Stun" mode, which, instead of destroying or disabling, leaves the enemy "shutdown" and immobilized.

Colliding with other planetary vehicles with the intention of knocking them down is also considered "stun" damage, but if the enemy vehicle is successfully disabled, it is flipped upside down.

Whether in normal or naval combat, "stun" damage lowers health or Hull levels in the same way and causes the same modifiers as lethal damage.



The differences are:

- The opponent is not killed, or the ship is not disabled, they remain unconscious or "shutdown" for 1d6 hours.
- After the combat, the health or Hull levels are recovered immediately, after 1d6 hours in case they are unconscious or "shutdown", or when they manage to flip the planetary vehicle.

It is not usual for the main characters to die either, so, if you all decide so, you can replace the dead health level with incapacitated or something similar. So that, even using lethal damage, an incapacitated character can recover after spending some time in a hospital.

Example of a naval combat turn:

The Crewmen's spaceship, the "No Remorse", has encountered a large cruiser of the Goleri criminal empire. The

Crewmembers are being hunted by the Goleri since they lost a personal cargo of the Empress. The “No Remorse” is faster (Speed 3) than the cruiser (Speed 2), so she should have no problem fleeing. However, the Goleri bring out 4 of their fighters (Speed 4) to hold them off, catch up and capture them with a tractor beam. The cruiser does not yet reach combat distance, but the fighters soon get within range of the “No Remorse”.

The size of the “No Remorse” is 2 (the 2 for the Medium size category), the size of the fighters is 3 (1 for the small size category, 1 for doubling in number and 1 for doubling again in number), so the “No Remorse” has to play two Reactions (the minimum one and one for the size difference) and can do one Action (the minimum one).

The Goleri do not pay their pilots well, so they are not the best, their difficulty dice is d8.

The fighter defenses are 1, and all of them set to firepower. The captain of the “No Remorse” makes a **Command test** to give a +1 to his pilot for 3 turns, but fails. The engineer performs an **Engineering test** to increase the ship's defenses by one point, and the ship now have 3 points of defenses.

The GM announces that, if they continue in combat, the cruiser will arrive in 3 turns.

The crew members decide that their best option is to try to run away, so they put all their defenses on the shields. The plan is to take advantage with their “run away” action and get a Legendary maneuver (achieving 3 successes, in the 2 reactions and in the run away action) that allows them to take another 2 advantage points in the next turn and, with another run away, be able to use the jump.

The **effective protection** is, therefore, 2 (3 from the shields minus 1 from the opponents' firepower), the

effective firepower is 0 (0 from the firepower minus 0 from the fighters' shields).

The pilot, who has 3 in Navigation, adds, for his defensive actions, the **+2 of the effective protection**, but not the **+1 of command**, since the captain failed the roll. In total, he rolls with **5 points in the skill**.

In the 2 reactions he rolls the dice and obtains: 1 and 5 in the first (difference 4) and 4 and 7 in the second (difference 3). He succeeds in both, so he suffers no damage.

In his action, instead of attacking, he tries to escape with another defensive action. He rolls the dice and gets a 2 and an 8 (difference 6). **Failure, the "No Remorse" does not get away from his opponents.**

The "No Remorse" has not suffered any damage this turn, but neither has it managed to move away, the cruiser is now only 2 turns away, as many as it has opportunities left.

Chases:

For a chase to take place, the pursued must have an **advantage of at least 1** over his pursuer. Otherwise, they are in **combat distance** or the **pursued has been captured**.

Advantage points do not translate directly into meters, as they depend on the environment and surroundings.

It makes no sense to play a chase between vehicles with different speed, the faster one always catches up or escapes from the other. **The difference in speed** is the **advantage points** that the faster one gains, or cuts, each turn.

The Speed points of ships and motor vehicles are not comparable between themselves or with those of creatures. Unless the GM indicates that it is a very slow vehicle, such as a bulldozer, planetary vehicles will always catch up with creatures, and spaceships will always catch up planetary vehicles.

If a vehicle, or crewmember, is caught and engages combat, it can be caught, then, by slower vehicles, or creatures (which cut the advantage to its speed, as if the pursued was not moving), unless in its action it successfully uses Run away (defensive action), which allows it to continue moving at its speed and increasing its advantage over those enemies

If they have the same speed, with each success in a test the initial advantage is extended (by the pursued) or reduced (by the pursuer) by 1 more advantage point.

If the advantage reaches 0, the pursuer catches the pursued one.

When the advantage reaches 3:

- On foot or in a planetary vehicle, the pursued leaves the pursuer behind and escapes.
- With a spaceship: the pursued can use jump to flee (without jump requires an advantage of 5 to be out of the enemy's detection instruments).

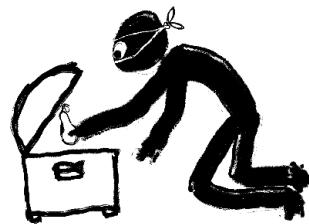
- **On foot:** Athletics Test.
- **Planetary Vehicle:** Machinery Test.
- **Spaceship:** Navigation Test.

Difficulty is determined by the GM depending on the opponent.

Stealth Actions

To move through a place unseen or undetected, to hide or conceal an object is a test of Smuggling.

Finding something hidden and detecting someone who is stealthy or hidden is a Perception test.



The difficulty of each test is arbitrarily set by the GM. He/she must consider the **capacity of the opponents** and the **technology** they have at their disposal (alarms, sensors...)

Hazards and Antagonists

Humanoids or Beasts.

Play any creature, beast, or humanoid, against the protagonists in this way:

- Calculates how many Reactions and Actions the crew members have based on the Size (size category and/or number) of the creature or group of creatures.
- Use the creature's difficulty dice as the difficulty for all tests that the protagonists face when confronted against the creature (in specific).
- If it is an irrelevant minion, you can make it drop dead or unconscious by lowering a single health level. If it has health levels, drops one dice category to its difficulty with each health lowering.



Beasts:

Easily create any space beast by choosing a Size and difficulty dice based on its characteristics.

Creature size categories (do not have to correspond to ship size categories):

1. Small (cat).
2. Medium (dog, human).
3. Large (horse).
4. Huge (elephant).
5. Colossal (whale).

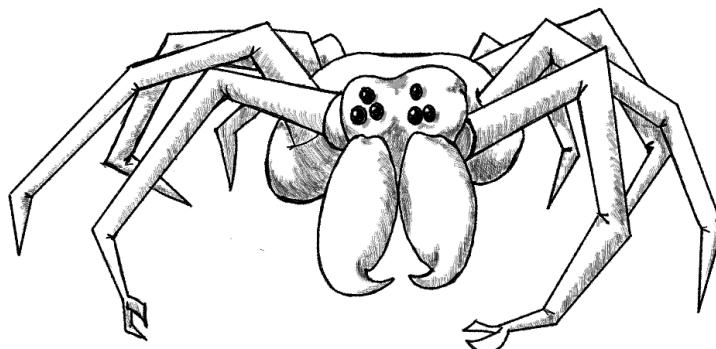
Start with 1d4 (as an unarmed medium humanoid) **and go up one more dice category** (d4, d6, d8, d10, d12, d20) **for each of the following characteristics** (if you can think of others, add them to the list) the creature has:

- Very strong.
- Claws.*
- Fangs.*
- Beak.*
- Antlers.*
- Lethal blood.
- Translucent.
- Armored skin.
- Flyer.

* If it has more than two between Claws, Fangs, Beaks and Antlers, it increases only 2 dice categories.

Adds one extra size category to the creature for each of the following characteristics (maximum 2 extra size categories):

- It is very fast.
- It has multiple legs to attack.
- It is in its environment and the protagonists are not (if it is aquatic, and you are in the water...).
- It has Breath attack (fire, ice, electric, acid...)



If the creature is also poisonous, any successful hit (failure of the reaction) leaves the victim directly Badly wounded.

The damage caused by any beast is always lethal (animals don't joke around), unless the GM decides otherwise.

Humanoids:

Since, in Crew - Space Opera, enemies are only one difficulty and one size, it is easy to create them on the fly.

As a guideline, these could be the difficulties for humanoid enemies of any size category:

- An unarmed opponent is difficulty level Easy (d4).
- With a CC weapon, Complex (d6).
- With Ranged weapon, Difficult (d8).

If the humanoid wears armor (whether light or heavy), the difficulty dice are increased by one category.

If the humanoid creature has some special characteristic (a thug could be “very strong” and raise the dice category or “very fast” and increase the Size), use the same criteria as with beasts to raise the difficulty dice or the Size, but only if it makes sense with the weapon it uses (a very strong guy would raise the dice category with no weapon or with CC weapons, but not with ranged weapons), use common sense.

Spaceships and Vehicles

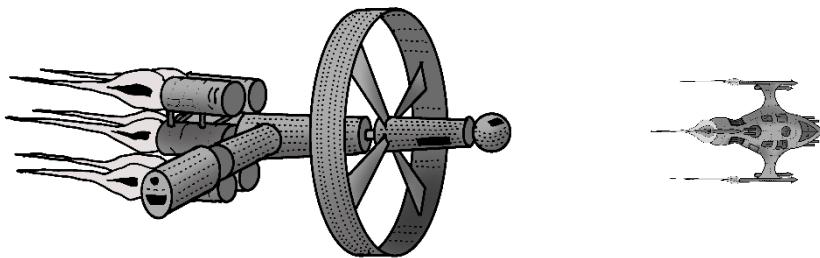
Create the spaceships just like the ones for the Crewmembers: Choose the Size, use the table for Speed and Defenses, and add the Upgrades you consider appropriate.

For not very relevant ships, you can skip the Hull levels and make them collapse with a single impact.

The “**Starfighters**” of a Large spacecraft are usually small ships that **have all their defenses in Firepower**. They will try to destroy the protagonists’ spaceship, but their job is also to contain them so that the mother ship can capture them or have them in range.

To play with them, the only thing you have to do is:

- **Assign them a difficulty** dice according to the expertise of their crew.
 - Rookies(d8) / Professionals (d10) / Experts(d12).
- **Distribute their defenses** in every turn.
- Take into account their **size** (or number) to determine how many “Actions” and how many “Reactions” the protagonists will have to play when confronted with them.



Asteroid fields

An asteroid or space debris field can be a dangerous place for a spacecraft, but often, it may offer the only opportunity to escape from an enemy that is too powerful.

Whenever a spacecraft moves at high speed (in Chase or in Combat) within an asteroid field or similar, it will have to suffer, each turn, as many extra “attacks” as its size category. That is to say:

- If it is a protagonist ship: it has to overcome as many **extra Reactions** as its **size category**.
 - Don't forget to **add your shields** to your **Navigation skill**.
 - The difficulty will depend on the danger of the asteroid field:
 - Not very dangerous (d6)
 - Dangerous (d10)
 - Very dangerous (d12)
 - Suicide (d20)
 - Every failure means lowering the Hull by one level.
- If it is an enemy spaceship: players perform, handling the asteroids, as many **extra offensive actions** as the **size category** of the enemy spaceship.
 - Don't forget to **subtract the shields** of the enemy ship **from the "Gunnery" skill of the field**.
 - The "Gunnery" skill of an asteroid field depends on its density:
 - Not very dangerous (2)
 - Dangerous (4)
 - Very dangerous (5)
 - Suicide (8)
 - Every success lowers the enemy ship by one Hull level.

0 Gravity

Moving in 0 gravity is not easy, most spacesuits have small thrusters to facilitate this or magnetic boots.

Wearing a suit prepared to move in 0 gravity (magnetized boots, thrusters...) allows the crew member **to function normally**.

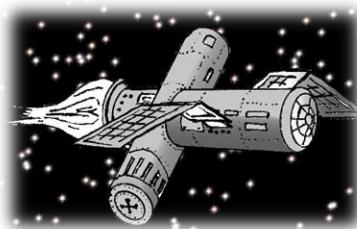
If he/she is not wearing it, or it doesn't work, fighting in 0 gravity is more like a comedy sketch than an epic and terrible action. Each blow provokes a reaction in the opposite direction, so:

- Unless there is a leverage point, unarmed or close combat strikes do not cause damage to opponents. Getting that foothold means a -2 to the tests for any offensive action.
- Without leverage, firearms throw the shooter in the opposite direction, causing him/her to lose one health level of stun damage.
- The laser, sonic or strange weapons you invent may have no problem being fired; however, everything being turned upside down gives a -1 to any offensive action test.

Space Vacuum

Exposure to the vacuum of space without the proper suit is lethal.

Every turn of exposure it is necessary to pass an Athletics test of initial difficulty **1d6**. Each turn, the difficulty increases by one dice category (1d8, 1d10, 1d12, 1d20)



Failing a test lowers the crewmember's health by one level.

Any loss of health due to Lethal damage pierces a spacesuit, starting the exposure:

- **Small hole:** starts at difficulty 1d4 and goes up one dice category every 2 turns.
- **Large hole or breakage of the helmet:** the same as if it had no suit.

Crewmember Sheet and
Spaceship Sheet

Player: _____ 

Crewmember: _____

Spaceship: _____ Reputation: _____ Wealth: _____

Background: _____

Motivation: _____

Description: _____

Bridge Skills

Command: ____ ____
Navigation: ____ ____
Engineering: ____ ____
Communications: ____ ____
Gunnery: ____ ____

H Deck Skills

Medicine: ____ ____
Machinery: ____ ____
Perception: ____ ____
Athletics: ____ ____
Smuggling: ____ ____

Combat Skills

Combat: ____ ____ Brawl (Athletics)*: ____ ____
* It has the same score as Athletics plus whatever is added (max +1).

Combat Actions

Defensive. A: Combat ____ + Armor ____ = ____
Athletics ____ + Armor ____ = ____
Offensive. A: Combat ____ + Weapon ____ = ____
Athletics ____ + [CC/C] [0/-1] = ____
-

Equipment:

Health Level:

Normal
 Wounded
 Badly wounded
 Dead 

Spaceship: _____

Reputation: _____ // Wealth: _____

Description: _____



Motivation: _____

Background: _____

Upgrades: _____

Crew:

Crewmember / Position

_____ / _____
_____ / _____
_____ / _____
_____ / _____
_____ / _____
_____ / _____
_____ / _____
_____ / _____
_____ / _____
_____ / _____

Hull:

Modifier

Normal

Hit

Break

Disabled

Plan:

Features:

Permanent/Temporary

Size: _____ / _____

Defenses: _____ / _____

Speed: _____ / _____

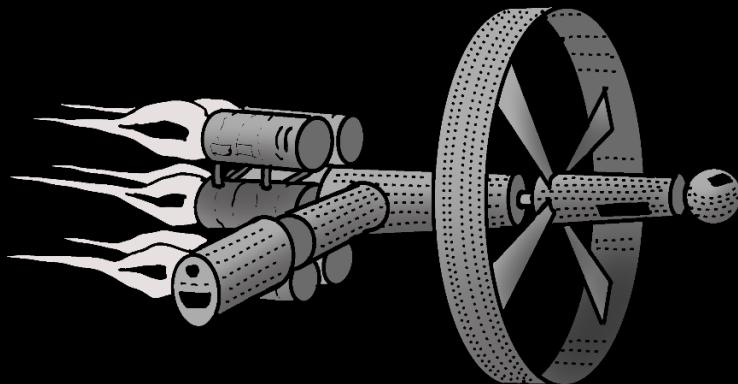
Jump: _____ / _____

Storage:

Role Playing Game Designed by R. Fernandez-Regueira

"To succeed, planning alone is insufficient. One must improvise as well."

Salvor Hardin – Foundation (Isaac Asimov)



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