SCRAMBLES*

A scramble happens when the party explores a relatively small enclosed area – a compound, spaceship, skyscraper, ancient ruin, etc – and explore it. The GM should give the party leader a **Ghost Map** of the area. This is a copy of the map that GM uses with all the secrets and room designations removed.

The idea of a scramble is that when the party moves the leader draws a line on the ghost map to keep track of where they are at. Anytime an encounter happens we draw a circle in that square. X out the circle once the encounter is over. Start drawing the line again from a square adjacent to it and continue moving.

[visual example of drawing on a map]

Movement

A **Dash** is a length of time equal to **10 rounds** of game time, aka 30 seconds for the characters in the game. This is the amount of time you have to move with before the GM rolls for a Random Encounter. An encounter doesn't happen every time the GM rolls the dice, but when one does we stop the scramble to handle it and start a new dash once it is over.

Dash Speed. The number of squares the party can move depends on its slowest member. Compare that character's movement speed to the table below to find the party's **SPD** or *Squares Per Dash*:

Walk 1	= 3 spd
Walk 2	= 6 spd
Walk 3	= 10 spd
Walk 4	= 13 spd
Walk 5	= 16 spd
Walk 6	= 20 spd
Walk 7	= 23 spd
Walk 8	= 26 spd
Walk 9	= 30 spd
Walk 10	= 33 spd

So if your slowest party member has Walk 3 the entire party can move 10 squares across the map between random encounter rolls.

On most maps each square represents three meters of space. For oddball scales or fast moving parties you can figure out the spd using this formula where the 10 is the number of rounds in the dash and Scale is the number of meters inside a square on the map:

Dash Speed = (Slowest Speed x 10) / Scale

So if the slowest speed is 11 and your scale is 3 then 11 x 10 = 110 / 3 = 36. That means Walk 11 = 36 spd.

Running & Sprinting. Slow characters can run or sprint to speed up the party. Running doubles the speed but brings a -10 to any check made during the dash. Sprinting quadruples it but brings a -20 and does 1 wear of damage per dash. These penalties do not extend into any encounters that happen during the dash.

Diagonals. Most ghost maps are laid out on a grid. While this helps with walls it tends to complicate diagonal movement. You may move diagonally but it takes 2 squares of movement to do so. If you don't have the movement you cannot move diagonally.

Searching. To search an area you are moving through, announce you are doing it at the start of the dash, cut the party's speed in half, and have everyone make a **Sense** check. Should any strength beat the **Secret** strength of something hidden in that area the character takes notice of it. Otherwise the party notices nothing. It doesn't matter how many hidden items there are, beat its secret strength and the item will be revealed.

Hiding. To hide before a random encounter roll is made, announce you are doing so at the very start of the dash and treat the attempt like a search. *Movement speed is cut in half.* Everyone makes a **Sense** check to find the strength of their hiding place. Anyone searching for them needs to beat that strength with their own Sense check to spot them.

Illumination. If the area does not provide its own lighting the party will need something to see by. That tool should come with a **Light** aspect to tells us just how many squares it can illuminate ahead of the party. A flashlight with Light 4 will illuminate four squares ahead of the party. A candle with Light 0 will only do a decent job illuminating the square the candle is in.

Illuminate is a tricky word. It means that the party will be able to see what is there. Beyond the light the characters may still see things moving through the darkness but be unable to make out what it is. Creatures lurking off in that darkness will see even the dimmest illumination coming from a long way away.

Encounters

Random encounters will not always be with a creature but when one is we need to figure out how far away from the party it is and in what direction. Roll **1d12** on the table below to find the direction. When left and right are not an option roll 1d6. When dealing with a t-intersection roll 1d8 and treat a 7 or 8 as the third direction.

1: Behind -2. **4:** Before +2. **7:** Left +0. **10:** Right +0.

Next roll **1d6** and add the direction modifier (the -2 behind Behind). This is the number of squares on the map that the creature will be away from the party when the encounter begins. At one square or less the creature may launch a surprise attack on the party.

Reaction Rolls. Most creatures will see the party as invaders and attack on sight. If there is no reason to attack the GM may call for a Reaction Roll. This is a charisma check made by whoever is first to open

their mouth and try to talk to the creature. Obvious inclination differences or an inability to speak the same language will harden the check.

> **Charisma**
> **3:** Ecstatic!
> **2:** Friendly.
> **1:** Indifferent.
> **L:** Belligerent.
> **F:** Attack.
> **C:** Destroy!

Ecstatic! This means the creature is enamored of you, willing to bend the rules for you, but nothing crazy or suicidal.

Friendly means the creature thinks you're pretty cool. Don't ask for too much and you might just get it.

Indifferent creatures don't care one way or another and are probably just hoping you will go away.

Belligerent creatures are openly antagonistic. They will attack you if you seem like an easy kill, otherwise they will just be malicious.

Attack means you ticked the creature off. Unless assaulting you seems suicidal they will attack.

Destroy! The creature just made your destruction its life purpose. *It will attack no matter what!*

Rooms. A room is any area with a specific encounter in it. Enter one and we treat it like a random encounter that amounts to something. You don't need to figure out how far away the creature is, but you may need to make a reaction roll depending on the room's occupants. As far as the scramble is concerned, your current dash comes to an end. The room is handled. Once over a new dash begins.

Resting. After a room encounter you may barricade the doors and rest in that room for a dash to try and recover some wear damage. During this time the GM will make a random encounter roll to see if anything comes along and tries to enter the room.

If the random encounter roll results in a creature, roll one of the following depending on the number of doors in the room to see which door it tries to come through.

2 Doors, roll 1d6. 1: 1st. 4: 2nd.
3 Doors, roll 1d6. 1: 1st. 3: 2nd. 5: 3rd.
4 Doors, roll 1d8. 1: 1st. 3: 2nd. 5: 3rd. 7: 4th.

If the room has more than four doors it's probably not a good place to stop and rest in.

Limited Inhabitants. Scrambles often happen in a small place with a limited number of inhabitants. For this reason, the GM will often check off a random encounter once it is rolled up as a reminder not to run it again. Instead the next encounter up the list is used.

Once everything in the random encounter table has been encountered, the GM should go back and erase the checkmarks by those encounters that can happen again. Any that depend on creatures which have been slain cannot happen again. The ***No Encounter*** entry which begins every random encounter table should never be checked off.

Doors

Most complexes will have a single stock door you can find on most of its rooms, exceptions to this will be noted when they occur. Both come with a description of the door and a number of stats following it in parenthesises. For example: *Heavy Hidden Locked Door (break 3/10, secret 5, locked 4, hear 2)*.

Break. This is the amount of damage needed to break down the door. The first number is its **HP** count. The second number is its **All** damage type ratio. A door with 3/10 is a fairly substantial door. It takes 10 points of normal damage to do 1 hp of damage to it, and the door can take 3 hp before being broken down.

Slamming your shoulder against a door is essentially a Tackle. It uses **Muscle** to make the hit and does **6i** for damage plus your muscle modifier. If you can hit this door three times with each blow doing 10 or more points of damage then you might be able to knock it off its hinges.

Secret. Hidden doors come with a **Secret** strength to tell us how well it has been hidden. Anyone who can beat this strength with a **Sense** check while searching the area will detect it.

Locked. Locked doors have a Lock strength that needs to be beaten by an **Intellect + Technician** check while using a robocomkit to hack into it. It takes at least **1d6 minutes** to take off the door's control panel and wire oneself into it. It takes twice that amount of time to put everything back together and make it look as if the door had not been broken into.

Hear. Hear is the strength you need to beat with a **Sense + Eavesdrop** check when trying to listen through a door. The greater your success the more you can make out. Failure hears nothing. It takes **one dash** of time with your ear pressed to the door to attempt to eavesdrop on the other side.

Traps

In a world full of robots who can stand guard, eternally alert and ever vigilant, traps are rare but not unheard of. Mostly you will find them when dealing with primitive societies or raiding ancient tombs that want to keep their treasures hidden. Gamewise, traps often come with a name and a bunch of stats in parenthesizes such as *Pendulum Blade (secret 4, disable 6, hit 65%, dmg 1d12s)*.

Secret is the strength the trap has been hidden at. **Disable** is the strength you need to beat to disable it. **Hit %** is its percentage chance of hitting once fired. **DMG** is the amount of damage it does with a single success.

Checking For Traps. Parties check for traps and secret doors at the same time while scrambling about. Each character makes a **Sense** check and if one of them beats the trap's secret strength they detect the trap without setting it off.

The Trap Springs! If no one checks for traps or if the trap is not detected, everyone should make a **Luck Save**. The character with the lowest strength will be attacked by the trap. The GM should roll its Hit % and if it succeeds the trap will do one roll of damage per success.

Pit Traps. Hidden pit traps suck in anyone who fails their **Luck Save**. No hit roll is made. The length of the fall determines the damage done. The damage type depends on the floor of the pit: impact for mud, blunt for stone, piercing for spikes. Armor does not protect against a fall (see *Falling* in *Adventure*).

Disabling A Trap. Once a trap is detected it can be easily avoided. Disabling it is a bit trickier. If the trap has no disable strength just make an Intellect + Technician check.

Intellect + Technician vs Disable
1: Trap Disabled.
L: Snared! Disabler is unable to move without setting the trap off. Someone else needs to disable it.
F: Snap! The trap fires on its disabler.

Setting A Trap. Traps are basically pieces of equipment. You can set one up or or reset a trap that has fired. Use your Intellect, Sense or a Luck check plus the Technician skill if you have it. Succeed and the score you checked becomes the trap's Hit % add to this 5% for each success. So if to set the trap you checked a 60% and scored two successes? The trap will have a Hit 70%.

Intellect, Sense or Luck + Technician
1: Trap's Hit % equals the trap setter's Score + 5% per success.
L: Trap will not go off when triggered.
F: Trap fires on whoever is setting it with a strength of 2d6!

RAMBLES*

A Ramble is basically a Scramble but on a much larger scale. Instead of seconds ticking away inside a enemy-infested compound, we deal with hours meandering by in the great outdoors. Gamewise, each hour of travel is called a **Jaunt** and has a definite structure:

1. Roll for weather.
2. Mark the distance traveled during that hour.
3. Handle vehicle energy consumption.
4. Roll for exhaustion.
5. Roll for a random encounter.

This continues jaunt after jaunt until finally the party gets to where they are going. Enter a hex with a planned encounter in it and the jaunt ends prematurely as we stop to deal with it. A new jaunt of travel begins by moving into an adjacent hex once the encounter is over.

Weather

The weather table tells us what kind of precipitation the party will endure over the course of the hour. The following table you might use with an Earth-like planet during the spring. On other planets you might get something more dramatic like flaming hail.

1d100	Weather	Warmth	Action	Solar
1:	Nothing	0	0	1d10+0
50:	Drizzle	-1	0	1d10 -2
70:	Shower	-3	-5	1d10 -4
80:	Downpour	-5	-10	1d10 -6
90:	Storm	-10	-15	1d10 -8

Here you have a good chance of nothing at all, clear skies and a good day for a hike. The other results are rain. **Warmth** may reduce the character's climate, making the journey more exhausting. **Action** is a hindrance the character takes to anything they try to do during that hour, such as fighting in the rain. **Solar** is the die roll used by a solar array when charging a power supply (see *Solar Array* in *Substance*).

Normally characters will see weather coming in the distance. Against a storm they should have the time to pitch a tent and simply wait this jaunt out rather than travel through it.

Travel

As in a scramble, the GM should provide the party leader with a ***Ghost Map*** to draw on. Where scrambles often use a gridded map, rambles use a hex map. This better fits wilderness adventure since you don't have to worry about diagonal movement.

Scale. A party can only move as fast as its slowest member. Hopefully you brought some vehicles along as this will greatly speed up your travel time. The number of hexes you can travel across the map depends on its **Scale**, aka the distance represented by each hex. Since all speeds are in kilometers per hour, your scale should also be in kilometers. To find the number of hexes you can move, divide the party's speed by the map's scale and round down to a minimum of 1.

Travel = Speed / Scale.

So if the map has a scale of 8 kilometers per hex and your travel speed is 50 kph (50 / 8 = 6.25) you can travel 6 hexes per round. If your speed is less than the scale we still let you move one hex per jaunt (because we don't have all night).

Regions. All of this assumes that the ground under your feet is a road, path or open field. Different regions may change the amount of travel speed it takes to move through a single hex. For example:

- **2 Hex Regions**: Bramble, Light Forest, Hills, Sand, Shallow Water, Snow.
- **3 Hex Regions**: Badlands, Forest, Jungle, Mountains, Mud, Rapid Water, Swamp.
- **4 Hex Regions**: Canyons, Cliffs, Dense Forest, Glaciers, Lava Fields, Rock Falls, Steep Mountains.

So a travel speed of 6 hexes per round will only take you through 3 hexes of Bramble or 2 hexes of Forest. While your travel speed bottoms out at 1 hex per jaunt, this doesn't account for a region slowing you down. It may take a couple of hours to get across a single hex of Steep Mountains.

Mapping. To keep track of where you have been, mark the hex you start in with an X. Draw a line out of it and into the surrounding hexes detailing your journey. Draw another circle in the hex that you end the jaunt in. Handle the rigors of travel such as energy, exhaustion and a possible random encounter. Once all of that is over, X out that circle and start a new jaunt from an adjacent hex.

[visual example]

Energy

A terrain's **burn** is the number of energy units a vehicle will drain from its power supply per kilometer while travelling at its cruising speed. A rover has a Cruising Speed of 60 and a burn rate of 20. So it can travel 60 kilometers in one jaunt but it will burn 1,200 energy units to do so.

Changing Speeds. You can control your burn rate by changing the speed of the vehicle. Quite simply, every 10% change in speed will cause a 10% change in burn. Ten percent of 60 is 6 and ten percent of 20 is 2. So you can increase your cruising speed by 6 kph but doing so increases your burn by 2 points. Slowing down does the opposite. Slowing down by 10% reduces your speed to 54 kph and your burn to 18. Burn can only be slowed to a minimum of 10% of its usual rate, in this case 2.

Note that speed changes need to be set at the start of a jaunt and represent your average overall speed. You cannot speed up or slow down during the jaunt and hope that this makes a difference.

Encumbrance. Like characters, vehicles carrying more weight than they were designed to carry are going to run into problems. First you get a piloting penalty which effects everything you try to do with

the vehicle. Second you get a burn multiplier that can dramatically increase the amount of energy you use.

Encumbrance	Pilot	Burn
Lugging	-10	x 1.25
Trudging	-20	x 1.5
Straining	-30	x 2

So if our rover is burning 20 EU at 60 kph, forcing it to lug too much weight will increase that burn to 25. Trudging increases it to 30. Straining pushes it to 40. A vehicle that has reached its Stopping point (i.e. Straining + Base Load) is over-burdened and cannot move.

Out Of Juice! So what happens if you don't have enough energy to get to where you are going? You travel as far as you can and grind to a stop in that hex. At that point the vehicle can be abandoned while the rest of the party continues onward, or you can end the jaunt there.

Vehicles traveling side by side (within 2 meters of each other) can feed off of each others power supply to continue moving. Otherwise, hopefully you remembered to bring a few solar arrays and the weather roll has given you some sun.

Exhaustion

Traveling for prolonged periods of time is exhausting and the exhaustion roll is a damage roll everyone needs to make after they finish moving but before an encounter begins.

Base Exhaustion. The base damage exhaustion does depends on how the character spent the jaunt traveling.

Walking	= 6
Riding or Driving	= 4
Passenger	= 2

So if you were out walking around this whole time you start with six points of damage. Anyone riding a steed or driving a vehicle starts with four. Those being carried along as a passenger start with two.

Moving Faster. To keep from slowing the party, a walking character can trot, jog or run to move faster. This multiplies their move speed but brings on extra exhaustion damage:

Trot	= Speed x 1.25	= +1
Jog	= Speed x 1.5	= +2
Run	= Speed x 2	= +3

So if you have Walk 3 you can Run to double it to Walk 6 but doing so adds 3 points to your exhaustion roll.

Encumbrance. Traveling while encumbered will also wear you out. It's the reason why people use pack animals. Depending on your level of encumbrance:

Lugging = +2
Trudging = +4
Straining = +6

Climate. Last but not least, there is the matter of the character's adjusted climate compared to the climate you are in. Use the table below to find its modifier.

Climate	Torrid	Tropical	Warm	Temp	Cold	Frigid	Arctic
Torrid	+0	+3	+6	+9	+12	+15	+18
Tropical	+3	+0	+3	+6	+9	+12	+15
Warm	+6	+3	+0	+3	+6	+9	+12
Temperate	+9	+6	+3	+0	+3	+6	+9
Cold	+12	+9	+6	+3	+0	+3	+6
Frigid	+15	+12	+9	+6	+3	+0	+3
Arctic	+18	+15	+12	+9	+6	+3	+0

It doesn't matter what row or column you use. If your adjusted climate is Cold and you are traveling through a Tropical climate this will increase your exhaustion by 9 points.

While other exhaustion modifiers assume that you have been moving this whole time, climate based exhaustion is constant. Every hour spent outside of ones climate zone will do some damage whether you were moving or not.

Roll It! Add everything together and use the damage table to turn it into a die roll. Exhaustion always does **Impact** damage. Armor does not protect against it. Body Size DMG will multiply it. There is no time to rest and recover from that damage before an encounter begins.

[example]

Vehicles. Every hour of travel adds **1 hour** to the vehicle's **Maintenance Clock**. Every time you add **ten hours** to the clock (meaning at 10, 20, 30, 40, etc) you need to make a malfunction roll. Roll **1d100** and add the clock to it. If the vehicle has taken any damage whatsoever add a +20 to the roll. If the vehicle has taken half or more of its HP it is stressed and should add +40. With a total that is equal to or greater than 100, something breaks and that vehicle is going nowhere until fixed.

Malfunction: 1d100 + Maintenance Clock >= 100 is a Breakdown.
Damaged +20
Stressed + 40

What breaks depends on the vehicle and your GM. Typically it is something like a flat tire or an engine problem, but the greater the roll the worse the problem. Fixing it requires an Intellect + Technician check minus the Maintenance Clock. Succeed and the vehicle will run again. You only get one chance at this, unless you are carrying around some spare parts for the vehicle. In that case you get an extra chance for every collection of spare parts. Each fix attempt takes 1 hour to do.

Fix It = Intellect + Technician – Maintenance Clock
1 Extra attempt per load of spare parts.
1 hour to complete.

Performing a tune-up on the vehicle uses the same check as fixing it when broken, except now you remove **1d10 hours per success** from the maintenance clock. A tune-up can only be performed on a vehicle that is up and running and doesn't need to be fixed.

Encounters

At the end of each jaunt the GM should roll for a random encounter. This uses a 1d100 table that is tied to whatever region the party ended the jaunt in. Like a scramble, an encounter will not happen every time the dice are rolled, and the lower the die roll the less threatening the encounter will often be.

[sample table]

Planned Encounters. A planned encounter is a hex with something important in it, one marked on the GM's map but not the Ghost Map. When you enter it the jaunt will abruptly end as the encounter begins, taking the place of a randomly rolled encounter.

If the planned encounter is a destination of some sort, like a deserted temple the party has been searching for, we switch gears and stop the ramble altogether to handle the adventure. Rambling recommences once the party is ready to leave.

Distance. When something is encountered the first thing we do is see how far away it is. The party leader should make a *Sense + Wilderness Survival* check.

> **Sense + Wilderness Survival.**
> **2:** Far = avoid if desired.
> **1:** Distant = 1d6 minutes to contact.
> **L:** Close = 1d6 rounds to contact.
> **H:** Face To Face.
> **C:** Caught By Surprise!

Far means the character spies the encounter in the distance. The party can easily circumvent it if so desired.

Distant is closer than far. A confrontation is inevitable but the party will have 1d6 minutes to ready themselves before it happens. They have not been spotted and may try to hide from the encounter.

Close places the two uncomfortably close to each other. The party has just 1d6 rounds to prepare for the encounter. If the encounter is a creature it will have spotted the party.

Face To Face causes the two to stumble right into each other with no time to hide or prepare with.

Caught By Surprise means the party was caught off guard by the encounter. If it is an attacking creature the party will be unable to do anything during the first round of combat, just as if a 1 had been rolled on their INI die.

Endless Encounters. Unlike a scramble which is confined to a relatively small area with a limited number of creatures to encounter, in the wilderness there is an endless supply of denizens out there. Because of this, the GM will often check mark a random encounter entry to make sure it doesn't get played again any time soon (instead you play the next encounter down the table). Once the table is completely played out, the check marks get erased and we start over with a full table. The *No Encounter* entry at the top of the table is the only exception to this. It should never be checked off.

Encounter Time. An Encounter is a flexible length of time that can be anywhere from a few seconds to ten minutes long. *It is the time you need to finish the encounter at hand*. Gamewise, we consider the encounter to be a part of the jaunt that is coming to an end. After it is over the party can rest to regain their strength before beginning the next jaunt.

Camping

Eventually a short rest isn't going to cut it and the party is going to need to catch some sleep. Instead of traveling another jaunt they should make camp in the hex the last jaunt ended in. It is assumed that they took time to eat something before turning in.

Sleep is handled with **four hour** blocks of time. Because the party is not moving around only one random encounter roll is made per block. A character that manages to sleep through two blocks of time gets to recover as if having a full night of sleep. Just one block of sleep recovers only half a night of sleep (see *Recovery* in *Adventure*).

Standing Guard. It is good to leave someone standing guard while the rest of the party is sleeping. When something is encountered, this character gets to make the **Distance** check to see how far away it is. If more than one character has been standing guard they each get to make a Distance check and the best result is used.

If no one stood guard, each sleeping character should make a **Luck Save** when an encounter happens. Succeed and they wake up in time to defend themselves against attack. Fail and they are caught by surprise, unable to do anything during the first round of combat.

TREK IT*

The galaxy is a pretty big place and we don't always have maps for every building, city, and planet the party will travel through. Sometimes there is no interest in rambling or scrambling and we just want to get to where we are going. For this we have the Trek check. The character leading the party should make it, using either their Knowledge, Sense or Luck ability plus the Navigation skill if they have it.

Know or Sense or Luck + Navigation
2: You get there in record time.
1: You get there on time.
L: You get there but it takes twice as long.
H: You are totally lost.
C: You are lost in the worst possible spot.

Many factors can contribute to this check. The more maze-like the area is, the more off the beaten path it resides, the harder the check should become. Trying to find your way back to some place you have been before will make the check easier. If the place is one you know intimately that too will make the check easier.