

Black Market

Weapons

Medium beam laser.....	4000 (d6)
Heavy Laser cannon.....	5000 (d8)
Ion torpedo.....	3000/ea (d10)
Pulse torpedo.....	4000/ea (2d4)

1 unit fuel.....1000

Armor

Light.....1000 (1)
Medium.....4000 (2)
Heavy.....6000 (4)

Operators

Pilot.....	6000 (+2, Engines)
Soldier.....	5000 (+1, Weapons/Operators)
Technician.....	5000 (+2, Operators)
Navigator.....	2000 (+1, Engines)

Creation

Name your ship. Assign +0, +1, +2 to **W/E/O**. Record 5 Hull. Record Medium Armor. Record small beam lasers (d4). Record 3000 Credits (♣). Begin 5 Fuel.

SHIP _____

W _____ _____

E — **Hull** /

O ————— /

Armor _____

Weapon 1_____

Upgrade _____

Unlock 2000 ☐

Upgrade _____

Unlock 2000 ☐

Upgrade

Unlock 2000 ☐

Upgrade _____

Unlock 2000 ☐

Heat_____Rep_____Fuel_____

Storage *

			◀ Available
			Unlock 2000/ea

Mission Log

[illegible]

Game

The Iron Hand, a corporate-military body, dominates most corners of the galaxy. They control government, military, and trade. In the face of its oppression, there are those that choose to rebel. **You** are such a thorn in the regime’s side.

Rebellion Space is a solo game where you play as a small ship. You will undertake missions of smuggling, bounties, rebellion, sabotage, and delivery. You will earn credits in order to further operations.

Your systems are Weapons (**W**), Engines (**E**), and Operators (**O**).

Your systems will become upgraded, you’ll recruit new operators, venture deeper into space, engage in space battles, and support your operators when they act in the world.

Play

Rebellion Space plays more like a board game than a role-playing game. Features are simplified, mechanical, and abstract to allow for streamlined one-offs. And though items and operators will carry over, sessions are intended to be treated episodically. Each time you sit to play, think of it as an independent “show” which will eventually string together, giving you a “series” full of narrative hiccups, hijinks, and close calls. What makes this more of a board game than a role-playing game, is the clear win and loss conditions.

Win, Lose, Die

You **lose** the game by accumulating 10 Heat. You **win** the game by achieving 10 Reputation. You lose the game if your Hull falls below 0.

Rules

All actions are driven by the Power Roll. Whenever you attempt an **Action** make a **Power Roll**. Roll 1d6 + Stat and compare the result with 2d10s.

d6

+ Stat

Power

vs.

d10

d10

Fate

Strong Hit: Power > 2 Fate Die

- The best outcome happens

Weak Hit: Power > 1 Fate Die & < 1 Fate Die

- The outcome is positive, but a slight challenge or problem is presented

Fail: Power < 2 Fate Die

- Things go badly, roll on the Mishap table.

Mission Action

You may hold 3 missions at a time. If you choose to take a fourth mission, one must be abandoned, and lose 1 Reputation. If you fail a mission, you may always attempt it again. Use (**O**) when attempting to complete missions.

Strong Hit: Mark 2 Progress, gain 2 Reputation

Weak Hit: Mark 1 Progress, gain 1 Reputation

Fail: Something’s gone wrong. Roll on the Mission Mishaps table

d10 Mission Mishaps

- 1-5 Iron Hand **Security Droids** are encountered. 1 Operator was killed. Reduce (**O**) by 1.
- 6 Smugglers stole some gear. Lose 500 credits.
- 7 Iron Hand **Soldiers** are encountered. 1 Operator was killed. Reduce (**O**) by 1. Gain 1 Heat.
- 8-9 The situation feels wrong. Gain 1 Heat.
- 10 There’s a spy! Reduce progress by 1.

Travel Action

Use (**E**) when moving through space. To make a travel roll, you must be able to burn 1 fuel. Without fuel you may not travel.

Strong Hit: Move 3 spaces on the map

Weak Hit: Move 1 space on the map

Fail: Something’s gone wrong. Roll on the Travel Mishaps table

d10 Travel Mishaps

- 1-3 You have engine trouble, burn 1 additional fuel.
- 4-5 You encounter a 2 Iron Hand **Patrol Droids**.
- 6 You encounter d3 Iron Hand **Starfighters**.
- 7 Debris field. Take 1 Hull damage, reduce (**E**) by 1.
- 8-9 Crew morale goes down. Take 1 Heat.
- 10 You encounter an Iron Hand **Frigate**.

Iron Hand Bestiary

Frigate - 10 Hull, d8 dmg

Patrol Droid - 4 Hull, d4 dmg

Starfighter - 6 Hull, d6 dmg

Combat

Attacks are considered simultaneous, and happen in Rounds. Each Round you decide to use an *Attack Action* using (**W**) or an *Evade Action* using (**E**), roll the dice and follow the directions. Repeat until the conflict is resolved by either party being destroyed or escaping.

Attack Action

Strong Hit: Roll Weapons die or Torpedo

Weak Hit: Roll Weapons die - 1

Fail: Take enemy’s weapon damage

Evade Action

Strong Hit: You escape the enemy cleanly

Weak Hit: You escape the enemy but take 1 Heat

Fail: You fail to escape the fight and take enemy’s weapon damage

Armor

Armor has ratings 1-4. When attacked, roll 1d4 and reduce result from incoming damage. If a 1 is rolled, reduce rating by 1. If armor rating drops to 0, it is irreparable. Armor above 0, can be repaired at a port for 2000 Credits per rating.

Heat

Whenever you have 5 Heat, roll 2 Power Die, taking the lowest number.

Rep

Whenever you have 5 Rep, roll 2 Power Die, taking the highest number.

Progress

Each of the three mission types have a specific progress rating: 2, 4, or 6. When you take a mission draw it’s appropriate progress pie next to it in your Mission Log.

Storage

Some missions will require a certain amount of storage 🍀. You cannot take a mission if you do not meet the requirement.

Upgrade

You can upgrade your systems and storage capacity by purchasing them in the market with credits. Space for additional weapons and operators need unlocked first. This and repairs can only happen at locations with a port.

Planets & Locations

1. Bindor Prime

2. Forgoth

3. Sutinine

4. Prime x9

5. Zordan

6. Carooni
7. Outpost Lorg

8. Tranith

9. Moon 4

10. Porton Minor

11. Quesr VI

12. Corsinct

Missions

Roll 2d6 to determine the next mission. Roll d12 on the planets table to learn the location of the mission. If you refuse a mission, lose 1 Reputation

1-2 Intimidating missions: 🍀2000 - 🎲

1. Relay message to rebels on ____.
2. Steal security codes from ____ . [2 🍀]
3. Delay prison transport at ____.
4. Destroy hidden radar facility on ____.
5. Pick up weapons at ____ and deliver to ____ . [3 🍀]
6. Transport a dissenting commissioner to ____ . [1 🍀]

3-4 Scary missions: 🍀4000 - 🎲

1. Steal radar plans from military facility on ____.
2. Infiltrate and reveal traitor group on ____ . [2 🍀]
3. Blow up comms tower on ____.
4. Smuggle medicine into the Asteroid Field ____ . [2 🍀]
5. Air drop weapons to trapped unit on ____ . [4 🍀]
6. Capture an archive droid on ____ . [1 🍀]

5-6 Dangerous missions: 🍀6000 - 🎲

1. Break prisoners out of prison camp on ____ . [4 🍀]
2. Capture a commander on ____ . [1 🍀]
3. Destroy a comms vessel traveling to ____.
4. Provide distraction on military intercept at ____.
5. Steal new weapon on ____ and deliver to ____ . [3 🍀]
6. Capture an ace pilot on leave at ____ . [1 🍀]