

VANGUARD



EE KEEP CLEAR
AT ALL TIMES

CODE RED ON NIMBUS-6



00:09
LAUNCH
ACTIVE

A READY-TO-PLAY MODULE
by Tim and Rook Westhaven

CODE RED ON NIMBUS-6

INTRODUCTION

On the planet Ashen, the races—nutwerks, hoppolites, molen, badgerians and mausers—lived together in peace and prosperity for many centuries; despite their differences in culture and beliefs. The heart of the Confederation was the world capital, Varmisk, a city both grand in scale and great in culture.

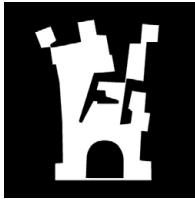
When the alien tanarii came, they struck like a lightning bolt at the heart of Varmisk, destroying in days what had been built over hundreds of years. The inhabitants fled and the races were riven by arguments.

However, not everyone is willing to see the dreams of a peaceful future disappear in the fire and dust...

Use it or lose it?

One of the key design principles of VANGUARD is to allow the game to be as simple or complex as the players want. Vanguard is modular so that as players become familiar with the core rules the game can be expanded and enhanced to make it more sophisticated. Modules are shown in boxes like this one, allowing the game master (GM) to choose whether or not to incorporate them in their play. While the core rules work without these additional game mechanics they have been designed not only to seamlessly integrate with the core rules, but also to enhance the overall play experience.

We recommend the GM makes a choice based on their style of play and level of player experience with roleplay games.



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:: ACCESS GRANTED

Welcome to VANGUARD, a science fiction roleplay game for junior (7+) to mature players. This module has been designed to work as a standalone, self-contained game.

Code Red on NIMBUS-6 includes everything needed to run VANGUARD, using the pre-generated characters, except the dice, some paper and pens.

There are five pre-generated characters for use with the story. Any specific talents, assets, abilities and equipment are provided alongside the character sheet.

We hope you'll find the system simple, engaging and, most importantly, FUN.

New to roleplay games?

With computer games and gaming consoles the idea of roleplay games (RPGs) has become mainstream, but if you've never played a tabletop (TT) roleplay game before, here is a quick explanation.

Gamemaster and players

In VANGUARD one person takes on the role of the game master (GM). The person being the GM can change, but generally it stays the same while an adventure is in play. Everyone else is referred to as the players.

The players take on the roles of characters that live in the stories that make up the gameplay, referred to as player characters (PCs). They tell the GM what their characters are doing, depending on the scene the GM describes around them.

The GM has a much more complex role. They are the narrator of the story, the designer of the adventure and the judge of what happens in the environment around the characters; based not only on the characters' actions, but also on the actions of people, creatures and even environments the characters come in contact with. These other characters and identities controlled by the GM

are referred to as non-player characters (NPCs). While some NPCs may be opponents to the player characters, the GM is an impartial arbiter of how the story develops through the actions of all the characters, PC and NPC alike.

How it works

Put simply, a roleplay game follows a repeating process:

- the GM narrates a scene, NPC actions and what the PCs can see, hear, feel and comprehend.
- the players then respond to the GM's narrative from their character's point of view, explaining how their character responds, thinks, feels and acts.
- together, with the GM taking the lead in narrative direction, the players and the GM describe the outcome of events.

Dice and the results

While the GM makes up the plot of the story and, together with the players, determines the direction the story takes, it would be nowhere near as much fun if there wasn't the chance of things going either very right or exceptionally wrong just when the characters thought they couldn't. This element of surprise and of lifetaking an unexpected turn is what makes roleplaying fun, new and exciting every time you play. In order to generate these possibilities we use dice, allowing for a random result within a range of parameters and possible outcomes that seem believable.

Age appropriate

VANGUARD was made with the younger player in mind. The focus isn't hard science or intricate combat mechanics; but rather telling tales of high adventure in space, versus alien menace and political/cultural and racial tensions.

In building VANGUARD we have created a game that can grow with our players, so that as the rules become familiar they can be made more challenging and that means making a system that remains simple yet modular and capable of expanding

without changing the style of play or adding a slew of one-off mechanics for every situation.

7-12 year olds

When initially playing with this age group get them into the play quickly. They will learn better playing the game than having it all explained beforehand.

Let their imaginations fill in the gaps and don't distract them with details. Younger players will often expand on events taking the narrative in a direction they want it to go. Listening at these times can bring opportunities to the narrative and a sense of inclusion and ownership to the player, but don't let them get too carried away and lose the story. Where possible, use teamwork between the characters to keep them all involved

Use a dice tower or tray in which to roll dice to stop them scattering and distracting from the story.

WHERE IT ALL BEGINS

This story is a pivotal moment in history for the characters and the universe. It sees the arrival of the alien species known as the tanarii.

At the end of the story, assuming the characters successfully escape the NIMBUS-6, they will either return to the home world of Ashen or have control of a tanarii VORC spacecraft, capable of getting the characters back to Ashen or to a nearby colony. It is just the beginning of the characters' story together and what happens after that is up to them and you.

Next is an introduction to the story, an overview of the game mechanics, the five pre-generated characters along with character-specific information and backgrounds, the tanarii and the plot structure for the adventure.

What's not here are the full game mechanics, equipment list, character resources, all talents and assets lists, vehicle rules, backstory, star maps, space travel and combat, mech combat, alternative species and aliens; these appear in the VANGUARD – Varmisk Fallen core and expanded rule books.





Using the module

This module has been designed to be an introduction to playing VANGUARD; it is perfect to start a new campaign game or to introduce new players to the game. Any character generated from the rule books can replace one of the pre-generated characters listed in this module. When replacing one of the pre-generated characters it is more important that their responsibilities on the NIMBUS-6 are transferred across rather than their vocation or abilities. This is more about having someone to fill in their links to the module than a requirement for their vocation-related roles.

While all these characters are replaceable, their unique skill sets allow for a broad range of responses to story challenges. That said, the story will still run fine with a team of soldiers, hackers or espers. However, it is recommended that you have at least two combat-oriented characters (on a par with Bragg and TK) and at least one, if not two, characters who are good at interfacing with data nodes (either hackers or espers with techgnosis). Regardless of what characters you choose to use, the ship will run in a similar manner to how it is described in the module. For example, all weapons other than nanoblades and those carried by a character (such as Samantha's demolition charge) are in the weapon locker at the start of play.

○ GETTING STARTED

This section is for the GM only, if you are a player please ignore this section and move to 'gaming: how to play'.



The situation of the crew of the NIMBUS-6 is precarious. There is little between them and the vastness of space. In relating the story of the crew members to the players their location is all important. Being in the middle of space, on an isolated station, the characters are forced to rely on each other. You can use this to engender a sense of team from the outset of the game.

Space can be scary, even in the VANGUARD universe. Space travel is still dangerous and many things can go wrong: broken equipment, increased risk of phobias and stress, isolated from help, freezing cold, suffocation and corruption of the air supply. For older and more experienced players you can use these dangers to build tension. With younger gamers these dangers can be glossed over as the younger players' enjoyment will come from their character's actions within the game rather than the character's emotions.

Background

The NIMBUS-6 is a research and communications space station controlled by the Confederation. The characters are on-board at the beginning of the story.

The NIMBUS-6 serves two purposes. First and foremost, it is a communications platform, reading deep space and sub-space communication channels, sending and receiving messages from a number of other communication satellites throughout the solar system of Byos. The second function is as a research facility for scientific experiments in zero gravity (ZOG); however, the majority of research is carried out at dedicated scientific facilities elsewhere.

When the story begins, the crew of the NIMBUS-6 (the characters) can be anywhere on the station. Suddenly, alarms begin to sound and the artificial intelligence (AI) for the station announces that fires have started in a number of locations.

The fires have started because the station circuits have been overloaded by the tanarii, who have landed on the outside of the station in a VORC carrier. This is a pre-emptive attack for the main offensive against Varmisk city.

The tanarii mission is to recover information from the communication computers aboard the NIMBUS-6. With this information, they will have the communication logs, frequencies and protocols that will allow them to undermine and control Confederation communications between Ashen and the outer colonies.



Tanarii technology, while very similar to that of the Confederation, has a different interface. The tanarii possess advanced esper abilities (the Confederation terms this *techgnosis*) to mentally interface with technology. Tanarii don't require on or off switches, buttons, dials, knobs or readouts to tell them what a piece of technology is doing. For those of the Confederation, tanarii technology at first appears insular, lacking in any outward controls, but a scan using an ODIN will pick up the nodes of the tanarii technology as it still transmits signals that the tanarii use. Because of this, tanarii technology can still be hacked; however, the signals do not show up in the spectrum, so tanarii technology cannot be hacked from a distance.

As the tanarii have never met another species capable of interfacing with their technology, their protections (such as defence barriers) are rudimentary at best. However, hacking alien technology is going to take some getting used to for the natives of Ashen.

Playing the tanarii

While the tanarii have emotions, those that are on the NIMBUS-6 are professional soldiers who have orders to get the information their forces require. They have no regard for the lives of the characters or the safety of the station – apart from keeping it together long enough to gather the information. Any resistance to their mission will be met with force.

The tanarii have been monitoring Ashen and the Confederation and took the time to develop a translator, which will allow their troops to communicate and understand the characters, but they have no reason to talk with the characters. Attempts to communicate verbally will likely fail and telepathy won't work without a shared language.

How you decide to play the tanarii will set the tone of the game. You may want the players to realise that the tanarii are capable of higher feelings and thoughts, or play them as insensitive drones.

The tanarii will not be violent from the outset, but will use violence to defend themselves and to ensure their mission objective is met. If the characters do not attempt to stop the tanarii then the tanarii will ignore them and go about their mission.

Sense of place

Sound doesn't carry in the vacuum of space but does inside the NIMBUS-6. Collisions to the outside of the station echo through the hull. Not only will the docking of the VORC make a dull thud but it may also set the station to spinning slightly off course (A character looking out a window may notice this). Fire will also cause expanding and contracting of the walls and lead to warping of the station's structure, resulting in some squealing and creaking. If the floor of your house creaks you might not even notice, but if the walls, or floor, of the thin shell, separating you and the vastness of space, start creaking – you'll probably worry.

The use of sound in narrating the scenes to the players will heighten their sense of place in the story and if the sounds are ominous heighten their sense of vulnerability.



GLOSSARY OF TERMS and ABBREVIATIONS

D6	A six-sided dice.	GM	Gamemaster. Narrator and arbiter of the rules
AoE	Area of Effect. Explaining that an effect covers an area rather than a single target. Can negate cover and concealment benefits.	Ld.	Load. A measure of weight a character can carry before suffering encumbrance.
ATT	Attack value. This value adds as a BUF to a combatant's Enemy attribute to form their attack DP.	LoS	Line of Sight. When one combatant can physically see a target without remote assistance. LoS can still exist if the target has cover or concealment provided at least some of the target can be identified.
BUF	Meaning to enhance or improve. A BUF increases the number of dice in a given dice pool (DP).	LS	Life support. Consists of breathable air for use in non-atmospheric conditions.
CC	Close combat. Any combat that takes place within physical reach, with or without weapons.	MOD	A modifier that can be positive or negative; increasing or decreasing the results of a die roll by the MOD value.
DAM	Damage value. This value is the opposed DC against which a target must SOAK to negate any health penalties.	NPC	Non-player character. Characters and encounters in the game controlled by the GM.
DC	Difficulty check. A value that must be exceeded on a dice roll using a DP. The number of the DC is both the minimum value required on the dice roll, known as a success, and the number of successes required to pass the check completely.	PC	Player character. Characters in the story controlled by a player.
DP	Dice pool. This is a number of dice all rolled at once and the resulting numbers compared against a cut off value known as a difficulty check (DC) in order to determine success.	PD	Power Drain. The cost to an esper in power to use an esperence ability.
Dy	'D' is the main currency of the Confederation.	rnd	Round(s). A measure of game time.
EM	Electromagnetic. Usually experienced as a form of damage and soaked with EM shielding.	RoF	Rate of Fire. The number of shots per task.
EP	Environmental protection. Added protection from environmental hazards.	SAP	Meaning to reduce a total. A SAP reduces the number of dice from a given dice pool equal to the SAP value.
Esper	Psychic practitioner known as an esper possessing esperence abilities.	SOAK	This is a target's ability to ignore damage in the form of a DP rolled against DAM
Esperence	Psychic abilities.	Spectrum	The name of a galaxy-wide data network similar to our internet.
		XP	Experience points. Points awarded to a PC and spent to increase talents and abilities.
		ZOG	Zero gravity. In game terms refers to not only the lack of gravity but also the lack of atmosphere (e.g. space).

GAMING: HOW TO PLAY

Game terms

VANGUARD uses six-sided dice (D6).

DICE POOLS [DP]



DP is a group of dice. The number of which are listed as n DP, where ' n ' is the number of dice rolled at once.

MODIFIER



Within the game, modifiers affect the value of the rolled dice result, usually increasing it or decreasing it by 1.

If a 3 is rolled by a character that has a 1MOD then the roll is increased to 4

BUF



A BUF increases the number of dice in a DP. A 4DP with a 1BUF is increased to 5DP.

SAP



A SAP reduces the number of dice in a DP. A 4DP with a 1SAP applied is reduced to 3DP. This can reduce a DP to 0, meaning success is not currently possible for that task.

What you'll need

Printouts of the game cards related to the characters

A character sheet per player

Pencils, erasers and 10 or more six-sided dice



TASK RESULTS

A 6 is always a success
a 1 is always a fail.

When involved in an important task that could change the course of the story, a difficulty check (DC) is made to see if the character's actions succeed.

The dice pool is rolled against the DC. Where no DC exists a 6 is needed. A natural 6 is always a success and a natural 1 is always a fail, regardless of MODS.

Determining success

Min. roll
Successful DC = &
of min. rolls

This means that if a task is DC3 then to succeed at least 3 dice in a DP need a result of 3 or more.

DIFFICULTY	DC	SUCCESS
Easy	1	Fang and claw
Standard	2	Paws down
Complex	3	Paws to spare
Difficult	4	Roarsome
Extreme	5+	Jaw dropping

So, jumping over a shoebox might be easy, needing a DC 1, which means at least 1 die from the DP needs to equal 1 or above; however, as naturally rolled 1s are always a fail, a roll of a single 2 or more indicates success in this case. While climbing a cliff might be difficult, needing 4 successes of 4+ from the DP.

Opposed DC

Opposed DC is where the DC is determined by a result, usually from another character or NPC. In opposed DC the opponent with the highest success wins.





POWERCITTES

Powercittes are tokens that are colour coded to the seven main character attributes. At the start of the game, each character takes a random powercitte; these are placed in the middle of the table. Any player may use these powercittes in one of 3 ways, after which they are removed from play.



A powercitte can act as a MOD to a DP using the same coloured attribute as that of the powercitte. So, a red powercitte can increase the rolls of a DP associated with the TOUGH attribute.



A powercitte can be spent to BUF any DP, regardless of colour association.



A powercitte can be spent in order to reroll a single dice of a DP, regardless of colour association.

Luck powercittes

A number of green powercittes equal to the character's LUCK can be taken at the start of a session and placed in front of the player. These can be used during play to reroll a single dice or an entire DP. After this the powercitte is removed and the character's current LUCK rating is reduced by 1 for the remainder of the session.

Luck check

At times during the game (such as when a character is attempting to regain consciousness) they make a LUCK check.

When the character makes a LUCK check they roll a LUCK DP = 2 + current luck rating. A successful LUCK check requires two natural 6s.

LUCK checks are not affected by health monitor penalties, but if the character has been using their LUCK rating as powercittes then their current LUCK rating is lowered (see LUCK powercittes above).

Too Rad to Roll

If a character's DP is 3x the required DC then the GM can say the task is accomplished without a roll. This cannot be done in combat or opposed rolls and will never result in a crit.

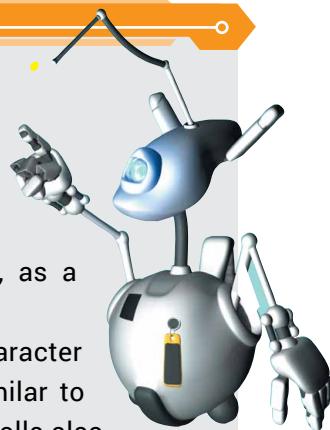
CRITS

Crit, short for critical, is a term used in RPGs to describe an extreme result – either good, as a critical success; or bad, as a critical failure.

A crit success allows the character to do something amazing, similar to the flourish talent (pg28); crit rolls also have special results in combat (pg10).

A crit failure has an opposite effect, leaving the character vulnerable, in danger or wounded.

In VANGUARD there are two ways that crits can be determined. The GM decides which method to use, or if they want to employ both.



The rule of 3

If the character achieves a result on a task that is 3 more or less than the required DC, the GM can rule a crit has occurred.

Crit die

A player decides when they want their character to attempt a crit. Crit rolls are only allowed on DC3+ or on opposed rolls. When the player wants to crit they roll an additional die within their DP. This crit die should be a different colour. If a crit die rolls a 6 on a successful DP roll then the character has rolled a crit. A crit die result of 1 on an unsuccessful DP roll indicates a crit failure.

Some GMs make all combat rolls require a crit die to represent the increased risks during combat.

COMBAT

Initiative and tasks

In combat, everyone involved has one task: an action they can perform. Before carrying out this task they roll an initiative DP, equal to their ACTION rating and any bonuses from talents or gear.



Once the initiative has been rolled, any results of 6 give an additional task that can be used this round.

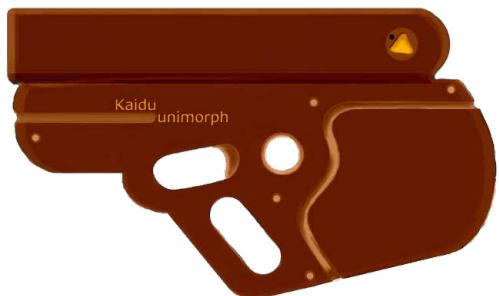
Those with the most tasks go first, followed by the next highest in order until every combatant has accomplished a task then the initiative passes along the same order until all available tasks have been completed. Where two or more combatants have the same number of tasks, the highest action score or initiative modifier will go first. Alternatively the GM can move around the group in seating order or have players in order of initiative complete all tasks at once.

Some characters may have a MOD to initiative in which case they gain the mod to their initiative DP. Health monitor penalties SAP initiative yet, as long as a character's health remains above 6 [KO], a minimum of 1 task is allowed.

Round

The time it takes for all characters and their opponents to complete all allowed tasks is known as a round.

Although a round can take time to play through, it usually represents from a few seconds to half a minute of time within the game.



Task phase

When carrying out a task, a combatant may do one of the following things:

- Movement
- Stay frosty / Targeting
- Attacking
- Use a talent, an action or esperence ability



Movement

Movement uses the combatant's:

ACTION

and is compared to the DC table (pg7).

An ACTION rating of 1 allows for an easy movement, such as a jump to the side or running a few metres. An ACTION rating of 2–3 allows for much faster and further movement, as well as perhaps a combination of movement such as running and jumping; crawling and then jumping up; or opening a door, stepping through and closing it behind you.

The following table shows what rating is required to carry out a movement task. The GM can add a number of points to the rating for difficult ground or conditions (slippery floor +3).

Example: if a combatant's movement rating is 3, it will take two tasks to get over an obstacle.

MOVEMENT TYPE	RATING
Walk/jump/crawl/stand	1
Run/charge/rout	3
Move over obstacle	6

A rating higher than a character's movement can be achieved over a number of rounds.



Stay frosty / Targeting

Stay frosty is a special task within combat to achieve some time to think. When this task is performed, the combatant gains a +1MOD to their next task.

Targeting is focusing on a particular target, allowing for a +1MOD to be applied to a consecutive attack task. A number of tasks can be used to target, up to the combatant's ENEMY rating, cumulatively adding to the MOD.

So, a combatant with a 2 ENEMY could spend 2 tasks targeting an opponent before attacking, this will grant them a +2MOD to their attack in order to score a successful hit.

Attacking

When in combat, an attack DP is equal to the attacker's ENEMY attribute + the ATT value of the weapon with the target DC equal to the opponent's defence.

$$\text{ATTACK} = \text{ENEMY} + \text{ATT}$$

VS.

Opponent's defence (**ACTION** + modifiers)

A target's defence is a combination of their ACTION attribute with any increase due to talents or cover and concealment (see below) added to the total DC required by the attacker for a successful hit.

As usual, a rolled 6 is always a success, a rolled 1 is always a fail.

Close combat attacks (CC)

CC attacks are within physical reach or the reach of a hand-held weapon.

Unarmed CC attacks have an ATT equal to the combatant's MELEE ATT.

Ranged attacks

Ranged attacks include things thrown, shot or fired.

AUTOMATIC FIRE



When using a weapon with a rate of fire [RoF], that weapon can BUF the attack DP by an amount up to the RoF.

Attack DP from a RoF attack can be spread across multiple targets, up to the value of the RoF, with additional targets no further than three paces from the previous target.

ATTACK CRITS

If a **crit success** is scored on an attack it can have the following effects.

- A crit will allow you to hit a specific area of your target; this could bypass armour, hit their weapon hand, hit their leg or eye or a piece of equipment. The GM determines the results of hitting a specific area of a target.
- A crit can double the weapon DAM rating.
- A crit can stun an opponent, making them lose 1 task (either in this round or the next).



If a **crit failure** is scored on an attack it can have the following effects. The GM will determine the outcome of a crit failure based on the circumstances.

- Combatant accidentally injures themselves with the weapon (1♥ no SOAK).
- Combatant fumbles, dropping the weapon or tripping (lose 1 task).
- Combatant hits an alternative target (enemy or ally) within three paces of original target.
- Weapon used in the attack malfunctions, is either temporarily (jammed) or permanently broken and needs repair or replacement.

Cover and concealment

Cover and concealment are assessed as light, medium or heavy and each rating increases the level of DC to a target's defence.

LEVEL	DC	EXAMPLES
Light	+1	foliage, low wall, wood, furniture, light rain
Medium	+2	thick fog, smoke, night-time, wall, vehicle
Heavy	+3	darkness, armour plating, reinforced wall

Use a talent, or ability

A task can be a non-combat activity during combat, such as:

- Hacking a computer node (pg16)
- Talking
- Using a talent
- Using an esperence ability (pg 19)

○ HEALTH AND DAMAGE

Incurred damage

The character can incur damage either during combat or by accident. If from an attack, the number of successes above a target's defence is the damage suffered. However, before the target takes the damage they can attempt to SOAK the damage.

Damage soak

The character has a SOAK DP which is equal to:

TOUGH + **ARMOUR**

VS.



EXAMPLE OF PLAY

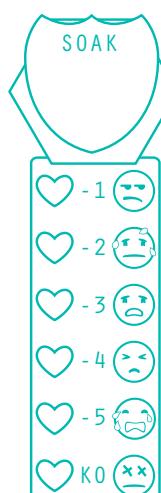
A tanarii Xolt, shoots Samantha with a warp bolt ejector rolling 5 hits and damage. Samantha has a SOAK of 4. She also has a conduction energy field and spends a point of POWER to increase her soak to 5. Samantha's results of her 5 SOAK DP; 3, 4, 5, 2, 1. The warp bolt ejector has a DAM rating of 3, any of Samantha's rolls of 3+ remove damage from the attack. With the 3, 4 and 5 lowering the damage from 5 to 2.

These two points of damage are marked on Samantha's health monitor.



The DC is equal to the weapon DAM rating, with 1 success reducing 1 point of damage inflicted. If it is a unarmed attack then the attacker's MELEE DAM is the DC. Any points remaining after SOAK are scored against the target's health monitor.

Health monitor



The health monitor has six levels: five of health, each with a SAP penalty, and finally the sixth level, which is unconscious (KO) or near death.

When a level is reached the associated SAP penalty is applied to all DP except SOAK and LUCK rolls.

When six ♥ are used up, a target (if organic) is unconscious and dying. Inorganics (such as droids and cyborgs) are damaged beyond their ability to work, but can still be repaired.

At the beginning of each new round characters that are unconscious, can attempt a LUCK check. Successes are cumulative and only 2 successes are required before consciousness is regained.



INTEGRITY DAMAGE

Vehicles, droids, starships and cyborgs have complex, interrelated systems; as such, their attributes can suffer integrity damage.

When an attacker scores a crit success against a complex object, they can choose to do integrity damage. A powercitte is drawn at random by the object's pilot or the GM. The resulting colour-associated attribute is reduced by 1, immediately lowering any of the object's functions related to the affected attribute.

Electromagnetic damage

When electromagnetic (EM) damage occurs to a vehicle, droid, starship or cyborg, it is considered integrity damage. For every point of EM damage that a complex object receives, a powercitte is drawn as per the integrity damage rules above.

If they succeed, they regain consciousness at -5. If someone reaches the unconscious character, they can attempt first aid:

FIRST AID =  SMARTS

Any successes count towards the total to regain consciousness.

Death only occurs if there is no one to provide first aid; for example, if the character is separated from their friends (there are no friends within the immediate area) or all their friends are also unconscious.

The above rules are designed to make it almost impossible for a character to die when in a group. The GM can rule that once KO is reached, a character has a number of rounds equal to their TOUGH rating, after which they are dead.

Weapon damage

A weapon has a rating that represents its ability to inflict damage and penetrate armour. This acts as a DC to a target's SOAK DP. Weapon damage DC only gives the required roll value – the amount of successful results required to negate damage is

based on the number of successes scored when the target is hit.

Unarmed damage

An unarmed CC attack will have a base damage equal to the attacker's TOUGH/2 (round up); so a TOUGH of 1 or 2 would equal 1DAM, 3 or 4: 2DAM and 5 or 6 would equal 3DAM. This is noted in the character's MELEE DAM on their character sheet.

Special damage

Some damage (like that inflicted by esper abilities) uses different forms of energy or may come from natural sources (falling, lava, lightning, rock slide). When a different form of damage occurs, the GM decides on damage and effect. The following are some examples of special damage.

Falling damage

1 DAM per 3 metres (10ft) fallen

Crushing damage

[1 DAM + Falling damage] x per 'person' of weight *

Acid / Fire / Cold

DAM per round exposed – any EP value

Suffocation

1DAM x round exposed – no armour BUF to SOAK

Pressure / Vacuum (space)**

3 DAM x round exposed

* If being crushed by an opponent then falling damage is ignored and weight becomes TOUGH rating of attacker.

** When exposed to space or extreme pressure, suffocation damage also occurs unless life support (LS) is available.

Healing and repairing

Healing organics or repairing inorganics uses the same base DP.



Healing

Each character can make one attempt to heal per day – either themselves or another being. If the wounded individual is attempting to heal themselves, they can either rest (meaning only light physical activity)

TEAM EFFORT



Helping a teammate can be the difference between success and failure.

For non-combat tasks, a character can accept help from a number of nearby characters up to their FRIEND rating when performing the task. This acts as a BUF to the character's DP versus the task DC. Characters can also donate powercittes or XP to other characters for immediate rerolls or BUF.



EXAMPLE OF PLAY

Samantha Coppertail (pg27) is attempting to break down one of the doors on the NIMBUS-6 that has become damaged and stuck because of the fire.

The GM tells Samantha's player that the task will use the TOUGH attribute and have a DC3 to succeed; as breaking down a door is not a standard task (DC2) but also, in this case, as the doors are not very strong, not a difficult one (DC4).

Samantha's TOUGH attribute is 3, but because of her cyber-arm she has a +1MOD to TOUGH related tasks.

Samantha's player rolls 3 dice: 2, 3 and 5.

Because of her +1MOD these become: 3, 4 and 6.

As the DC to succeed was 3 and she achieved 3 results of 3 or more she manages to force the door open.

Had she not been fitted with a cyber-arm then she would only have achieved 2 successes (3, 5). In this case, the GM could count the two successes and allow Samantha to try again for her next task with any successes adding to a total and with only one more success needed in order to bring the door down. This method of gathering successes towards a total allows for tasks that can be achieved given enough time.

and roll using their TOUGH, or they can attempt to apply medical knowledge to themselves, in which case they use SMARTS at -1MOD. If administering treatment to someone else, the individual rolls using their SMARTS.

The DC required to succeed is equal to the negative of the victim's health monitor. So, a character on -5 health needs the person attempting to heal them to achieve 5DC in order to heal to -4. Successes are cumulative to allow healing over a number of days.

Repairing

Repairing objects can be done anywhere; as long as the object being repaired is not moving and the character attempting to repair the object has access to the necessary tools and supplies.

The DC for success depends on whether the damage being repaired is structural (health monitor) or integrity.

Structural damage has a base repair DC equal to the negative of the health monitor. 1 point of structural damage takes a number of hours to repair equal to the health monitor penalty. So, structural damage at -4 requires 4 hours to repair to -3.

Integrity damage has a base repair DC6. 1 point of integrity damage takes 1 day to repair. The check is made at the end of the repair time, failure means the attempt needs to be made after additional repair time.

Polycittes

These microscopic bio-cybernetic robots can be programmed to repair flesh or complex objects. A polycitte can heal 1♥ level of health or 1 point of integrity damage. Polycittes can be stored as part of a character's ODIN or found in injectors.





ODIN

Optical data interface node

These small disks (less than 1cm diameter and 1mm thick) can be activated and deactivated by touch or neural command (for characters with a cyberbrain, brainshell or neural interface). Implanted subdermally, the device generates a holographic user interface, which typically floats above the user's forearm or in front of their neck. The device can be accessed remotely (allowing remote authorised use by a third party) and can be programmed with a range of applications connected to various peripherals.

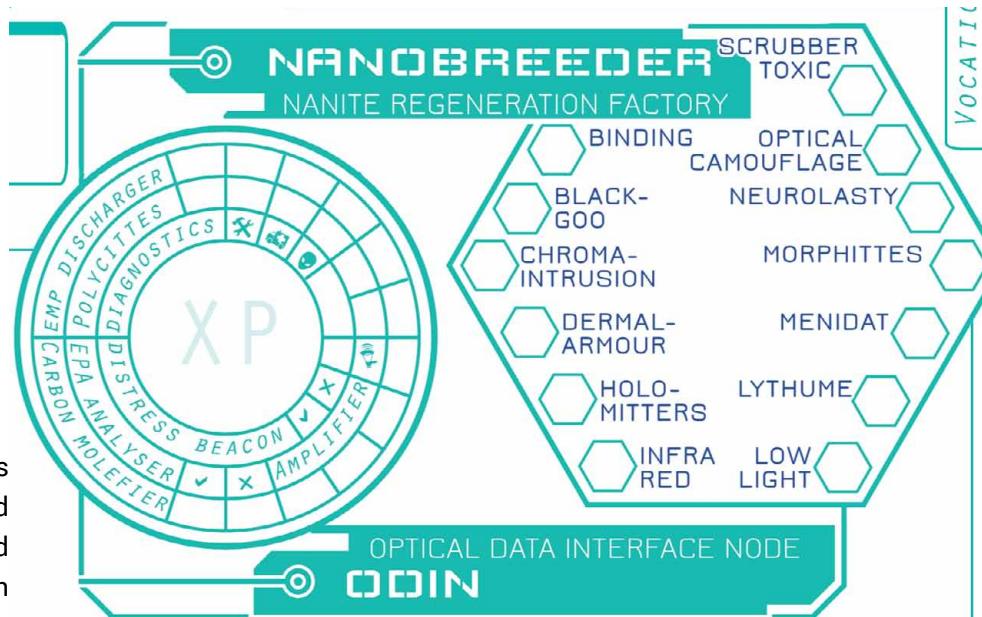
ODINs are a standard tool for most within the VANGUARD universe and only the very poor or technically deficient societies do not have ODINs.

ODINs have the capability to wirelessly broadcast and receive data and are the main form of hacker tech for those without a cyberbrain. They contain similar apps to a mobile phone/tablet computer and function in similar ways.

Nanobreeders, polycittes, EM pulse bursts and communications are all controlled through a character's ODIN. It also manages upgrades for hacking and can be used as a portable diagnostics scanner for engineering, medical and xenostudies, if these applications have been loaded (granting a 1BUF to associated tasks). Some have a distress beacon that will activate if the owner's ♥ drop to KO and will also activate any polycitte packets linked to the ODIN, if available, healing 1♥.

EM pulse discharger

When activated, one charge is consumed. This causes an EM pulse within a six pace radius of the character, delivering a shockwave of 6EM DAM. There is a 1 in 6



chance an electrical device is damaged and won't work again until repaired. This excludes complex objects, which suffer the EM damage as normal. The charge can be compared against any spectrum node's defence barrier (pg16) that has its physical housing within the blast radius. If the shockwave bypasses the node's defence barrier it will damage the node's chromacore. Any device affected by the shockwave requires rebooting or reactivating; this includes the user's own ODIN, which remains offline for 4 rounds after the discharge.

Carbon molefier

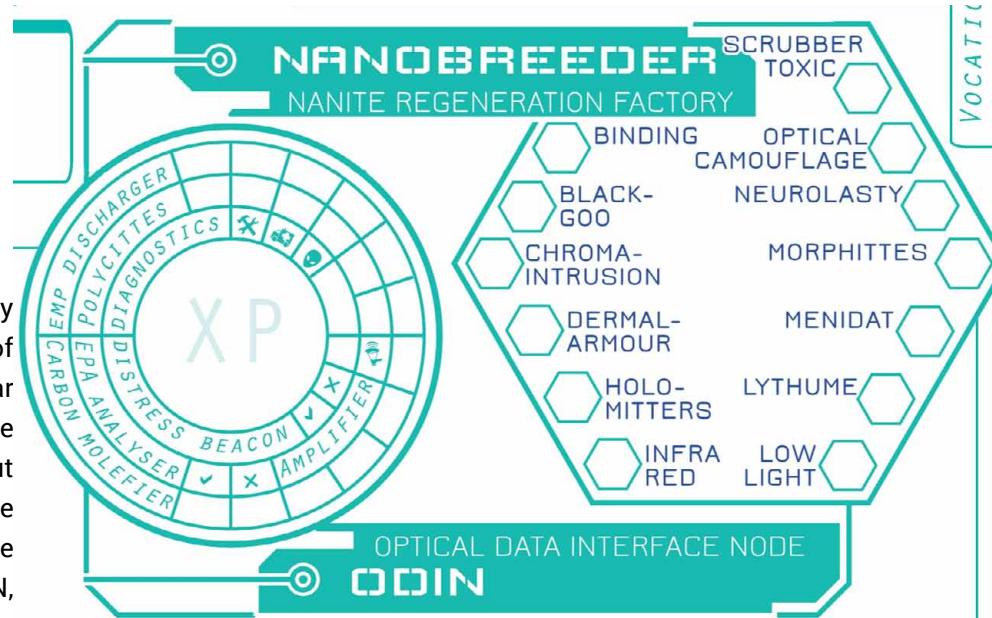
Using pre-packaged sachets of carbon nanites, the ODIN can instruct the nanites to create a range of pre-programmed tools: blades, screwdrivers, lock picks, pliers, tweezers, wrenches, chisels, hammers, etc. Any simple metal tool can be made. Length is restricted to about 20cm, but the strength of the nanites is near to that of diamond. The tool remains protruding from the user's wrist until dissolved by ODIN command.

Diagnostics

These applications come in three main categories: engineering, medical and xenostudies. Scanning requires close proximity to the target. Engineering covers all mechanical, electrical and physical applications; medical diagnoses injuries; and xenostudies scans biological/mineral and other substances, giving chemical composition and structure as well as predicted weather patterns and other environmental data based on local readings.

O NANO-BREEDER

A nanobreeder is a factory for the production of nanites, tiny molecular sized robots that are programmed to carry out a particular task. These devices are about the same size and shape as an ODIN, but their functions are much more limited. When activated, either manually (by touch) or remotely (via ODIN, neural interface, brainshell or cyberbrain), the nanites generated by the breeder and distributed to the area of need, activate for their intended purpose.



While active, the nanites will function for one hour in game time. There is a 10 hour wait for the nanobreeder to replenish the nanites after use before it can be activated again.

NANOBREEDER	Đ	DESCRIPTION
Binding	6	+1 TOUGH
Black-goo	3	Acidic CC attack, +2ATT, 2DAM
Chroma intrusion	5	Link with spectrum through local hub. SMART attribute acts as chromacore.
Dermal armour	4	+2BUF SOAK 🛡
Holomitters	2	Holographic facial disguise, +1BUF FRIEND when disguised
IR vision	4	Can see in the infrared spectrum
Low-light vision	4	Half penalties of darkness or low-light environments
Lythume	6	+1 ACTION
Menidat	6	+1 SMARTS
Morphittes	3	Physical morph disguise, +3BUF to success of disguise
Neurolasty	5	+1 POWER
Optical camouflage	8	Become invisible (at GM's discretion can include limited equipment)
Toxic scrubbers	3	Remove toxins and +2BUF vs. EP/Toxin

HACKING

O HACKING

In VANGUARD hacking is kept as simple as any other task, with each task rolled against a DC. To hack a character uses their:



SMARTS + **CHROMACORE**

The DC required to achieve a hacker or node's aim is determined by the target's



CHROMACORE + **UPGRADE**



Data nodes

Data nodes control the computing processes of most electronic and technical equipment. Nodes are joined together into networks, with each node having responsibility over an area of the network.

Most complex machines, gear and technology have 1 or more nodes.

O UPGRADES

A hacker can purchase upgraded programs that enhance their CHROMACORE and give them added versatility. There are six upgrades, each with a rating from 1 to 6. The rating of an upgrade adds BUF to a hacker's roll when hacking in a situation related to the upgrade.

::Defence barrier

Defence barriers act as a shield against hacking. While most just act as a security door, some are reactive, which means they'll set off an alarm or zap you with their attack array if you try to get past them.

::Decrypt/Decoy

This program allows you to decrypt encrypted files (and they're all encrypted these days), but it will also allow you to send out a decoy instruction, to confuse a node into thinking you are going somewhere else or doing something else

::Attack array

So sooner or later you'll have to break through a defence barrier or break down a chromacore – if your defence barrier is your body armour, your attack array is your gun.

::Encrypt/Process

This program tells you how well your files are encrypted. It will also tell you how fast you can process information.

::Analyse/Probe

Before you go jumping into a node or attempting to break down a barrier you might want to look and see if it's all worth the effort. The analyse/probe program gives you a general idea of what the node is used for as well as assess the node for possible defences and traps.

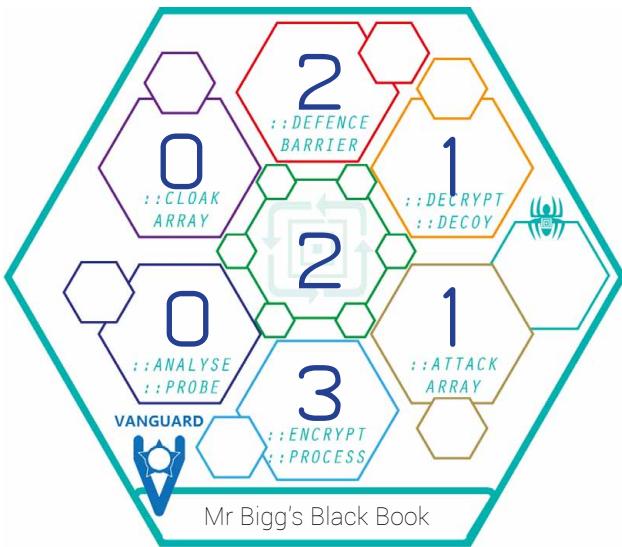
::Cloak array

So what if there is a trap in that node? You've broken down the defence barrier, but now you can't get in there without setting off a trap? That's what cloak array is for – it will also allow you to attempt to avoid detection by other hackers or nodes. So sit quiet and decrypt away or analyse data passing between the node – just don't use your attack array; there's no hiding when you do that.

Upgrades and nodes

Not only hackers get to use upgrades, nodes can have them as well, reinforcing their ability to fend off hackers, speed up their processing or encrypt their files against theft.

Upgrades in a node add to the chromacore of the node to give a base DC against which a hacker must succeed. The example node below shows a chromacore and surrounding upgrade ratings.



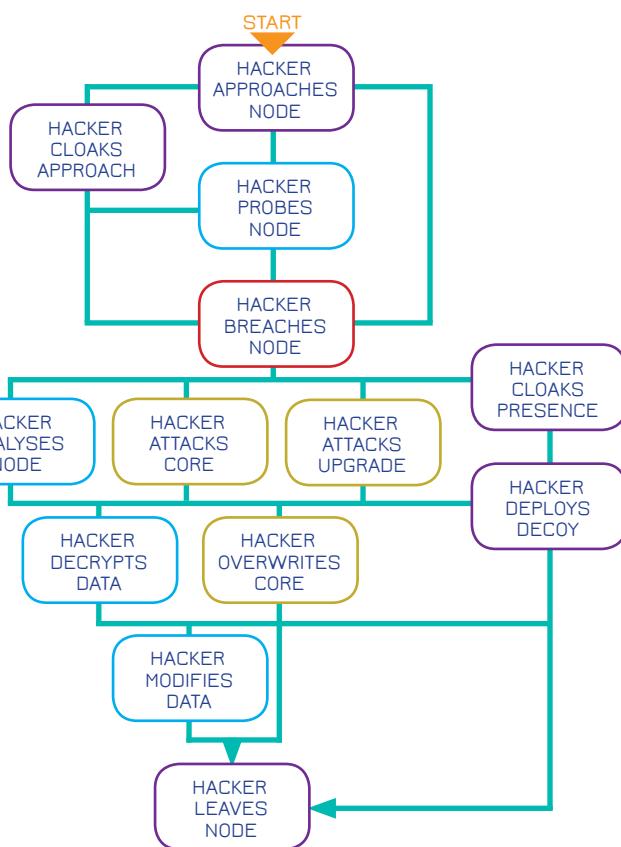
Going coreless

Not everyone has a chromacore when they go hacking. Most people do all their computer and data interfacing through their ODIN and ODINs normally don't require the sort of processing power a chromacore provides. Chromacores provide durability through adaptability: the core can assess, act and react. Without a chromacore a device can be called simple – only capable of following its programming.

When hacking without a chromacore (usually through an ODIN) any breach of the hacker's defence barrier or any successful attack on the hacking node causes the node to get dumped (disconnected) from the spectrum or, if it is currently inside another node, ejected out of the node it has infiltrated and into the open spectrum. In the case of an ODIN, if an attack against an ODIN without an associated chromacore is successful, the ODIN is programmed to shut down and reboot. This also halts any node activity it is running or any other ODIN-controlled actions, such as life support, communications, heads up display, etc.

A successful attack against a node (including an ODIN) from within the node damages the chromacore or an upgrade. However, if the purpose of the attack is to gather data and the node has no decoy, attack array or alarm systems, then there is no point in destroying the upgrades (except to upset the owner when they find out later).

ODINs without a core can be hacked, but cannot be overwritten. Any attack against a coreless ODIN will result in it shutting down and rebooting without damage.



Hacking as tasks

EXAMPLE:

Hacking follows a typical flow of activity, depending on how the hacker wishes to proceed (see above).

Hacking as a task

Hacking can be carried out as a task during combat. Initiative remains the same, including the number of tasks achieved. Initiative for a data node is equal to:

CHROMACORE +PROCESS upgrade

If a hacker is not going to carry out any activity other than hacking they can use SMARTS instead of ACTION as their initiative DP.

Approaching the node

When a hacker approaches hacking a node they have a few ways to proceed. Depending on what the hacker hopes to achieve, they can destroy the node, overwrite the node's core (and take control of it) or retrieve/alter/destroy data contained in the node.

A node will not pay attention to a hacker until they interact with it and so a node can be approached safely. Once outside the node, the hacker has three choices: cloak their presence before attempting to probe or breach; probe the node; or go straight on the attack and attempt to breach the node.



Cloaking

DC: CHROMACORE + ANALYSE upgrade

Success: The node is unaware of the hacker's presence and will not attack the hacker while cloaked. Any attack by the hacker against a defence barrier results in a new cloak roll to see if the cloak is maintained.

Failure: No immediate effect.

Probe

DC: CHROMACORE + DEFENCE BARRIER upgrade

Success: The hacker is aware of the node's ratings in core and upgrades and can identify any reactive barriers or data traps.

Failure: The node is aware that a hostile hacker is attempting to identify the node. The node is alert to future attempts, resulting in a +2DC to the node's defence barrier for the next 10 hours.

Breach node

DC: CHROMACORE + DEFENCE BARRIER upgrade

Success: The hacker has gained entry to the node. Once behind the defence barrier, the node can no longer use it to defend itself.

Failure: The node is aware that a hostile hacker is attempting to access the node. The node will be alert to future attempts, resulting in a +2DC to the defence barrier for the next 10 hours.

Analyse node

DC: CHROMACORE + ENCRYPT upgrade

Success: The hacker can identify what the node is used for and what data are stored within the node – although they still can't gain access to the information.

Failure: No effect.

Attack core

DC: CHROMACORE + DECOY upgrade

Success: This process is carried out as combat (see below), with success lowering the node's core rating by 1. If the core is reduced to 0, the hacker has taken control of the node and is free to access data without restriction.

Attack upgrade

DC: CHROMACORE + DECOY upgrade

Success: This process is carried out as combat (see below), with success lowering the targeted node's upgrade program by 1. An upgrade that is reduced to 0 is destroyed.

Failure: No effect.

Deploy decoy

DC: CHROMACORE + ANALYSE upgrade

Success: The hacker can attempt to disguise what they are doing by creating a decoy. The decoy distracts the node from attacking the hacker, leaving them free to carry out another task. A successful attack against a decoy removes it.

Failure: The node immediately identifies the nature of the decoy, thereby removing cloak status from the hacker and making the hacker vulnerable to attack.

Decrypt

DC: CHROMACORE + ENCRYPT upgrade

Success: Unless the hacker has unrestricted access to the node (either through authorisation or by overwriting the node's core), they must decrypt any data within the node before being able to understand it; this includes all forms of data as well as anything the node controls.

Failure: The hacker cannot understand the data or use/modify it.

Modify data

DC: CHROMACORE + ENCRYPT upgrade

Success: The hacker has successfully modified data within the node. This could be as simple as altering the content of an email or changing a duty roster, to corrupting a security droid's control program or giving it new operating orders.

Failure: The hacker hasn't managed to get the new data to save and must keep working at it.



In two places at once

What if you want to climb up that ladder while hacking into a cyborg's cyberbrain?

When switching between a physical task or esper task to a hacker task, you suffer a -1MOD to the task roll. This is cumulative each time you switch the type of task you are performing and the penalty applies to all tasks until the end of the round.

Combat is considered a physical task.

EXAMPLE:

In hacking, you score one success on initiative giving you two actions; you decide to probe a node of a security turret to determine the strength of its defence barrier. At the same time, you're being shot at and you want to shoot back.

As you've already done one task in hacking, you've only one task left in combat. You're distracted, so you suffer a -1MOD to the attack.

RESHAPING REALITY

In the universe of VANGUARD, the science of esperence deals with a person's ability to influence the world around them by the power of thought.

It's like all those cool abilities your favourite superheroes use – flying, x-ray vision, invisibility and so much more – but not everyone can do everything and not everyone is very good at esperence, but esper abilities can be studied and improved.

You can do magic

What makes an esper? It isn't intelligence and it isn't a strong body. Those who have the most esper ability are those that are aware of themselves, their feelings and the world around them. In terms of your character's attributes, we're talking SENSES.

Your character's SENSES rating will give them a starting number of POWER points. POWER points are an expression of mental and emotional energy, as well as control. Using your mind to control the world around you can be hard work, so the more POWER you have the more you can do.

Esper abilities as task.

Using an esper ability only takes concentration and POWER, it is something that can be done while you are walking, running, jumping or some other simple physical act, but anything more complicated suffers while you are busy focusing on creating an esperence effect.

In combat, you can use esperence as a task. In the extremes of combat, the mind can work of its own accord and, as esper abilities are part of a person's mental and emotional makeup, they can often work better under stress.

During combat, if an esper uses the *stay frosty* task instead of gaining a MOD to their next task, they can regain 1 point of lost POWER.





How abilities work

Each ability listed under the descriptions below has the following things:

POWER drain (PD)

This is the minimum amount of **POWER** points that must be spent to activate the ability. Additional **POWER** points can be spent to increase aspects of the ability, such as duration, size, damage, etc.

Many abilities have tiered results, costing more **POWER** as the results increase in strength. The tier **POWER** cost is also the minimum esper talent rating required by the esper in order to use the higher tier ability.

Details

Any information listed here relates to the ability's external effects or means of countering the ability.

Where a number of changes (size, range, strength) to an ability can be made, the esper must state how any added **POWER** is to be distributed.

EXAMPLE:

An esper with Moleculous creates an air aura cloak. The esper has a **POWER** rating of 3. The ability costs 1 **POWER** to activate, but only lasts a single round. The esper uses additional **POWER** to increase the duration of the ability by +1 rounds and another point to increase the **█** rating of the cloak from 1 to 2.

Austraum block

PD:1+

Details

Many espers develop an ability to prevent their own thoughts and emotions from being read by others. This is called an austraum block.

Any rating in **POWER** provides an equivalent rating in an austraum block. This requires concentration just as any other esper ability and when activated the esper uses a number of PD. Each PD spent provides an equivalent number of rounds of protection.

STRESS DEFENCE



Stress defence is a measure of a character's ability to shrug off anxiety, fear and panic. It is also the character's sense of control in dealing with issues that cause these emotions. Stress defence is an advanced rule that can be used to force characters to act in a manner reflecting the effects of negative emotions on their actions.

When a stress defence check is called for the character's DP is equal to their current **POWER** rating. The DC is determined by the cause of the effect or the GM's decision.

Failure could lead to a variety of results, as noted in an esper ability description or at the GM's choice.

The following results are examples of what could occur to a character who fails a stress defence check.

Confusion: Character loses their next task and suffers a -1MOD to all tasks until they perform a stay frosty task.

Fight or Flight: The character's natural instincts have kicked in and they must decide to either stay and fight (until KO) or flee from the cause of their fear not stopping till they are considered safe.

Panic: The character has panicked. Initiative and all tasks suffer a -2MOD till they can safely rest.

With an austraum block in place, the strength of the block acts as a modifier to ignore the effects or damage from an esper ability targeted at the esper. In most cases, an ability needs to have a power in excess of the austraum block in order to penetrate the block.

ESPER ABILITIES

There are 7 esper abilities taught at the austraum collegium in the hoppolite city of Elebrue.

Those abilities available to the characters and their tanarii opponents are detailed on their character sheets; see the individual descriptions for details.

CREW OF THE NIMBUS-6

○ PRE-GEN CHARACTERS

The following five characters have been created for use with this story.

Each has a personal history that can be incorporated into the story or ignored as the players choose. They have been designed using the character generation process; while some liberties have been taken with regard to equipment, all other attributes and abilities are standard for a starting character.

The story can support all five characters, but at least three are required to complete the story successfully.

Each character has a pre-filled character sheet alongside details of their personal history and reason for being on the NIMBUS-6. Any talents, weapons and armour, gear and esper abilities are detailed here as well.

Character sheet details

The following explain various parts of the character sheet.

- (A) These are the seven attributes that define a character.
- (B) This is the character's health monitor and current health monitor SAP value.
- (C) This is the character's SOAK DP.
- (D) The character's chromacore rating.
- (E) Character's MELEE attack bonus, MELEE DAM bonus and initiative DP.
- (F) This is the character's installed nanobreeders.
- (G) This is the character's Dy (currency in VANGUARD), which represents their resources.
- (H) This is the character's esper POWER points.
- (I) Area for character notes.
- (J) Near the top of the character sheet is space for the character's name, species and an area for a character portrait.

(K) This is the character's ODIN readout, detailing what special functions are installed.

(L) List all talents and ratings above 1. These are then detailed in the character's reference cards.

Gear cards

Some of the gear cards have multiple entries on them, but only those items listed with an 'X' beside the item are carried by the character.

CARLVIN TECH
LIGHTENING YOUR LOAD



X Carlvin assault vest (D3)
Anti-ballistic vest with eweave.
3BUF Soak, +1 Load

Carlvin webbing (D1)
Equipment pouches. +2 Load

Carlvin holster (D2)
Quick-pull holster. Free task to draw or holster weapon. Works with single handed weapons.

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Talent cards

Some talents can be taken more than once, up to a maximum of 6 times as indicated by the 'X's near the top of the card.

Increasing the rating of a talent can directly influence any BUF benefit, or the number of times the talent can be used in a game session.

THUG



DESCRIPTION

The character can increase their base MELEE damage by an amount equal to the talent rating up to a maximum of the character's TOUGH rating.

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ОДНОМЕСЯЧНЫЙ

TALENTS;

NAME :

J

10

1

1

4

10

Web

WEAPONS/ ARMOUR/ GEAR/

SPECIES:

VOCATION:

NANO BREEDEER
NANITE REGENERATION FACTORY

■ NANITE REGENERATION FACTOR

The logo for Scrub Tox, featuring the word "SCRUB" in a blue, sans-serif font above the word "TOX" in a white, sans-serif font. The "S" in "SCRUB" is partially obscured by a teal vertical bar on the left.

Y

OPTICAL DATA
DIN

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222



VANGUARD
Badgerian infiltrator

BRAGG EDIENNE

Bragg is a veteran of the Basel islands, where the badgerian homeland is constantly at risk from pretadors. He is typical of not only his race's aggression, but also of the independence displayed by infiltrators.

As an infiltrator, Bragg was trained to act alone or in a small team, working behind enemy lines to disrupt supply lines and communication. He outlived his last two combat partners and retired from the infiltrators to join the Confederation special forces. He did two tours of Jalepour, a small moon being fought over by Confederation forces and separatist colonists.

During his second tour he suffered a shrapnel injury to his spine, causing severe pain for which he has had a pain inhibitor installed (rather than a full spinal replacement). He has been placed on the NIMBUS-6 at light duties to recover from this injury.

DIGGING DEEPER

Bragg's real mission on the NIMBUS-6 is to keep an eye on Sabine Anatov, who is still not fully trusted by the Confederation.

While Sabine is in charge of day-to-day duties on the station, Bragg is in charge of station security and second in command to Sabine. He is the only one with legitimate access to the weapons lockers, which are coded to his military passkey.

The lockers hold all the crew's firearms and ammunition (except as otherwise noted), although they are all entitled to carry their nanoblades.

While Bragg has kept a keen eye on Sabine, he has come to think of her as a capable leader and can read her distant personality as one who is slow to trust, but a loyal companion. He respects her, but does not let this cloud his judgement. So far he has not noticed anything suspicious and has had nothing to report to command.

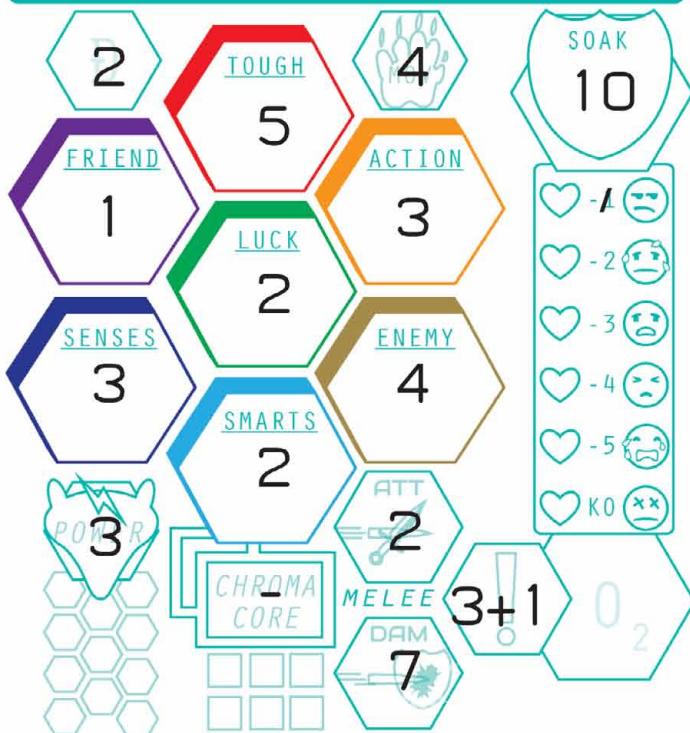
Bragg hasn't been on a combat mission in months and is itching for a fight; this has made him rather grumpy lately and Sabine has had to tell him to pull his tail in a few times and lighten up on the other crew (especially TK). He has taken to sparring with Samantha in the rec room as a means of letting off some steam and staying in shape. He has noticed the smuggler's compartment on her cyber-arm, but has not said anything to anyone about it, and he also knows she has concealed cyber-claws.

Samantha has shown him his strength is no match for her esperence, using her air blast to knock him down or her ESP to pre-empt his attacks. This has gained her a measure of his respect.



TALENTS: ALERT, FIRST BLOOD, NATURAL WEAPON 2, THUG 2, WARRIOR CALM

NAME: BRAGG EDIENNE



SPECIES: BADGERIAN

VOCATION SOLDIER

NOTES:

Military passkey (2)

WEAPONS/ARMOUR/GEAR/
Nanoblade 2 ♥2

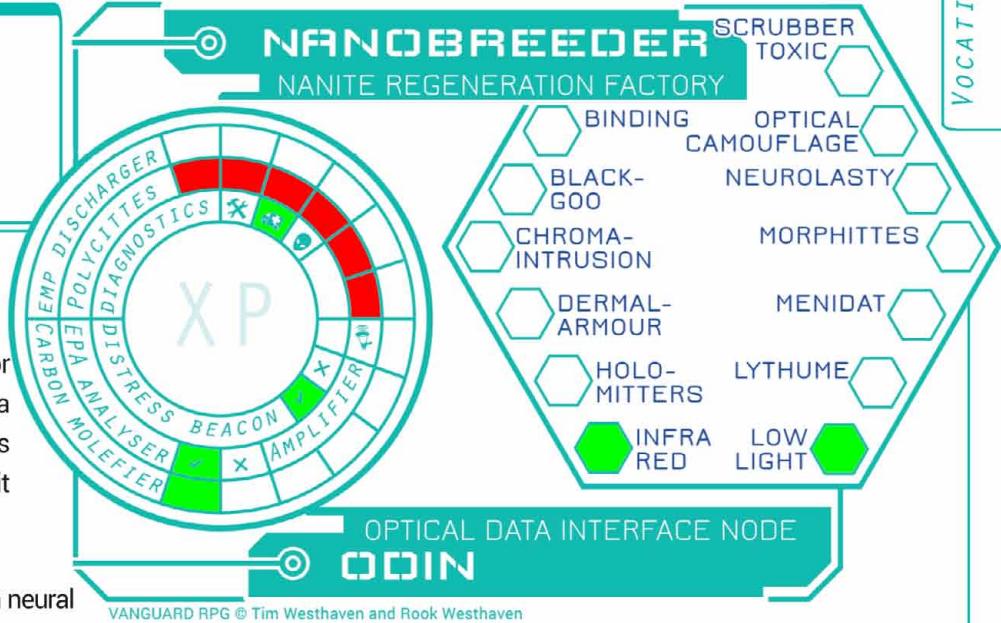
■ Arc harness

When targeted with ballistic or missile weapons the wearer rolls a D6, with a 6 indicating the attack has been deflected. Only attacks that hit need to be rolled for.

■ Brainshell

Protective shell around the brain with neural interface, control ports and 1 skillset bay.

■ □ □ Pain inhibitor A neural blocker added to a brainshell or cyberbrain that negates ♥ monitor penalty. Maximum 3.



CARLVIN TECH

LIGHTEN YOUR LOAD

■ Carlvin assault vest (D3)

Anti-ballistic vest with eweave.
3BUF Soak, +1 Load



BUF 3

□ Carlvin webbing (D1)

Equipment pouches. +2 Load

■ Carlvin holster (D2)

Quick-pull holster. Free task to draw or holster weapon. Works with single-handed weapons.

EĘZ BALLISTICS

THE SOUND OF FURY

■ KPAW29 (D4)

Standard issue to Confederate spec. ops.

ATT 3, DAM 3, RoF 6, Mag. 30

■ APG 20mm defensive grenade (D3)

x2 DAM in confined spaces, 3m AoE

ATT 3, DAM 3



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BADGERIANS

"COURAGE ALWAYS"



SPECIES MODIFIERS

- +1 Natural weapon talent
- +1 ♦ (SOAK total)

TAKE IT LIKE A BADGER!

Once per game session the character can take any amount of damage in a single blow and reduce it to a single ♦ of damage.

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SOLDIER

ENEMY

LOADOUT

Armour: Trooper
Field/Shield: ARC field

Weapons: Nanoblade, K88 laser rifle, 3xVPC grenades

Gear: Nanobreeder (Low-light/Infra-red), Rebreather, LS Kit, Terran survival kit

ODIN Apps: Polycites (6), Passkey(Military) 2, EP analyser, Medical diagnostics

Cytech: Brainshell, Softskill (Hacker), Pain inhibitor

MODIFIERS

- +1 Warrior calm talent

LINE OF FIRE

Once per game session the character can jump into the line of fire to protect a target within 3 paces. All attack DP are directed at the character instead of the intended target. This is a free task within a round.

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ALERT



DESCRIPTION



The character is naturally alert at all times. This grants them a BUF per talent rating on any checks to notice something out of the ordinary or impending danger.

This also gives a 1MOD to the character's initiative (non-cumulative with talent rating).

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FIRST BLOOD



DESCRIPTION



The character is always prepared for combat and gains a BUF to initiative and ATT equal to the talent rating if the character attacks with the element of surprise.

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NAT. WEAPON



DESCRIPTION



The character has a knack for fighting in close combat. Any close combat attacks gain a BUF per rating.

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THUG



DESCRIPTION



The character can increase their close combat damage by an amount equal to the talent rating up to a maximum of the character's TOUGH rating.

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SANDISA BOOTS

WALKING ALL WORLDS



X Sandisa combat boots (D3)

Reactive soles. +1MOD athletics and jumping.
+1 Movement

Sandisa combat boots are compatible with most armour, including vacuum suits.



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WARRIOR CALM



DESCRIPTION

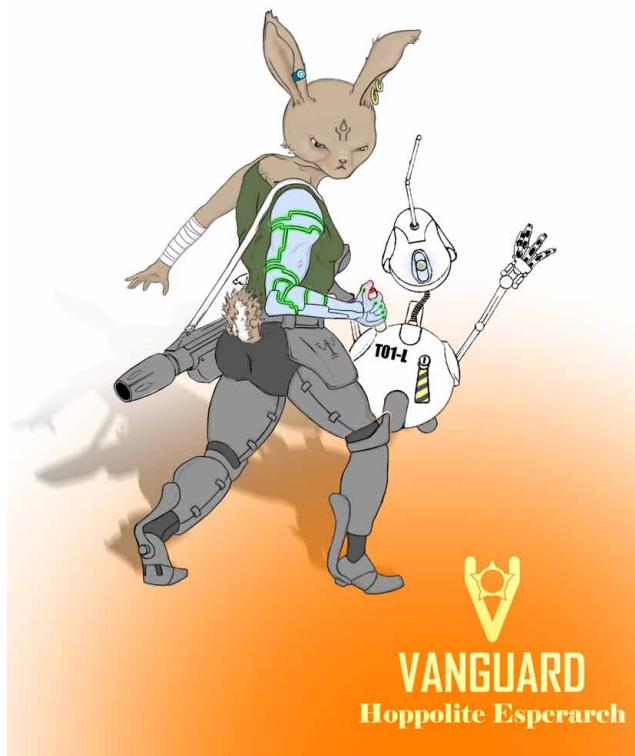
The character is a seasoned fighter who has the ability to think clearly in the heat of battle. This talent will double the advantages of stay frosty.

In addition, the character can ignore all ♦ penalties for a number of rounds equal to their TOUGH rating, once per session.

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CODE FREE





SAMANTHA COPPERTAIL

Samantha Coppertail is a strong esper and still young. Her lecturers at the collegium where she studied esperence were expecting great things of her. However, while visiting her father in his barracks, there was a terrorist attack that killed him and lost Samantha her right arm.

By deciding to replace her arm with a cyber-limb she alienated many within the esper community, but was recruited by a newly formed branch of the Confederation military research division looking into techgnosis: a recent field of study into esper/tech integration. This is how she came to be a member of the NIMBUS-6 crew, carrying out various research experiments in ZOG.

Samantha has a reasonable rapport with all the other crew members. Although not overly chatty, she enjoys a good laugh. However, she suffers from anxiety about her ESP abilities and others finding out the extent of her power, which leads her to focus on work over pleasure. She has taken to associating with the station's T01-L droid, who she has nicknamed Otis, and is using it to help her learn about hacking and programming in her spare time.

DIGGING DEEPER

She has noted Sabine's astraum cap and is worried about how Sabine sees her, though she is more inclined to attempt to make friends with Sabine than show her hurt at the thought of not being trusted to keep out of others' thoughts.

Knowing that Sabine probably has access to her file and knows what subjects she took at the collegium, she is worried Sabine might spread rumours about her if she were to get on her bad side, so she spends most of her time with Otis or reading trashy novels on her ODIN in her bunk.

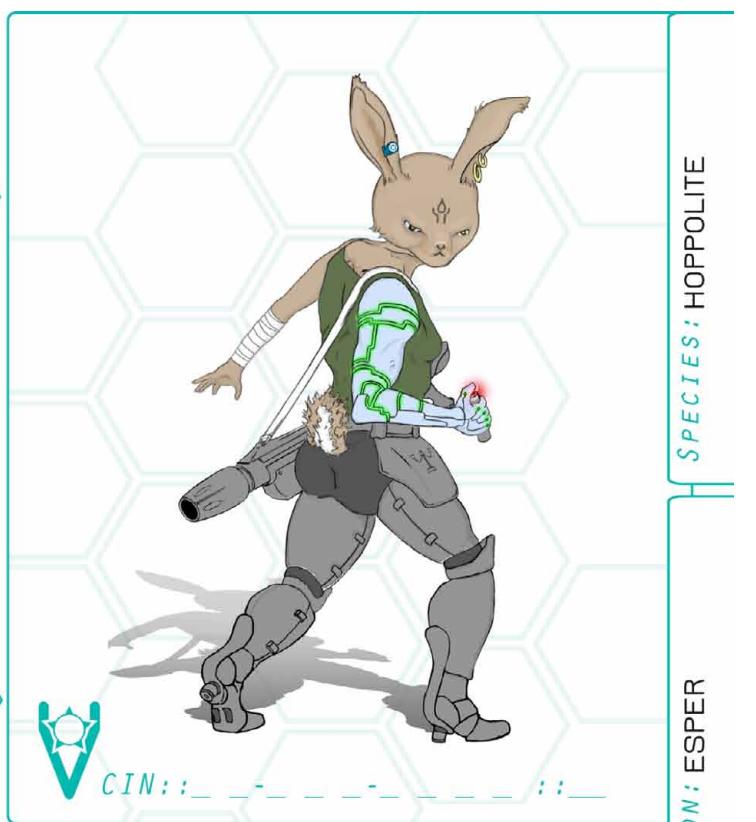
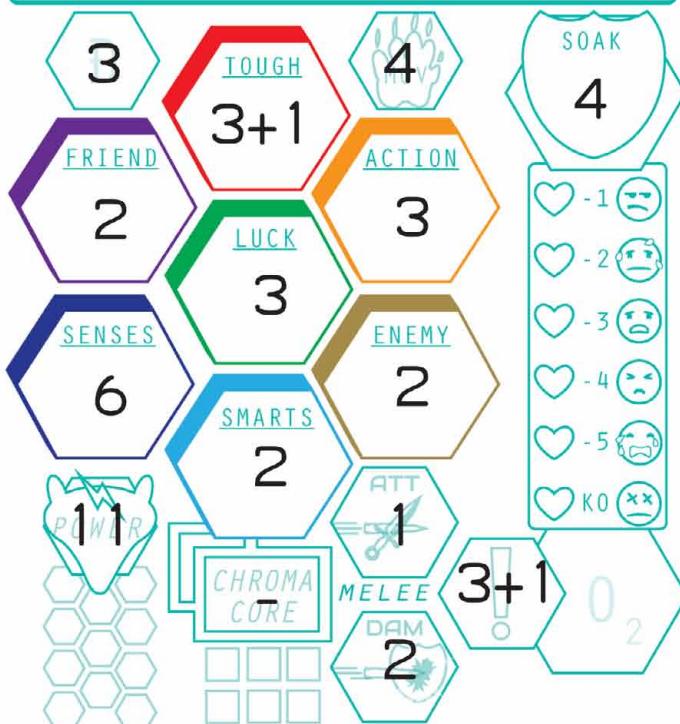
She knows that Bragg was stationed on Jalepour – a known separatist hiding hole – and a place she wants to go to track down her father's killers. To this end, she has put in some effort to make friends with the surly badgerian and they spar hand to hand a few times a week.

She likes TK's quick wit and likes listening to Corvin's tales of his home, but she still has lingering doubts about whether or not they like her.

Having suffered the effects of a surprise attack, she is cautious not to be caught flatfooted again. She maintains a demolition charge and remote detonator in her cyber-arm smuggler's compartment and is always armed with her nanoblade. Her K7 laser carbine is in the weapons locker.

TALENTS: ALERT, BOMB-MAKER, ESPER 4, FLOURISH, MENTALIST, SPIRITUAL

NAME: SAMANTHA COPPERTAIL



NOTES:

Scientific passkey (1)

WEAPONS/ ARMOUR/ GEAR/

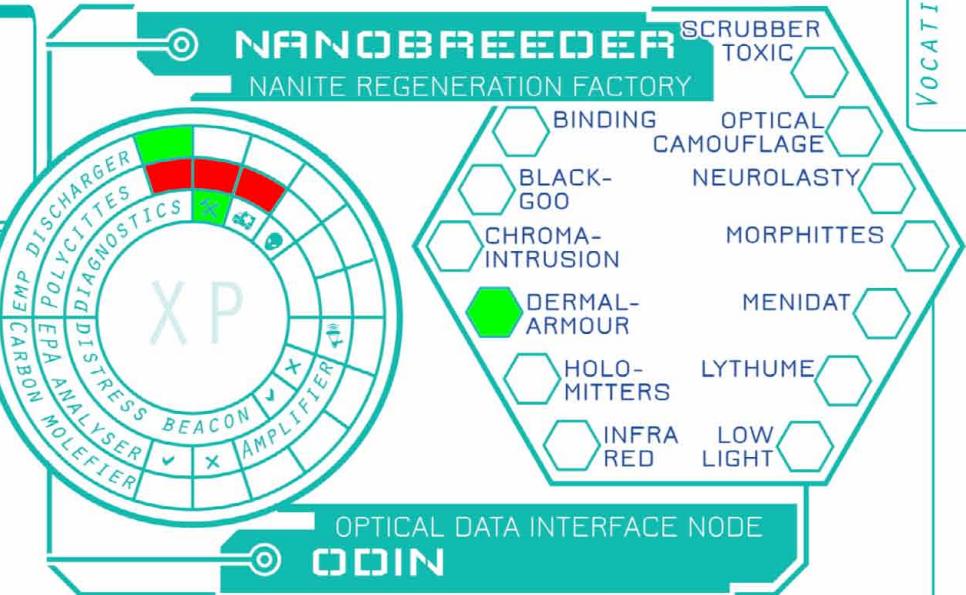
Nanoblade 2 2

Conduction - esper power enhanced field.



Demolition charge 3 6

remote detonation, AoE



LIGHT ARMOUR

DON'T CRAMP YOUR STYLE



Scout trim (D1)

Polymer clip-on plates

Can be worn over EP and ZOG suit.

Patrol dress (D2)

Reinforced light armour. Can be worn over EP suit.



KELVIT LASERS

ADVANCED PRECISION

K66 laser pistol

(D2)



K7 laser carbine

(D2)



K88 laser rifle

(D3)



KLR laser targeter (D3)

Available in a range of cool colours!



VANGUARD RPG © Tim Westhaven and Rook Westhaven

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HOPPOLITES

“ARISE”



SPECIES MODIFIERS

	+1 Alert talent
	+1 Movement

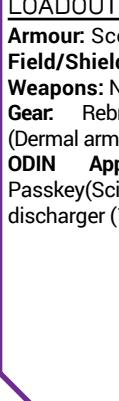
SUPER SPEED

Once per game session, the character can double their normal movement allowance.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

ESPER

SENSES



LOADOUT

Armour: Scout trim	+1 Mentalist talent
Field/Shield: Conduction	
Weapons: Nanoblade, K7 carbine	
Gear: Rebreather, Nanobreeder (Dermal armour)	+1 Esper talent

ODIN Apps: Polycites (3), Passkey(Scientific) 1, EMP discharger (1), Medical diagnostics

SURGE

Once per game session, when using an esper ability, the character can double the amount of **POWER** placed into the ability.

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ALERT



DESCRIPTION



The character is naturally alert at all times. This grants them a **BUF** per talent rating on any checks to notice something out of the ordinary or impending danger.

It also gives a 1MOD to the character's initiative (non-cumulative with talent rating).

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BOMB-MAKER



DESCRIPTION



The character has a knack for manufacturing, delivering and disarming explosive devices. Any use of explosives by the character gains a 1MOD.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

ESPER



DESCRIPTION

This talent is required in order for a character to use esper abilities. Each rating in this talent adds 1 point of **POWER** to the character's total **POWER** attribute. This also determines the highest rating PD ability the character can perform.

For every rating in **SENSES** a character can have access to an esper school or increase their study of a school.

□□□□□ Lightbender	XX□□□□□ Techgnosis
XX□□□□□ Mentalism	□□□□□□□ Telekinesis
XX□□□□□ Moleculous	□□□□□□□ Warper
□□□□□□□ Psychic surgery	□□□□□□□

VANGUARD RPG © Tim Westhaven and Rook Westhaven

FLOURISH



DESCRIPTION

A number of times per game session, equal to the talent rating, the character can carry out an amazing feat, such as a death-defying leap, disarming an opponent, carrying out a feint attack, driving a car on two wheels through an alley, or executing a near-impossible dance move. This act will succeed unless it is completely beyond the realm of possibility.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

MENTALIST



DESCRIPTION



The character has a natural ability to read the motives and emotions of others as well as see underlying patterns in the actions of others. This grants a 1MOD to investigating another's actions, interrogating or attempting to coerce another.

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SPIRITUAL



DESCRIPTION



The character has either a traditional/organised or individual spiritual tradition that grants them a sense of place, purpose and resolve. The character gains +1 **POWER** and stress defence.

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TOTAL-CYBER

CYBERNETIC REPLACEMENTS



Lft: Rght: **X** Arm replacement (D5)

Each arm increases SOAK +1, while there is a non-cumulative MELEE +1DAM.
Armoured: **X** EMP shielding: Quickswitch:



Lft: Rght: Leg replacement (D5)

Each leg increases SOAK +1, while there is a cumulative +1 MOVEMENT per leg

Armoured: EMP shielding: Quickswitch:



Torso replacement (D6)

Torso replacement adds +2 SOAK

Armoured: EMP shielding: Quickswitch:



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GOR-BIONICS

BUILD A BETTER YOU



X Molemar Attenuated Muscles (D8)

Grants +1MOD to any TOUGH-based DP



Spindle-weave armoured skin (D6)

Grants a BUF to SOAK and EP checks.

Starwalker (D8)

Requires replacement respiratory and circulatory system. Provides internal LS6 and ZOG protection.

X Sub-dermal Smuggler's pouch (D2)

Grants a 2BUF to conceal up to 1Ld object



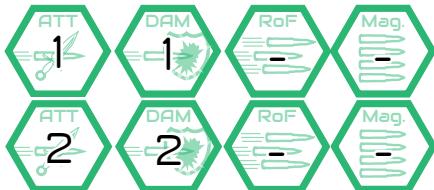
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REMMINGSTORN

RESPONSIBLE WETWARE



X Retractable claws (D2)



Retractable blades (D3)

Can support up to a 3ATT weapon.

Internal ammunition magazine (D~weapon cost)

Contains up to 2 magazines of ammunition for the installed weapons.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

COMPEL

MENTALISM



PD:3

Details

The esper can, through touch, instil in a target an urgent need to fulfil a communicated instruction.

The esper has 1 +POWER added against any esper defence, with the remainder becoming the DC against which the target must succeed with a stress defence check or fulfil the esper's command.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

EMPATHY

MENTALISM



PD:1 (3)

Details

Allows the esper to read the emotions of a subject—either person, animal or alien (if emotions are present)—within LoS. 1 +POWER added minus target's esper defence results in a BUF to the esper's SENSES check to identify the target's emotions

At PD3 the esper radiates an emotion of choice.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

AIR CLOAK

MOLECULOUS



PD: 1 (3)

Details

Creates a stiff shell of air around the esper. The shell acts as additional armour, with expended PD adding to SOAK. Air and slow objects will pass through. At PD:3 rating it can also be used to contain anything inside the area of effect (such as a gas or explosion). Any damage to the field (inside or out) is modified by the strength of the field.

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EMOTE

MENTALISM



PD:1 (3) (5)

Details

Forces an emotion on a target through touch, at 1 +POWER added minus esper defence with the remainder becoming a BUF for affected tasks.

At PD3, the target can be within LoS.

At PD5, additional targets within LoS up to the esper's FRIEND rating can be affected.

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TELEPATHY

MENTALISM



PD:1 (3) (5)

Details

Allows the esper to read the thoughts of a target, or send a thought, within three paces (approximately 2m). Each additional point of POWER increases this range by an additional three paces.

At PD3 the target can be within LoS; at PD5 the target can be anywhere if the esper has a focus.

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AIR/WATER BOLT

MOLECULOUS

PD: 1 (3)

Details

ATT for the bolt equals expended PD. A successful attack pushes the target back an equal number of metres equal to the damage minus the target's TOUGH but no physical damage is incurred.

The target needs to overcome a DC equal to the damage using a task in order not to trip over.

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INFLAMMABLE

MOLECULOUS

PD: 1

Details

The esper becomes immune to fire or heat. Damage caused by fire or heat (including plasma weapons) is reduced 1♥ +POWER added. The effect lasts one round; additional rounds of duration can be purchased with the expenditure of POWER.

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SHIRKER

MOLECULOUS

PD: 1

Details

This is a reactive ability, used in the spur of the moment just before damage is incurred. As such, it can be used out of task sequence *IF* the esper was aware of pending damage. It will use up a task of the esper either in the current round or following round.

A single ♥ of physical damage may be ignored.

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VACUUM

MOLECULOUS

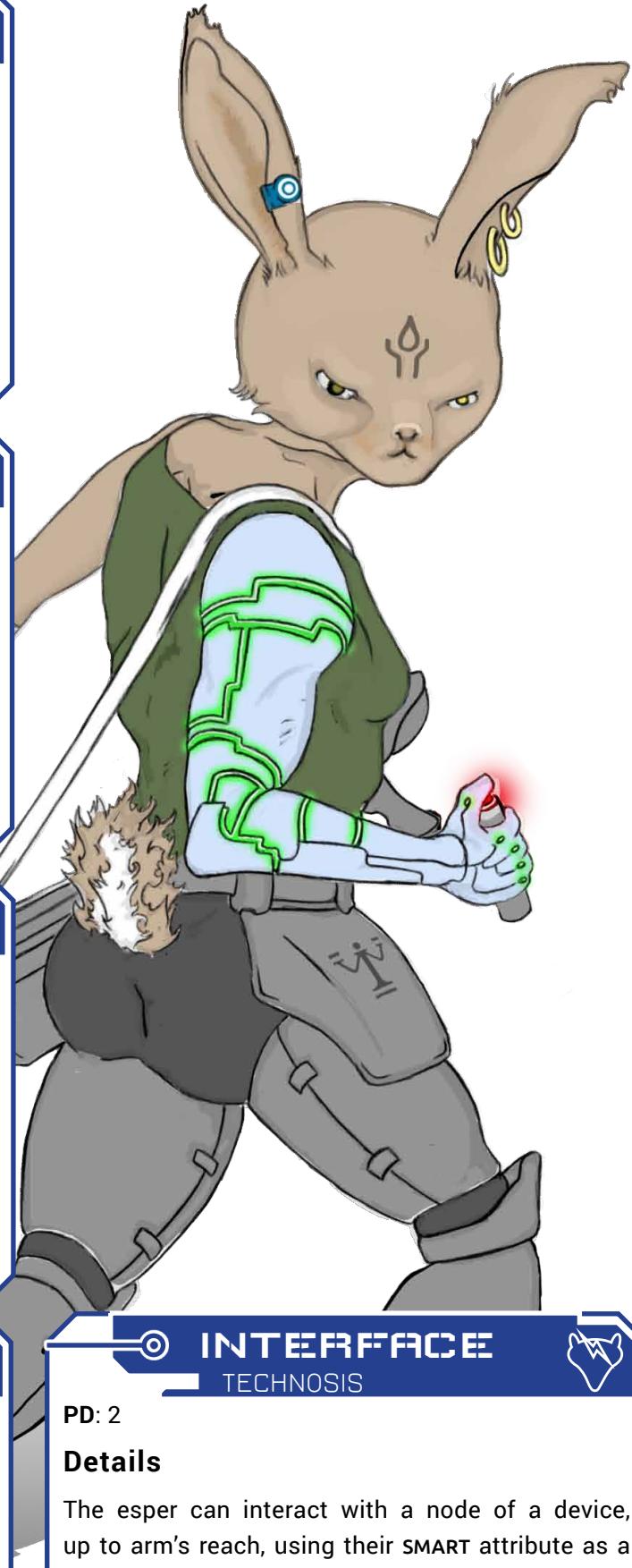
PD: 1

Details

This ability pulls all atmosphere outside the AoE similar to that of the Aura cloak PD:3 and can be increased in a similar manner.

Those without life support equipment enabled will lose their breath and will start taking damage according to the vacuum rules (pg12).

VANGUARD RPG © Tim Westhaven and Rook Westhaven



INTERFACE

TECHNOSIS

PD: 2

Details

The esper can interact with a node of a device, up to arm's reach, using their SMART attribute as a chromacore. The duration of the ability is 1 +POWER in rounds.

If attacked within the spectrum by an attack array, the esper takes physical damage.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



VANGUARD

Molen Breaker pilot

CORVIN GREYCLAW

Corvin didn't want to be on the NIMBUS-6, but his unit was in rotation and it was his turn. The months he's been on the station already seem like years and he's been feeling edgy, often having verbal slanging matches with Bragg as the two of them blow off steam.

Working most closely with Sabine and the nutwerk TK, Corvin has maintenance, piloting and communications duties on the station.

Back on Ashen, he was a rising star among his engineering division, the Fighting 54th, mining and engineering corps. He is a skilled breaker pilot, but his breaker is sitting in a hangar at Camp Dur planetside and he's stuck in the control capsule or communications pod dreaming of drilling, rock breaking and blowing stuff up.

DIGGING DEEPER

Normally Corvin is very laidback, personable and easy to get along with, but months aboard the NIMBUS have left him edgy, surly and ready to break something. TK has issued him a sleep generator, which has helped a little, but he's still got cabin fever and just wants to be back planetside in his breaker.

While he has no hard feelings for any of the other crew, he has been butting heads with Bragg as the two of them get more and more fed up with the confinement of their posting. However, both of them understand that this is just a stress mechanism and neither holds a grudge.

Corvin likes building things, piloting things and breaking things. He keeps a number of small droids in his room that he is constantly pulling apart, re-configuring and playing with. They are little more than toys, but they keep his mind off the void of space outside his wall and off his breaker gathering dust back on Ashen.

He is most fond of Sabine and TK; Sabine because she leaves him alone and cuts him some slack about his grumpy nature of late; and TK for his upbeat nature and sense of humour that is a relief in the sterile conditions of the station. If feeling bored, he'll engage Samantha Coppertail in a discussion of demolitions as she seems to share his passion.

He is a simple soul, with little guile to him. He likes the simple things in life, food, fun, friends and breaking things. His driving goal is to be the most famous breaker pilot in the entire Byos system, if not the Confederation, but he's in no hurry, after all he's still young.



TALENTS: AGILE, INTERNAL CLOCK, IRON WILL, LOW DENSITY, PRODIGY (PILOT), UNSTOPPABLE, VEHICLE 3

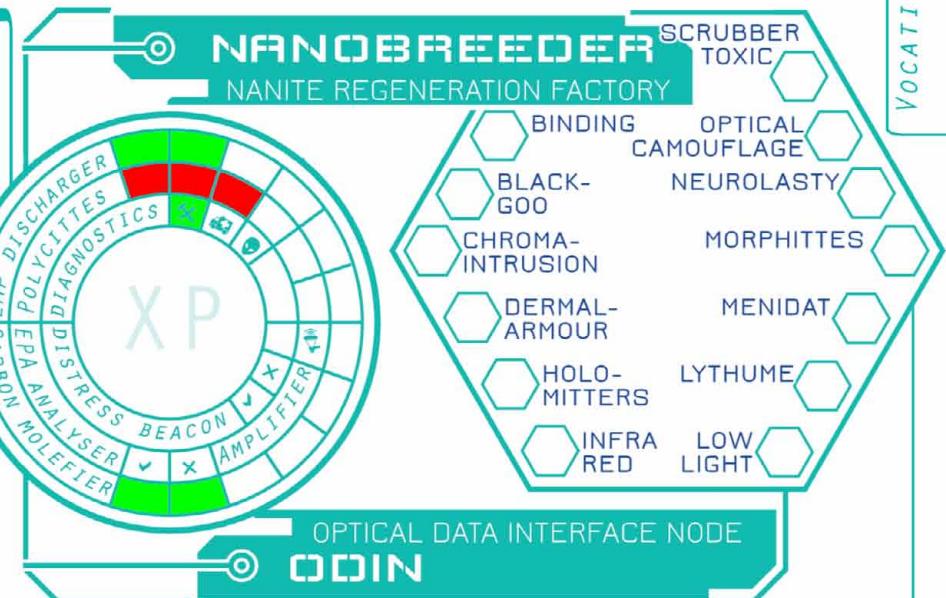


SPECIES: MOLEN

VOCATION: PILOT

NOTES:
Military passkey (1)

WEAPONS/ ARMOUR/ GEAR/
Nanoblade 2 2



TACHIO MATER

LOOK FAR



AT-9 Pilot suit (D7)

Built in EPA4, LS4, micro-shute, helmet. Inductive neural interface.



Vim helmet (D3)

LI, RI, Sonar, UV, Microred VF, LS and ZOG compliant

SARC MUNITIONS

PROTECT YOUR FUTURE



Grimmclaus submachine pistol (D3)
Favoured by pilots and ship-board security.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

VANGUARD RPG © Tim Westhaven and Rook Westhaven

MOLEN

"KNOWLEDGE ABOVE ALL"

SPECIES MODIFIERS



+1 SMARTS



SMART COOKIE

Once per game session, the character can replace any DP with their SMARTS. Normal modifiers to the specific DP apply.

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PILOT

ACTION

LOADOUT

Armour: Aeronal-8 flight suit

Weapons: Nanoblade, M6 pistol

Gear: Mechanic kit

Vehicle: Falcon P-9

Droids: 2D0

ODIN Apps: Polycettes (3), Passkey(Military 1)

Cytech: Brainshell, Softskill (Athlete), Precision nerves (Agile talent)

MODIFIERS

+1 Vehicle talent



MAVERICK

The character is a naturally gifted but unorthodox and unpredictable pilot. This grants the character a +1MOD to any DP concerning piloting a vehicle but any crit effects to the vehicle they pilot is automatically doubled.

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AGILE



DESCRIPTION

The character is as agile and nimble as a cat, able to go limp to ignore damage and nearly always able to land on their feet after a stumble.



The character gains a BUF for any action involving agility, nimbleness or reflexes; including moving quietly and defence during combat. The character also halves any falling or crushing damage.

They lose all the above benefits if they have any amount of encumbrance (more gear cards than their tough).

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INNER CLOCK



DESCRIPTION

The character has an unwavering knack for keeping time and knowing what the time is (relative to planetary conditions) even if they have recently been unconscious.

The character can keep time down to a second accurately when concentrating and can accurately tell the time – or how much time has elapsed since an event they were aware of – within a two minute margin of error.

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IRON WILL



DESCRIPTION

The character gains a 1MOD per rating in this talent to DC against esperence for defence purposes.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

LOW-DENSITY



DESCRIPTION

When suffering damage from ZOG conditions (vacuum, pg12) the character only suffers 1DAM x round exposed.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

PRODIGY (PILOT)



DESCRIPTION

The character is a natural at a particular set of skills. The character is entitled to choose an additional vocation.

Alternatively, if the character decides, they can choose prodigy to be the same as the character's chosen vocation. If so then any benefits of the vocation are doubled, vocation talents that can only be used once per session can be used twice.

This talent can only be purchased during character creation

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UNSTOPPABLE



DESCRIPTION

The character is highly resilient to damage and pain ignoring a number of health monitor penalty levels equal to the rating of this talent.

Damage at these levels is still applied, only the SAP penalty is ignored.

VANGUARD RPG © Tim Westhaven and Rook Westhaven





VEHICLE

DESCRIPTION

The character has acquired a vehicle. The rating in this talent is added to the character's starting D, the total then used to determine the D rating of the vehicle available to the character.

During the game the character can maintain the vehicle under normal circumstances (including fuel). And while specific damage needs repairing – even if destroyed, as long as parts of the vehicle are recovered – they can have the vehicle rebuilt (given enough time) without additional cost (as it is assumed the normal maintenance costs are used for repairs instead).

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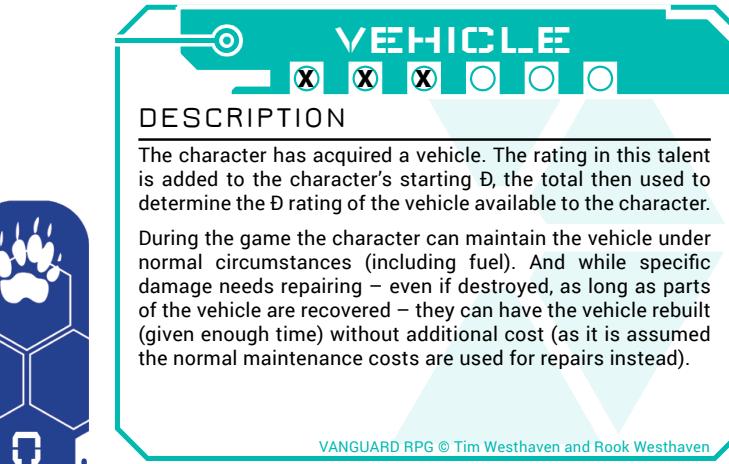
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POLYFRAY INC.

BE EVERYONE



X Skillset chip (D5)

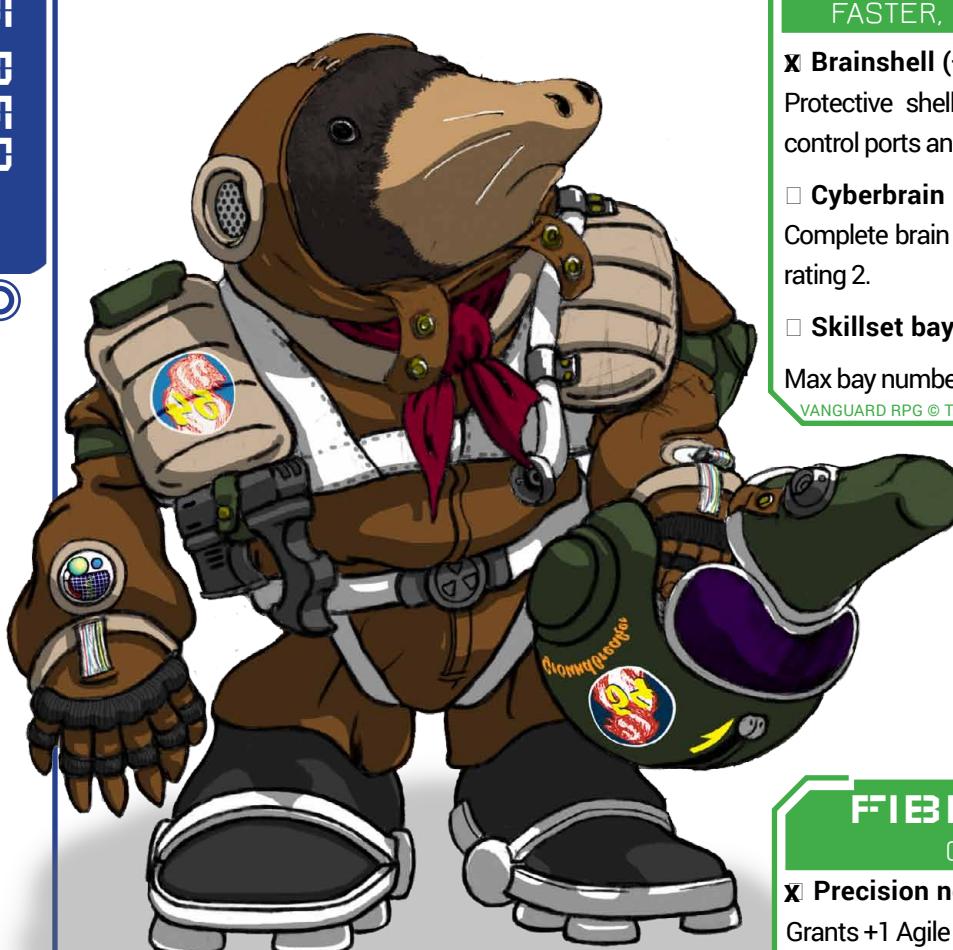
Benefits of a vocation (except loadout) when used in a skillset bay; all vocations except esper are available.

- Artist Athlete Crook Detective
- Doctor Engineer Hacker Laborer
- Merchant Pilot Scientist Soldier
- Suit Teacher Xenoscout

□ Chromadub (D7)

A duplicate copy of a cyberbrain should anything happen to your current cyberbrain. New brain, new body!

VANGUARD RPG © Tim Westhaven and Rook Westhaven



CEREBASCENT

FASTER, SHARPER, SMARTER



X Brainshell (D3)

Protective shell around the brain with neural interface, control ports and 1 skillset bay.

□ Cyberbrain (D7)

Complete brain replacement with upgradable chromacore rating 2.

□ Skillset bay upgrade (D3)

Max bay number: Brainshell (3), Cyberbrain (8)

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FIBER-CAMIKO

GET THE NERVE



X Precision nerves (D5)

Grants +1 Agile talent.

□ Spinal replacement (D3)

Grants a BUF to initiative.

□ Psychexcite (D8)

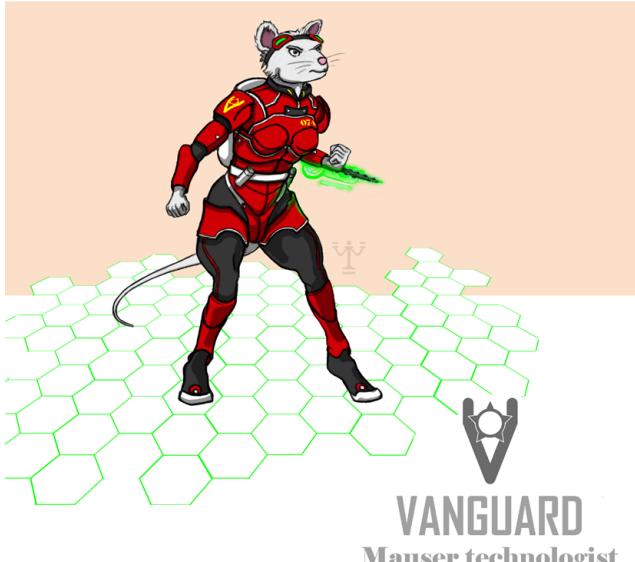
Increases nerve response and muscle torc, granting a +1MOD to any action based DP

□ E-sink (D6)

Grants a 2BUF against EMP damage

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SABINE ANATOV

Sabine Anatov is aloof (some would say cold), quiet, watchful and decisive when the need arises. She is the commanding officer on the Nimbus-6.

Rumour has it she was a member of the Red Hawks, a notorious group of mercenary hackers, before she was captured in Varmisk and sentenced to 70 years on an asteroid mining hulk. Word is, before she was shipped off, an officer of the Confederation came to her cell and offered her a deal. Since then she's been working for the Confederation. Her hacking skills are highly rated, but she has no illusions about her abilities. She is slow to trust, but once she considers someone a friend she will do anything for them.

DIGGING DEEPER

Despite the rumours, Sabine was never a career criminal. She understands the rumours affect how others respond to her, but feels no need to clear the air or to dissuade people that she was, is, or could be, dangerous.

Sabine doesn't like making friends. She knows only too well that once she befriends someone she takes on the responsibility of looking after them, even to her own detriment. She has been keeping things strictly business on the NIMBUS-6.

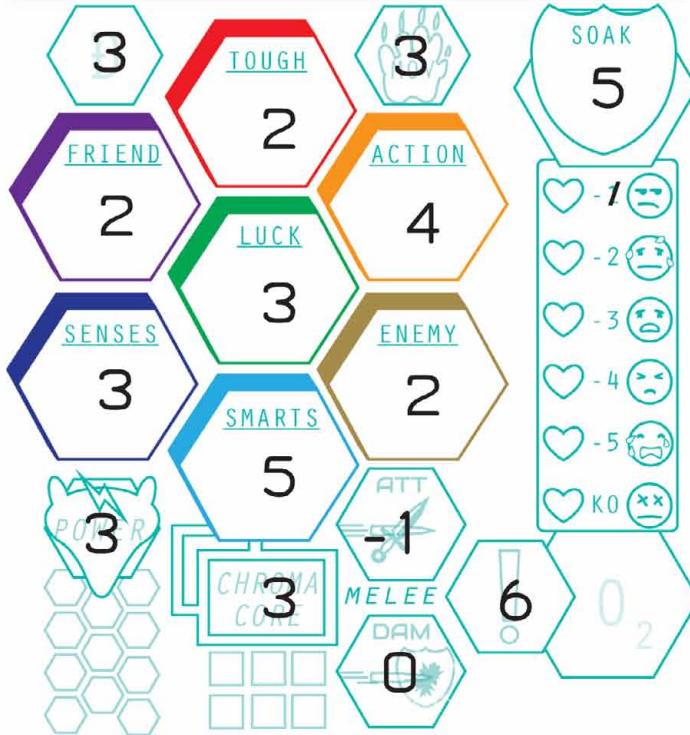
The truth is that she did work with the Red Hawks on a number of jobs where it was in her interest to do so, but eventually she got in too deep and was forced to help hack into a bank. She later took revenge on the criminal boss who orchestrated the hack, but before she could get away she was caught by Confederation police and imprisoned. She knows the police were tipped off, most likely by the crime boss's associates, so she knows she isn't safe.

Once she'd signed up with the Confederation, she used her new level of access to help an old friend out of a sticky situation and 'get lost', but she was under surveillance and her indiscretion was discovered, which got her posted to the NIMBUS-6. She isn't bothered by the posting as it gives her some distance from her enemies and allows her to gather her thoughts as to what she's going to do next. She's not sure what that is just yet, but she's fairly confident it involves causing pain for her unseen enemies.



TALENTS: AGILE, GITS, KEEN HEARING, LOYAL, NEUROMANCER, PRETENDER, UNWAVERING

NAME: SABINE ANATOV



SPECIES: MAUSER

VOCATION: HACKER

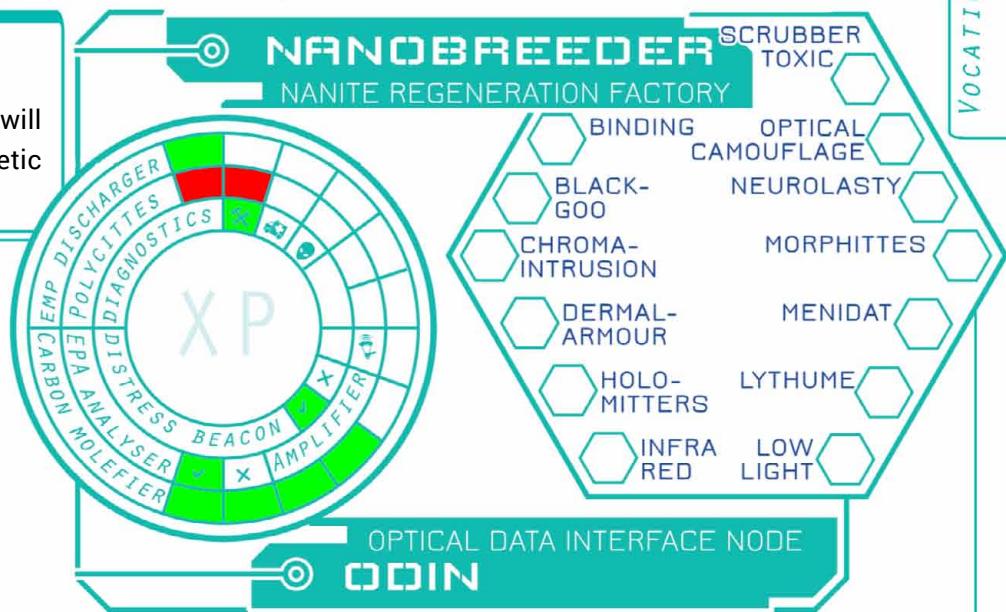
NOTES

Scientific passkey (2)

Sabine's Athlete skillset chip will give her a +1MOD to any athletic task and a +1 MOVEMENT.

WEAPONS / ARMOUR / GEAR /

Nanoblade 1 2 2



BYOS-RISE

CT-7 SKIRMISHER



X CT-7 (D5)

Composite carapace over a duraplex suit, fully enclosed protection up to EP4 and a built-in LS2. While not Z0G proof the CT-7 has the added bonus of EM2 shielding which makes it popular with hackers. The helmet has a built-in high-strength torchlight.



PLC TECHNIC

ADVANCED PRECISION

X Taser (D2)



This fires a mesh of  conductive fibres at a target which are then electrofried. Affecting organic and inorganic targets equally. Targets will suffer a DC8+Damage stress test against their **POWER**, for organics; or **SOAK +EM** shielding for inorganics.

*Once a target is hit, no attack roll is required to continue damage the following round, unless the target uses a task to remove the mesh first.

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MAUSERS

"UNITED IN STRENGTH"

SPECIES MODIFIERS



+1 Agile talent

SNEAKPEAK

Once per game session, the character can go completely unnoticed for a single round.

SQUISHY

The character takes half damage from any crushing or falling damage.

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CEREBASCENT

FASTER, SHARPER, SMARTER



Brainshell (D3)

Protective shell around the brain with neural interface, control ports and 1 skillset bay.

Cyberbrain (D7)

Complete brain replacement with upgradable chromacore rating: ■ ■ □ □ □ □ □.

Skillset bay upgrade (D3)

Max bay number: Brainshell (3), Cyberbrain (8)

VANGUARD RPG © Tim Westhaven and Rook Westhaven

FIBER-CAMIKO

GET THE NERVE



Precision nerves (D5)

Grants +1 Agile talent.

Spinal replacement (D3)

Grants a BUF to initiative.



Psychexcite (D8)

Increases nerve response and muscle torc, granting a +1MOD to any action based DP

E-sink (D6)

Grants a 2BUF against EMP damage

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SENTARI-SOFT

UNCOMPROMISING QUALITY



Software upgrades for chromacore.

Each upgrade can be rated 1–6 with a relative cost increase.

(D3, D4, D5, D6, D7, D8)

Defence barrier

Decoy/Decrypt

Attack array

Encrypt/Process

Analyse/Probe

Cloak array

VANGUARD RPG © Tim Westhaven and Rook Westhaven

HACKER

SMARTS



LOADOUT

Armour: Scout

Field/Shield: Stasis

Weapons: Nanoblade, Taser

Gear: Austraum cap, Electrical tools

ODIN Apps: Polycites (2), Carbon molefier (4), Passkey(Scientific) 2, EP analyser, Engineer diagnostics

Chromacore: 3

Cytech: Cyberbrain (+1),

Softskill (Soldier, Athlete), Spinal replacement (+1 initiative)

MODIFIERS

+1 Neuromancer talent

NOT TODAY

Every time the character is about to hack into a node that has reactive defences there is a chance the character gets a premonition that they have overlooked something potentially dangerous. The chance is equal to SENSES at DC2.

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POLYFRAY INC.

BE EVERYONE



Skillset chip (D5)

Benefits of a vocation (except loadout) when used in a skillset bay, all vocations except esper are available.

<input type="checkbox"/> Artist	<input checked="" type="checkbox"/> Athlete	<input type="checkbox"/> Crook	<input type="checkbox"/> Detective
<input type="checkbox"/> Doctor	<input type="checkbox"/> Engineer	<input checked="" type="checkbox"/> Hacker	<input type="checkbox"/> Laborer
<input type="checkbox"/> Merchant	<input type="checkbox"/> Pilot	<input type="checkbox"/> Scientist	<input checked="" type="checkbox"/> Soldier
<input type="checkbox"/> Suit	<input type="checkbox"/> Teacher	<input type="checkbox"/> Xenoscout	

Chromadub (D7)

A duplicate copy of a cyberbrain should anything happen to your current cyberbrain. New brain, new body!

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DEFENCE FIELDS

PROTECTIVE ENERGY FIELDS



Aegis high-reactive displacement field D8

Conduction – esper power enhanced field. D4

Stasis – molecular density field. D3

Warp – warp displacement field. D4

VANGUARD RPG © Tim Westhaven and Rook Westhaven



SENTRII-SOFT

UNCOMPROMISING QUALITY



Software upgrades for chromacore.

Each upgrade can be rated 1–6 with a relative cost increase.

(D3, D4, D5, D6, D7, D8)

Defence barrier

Decoy/Decrypt

Attack array

Encrypt/Process

Analyse/Probe

Cloak array

VANGUARD RPG © Tim Westhaven and Rook Westhaven

ESPROTEC

KEEP YOUR SECRETS

Austraum cap D6 grants a 3BUF to defend against esperence effects.

Gadin Riprib suit D7 - An esper pushes power into the suit to increase defence field. The suit can be ZOG and EP safe with a helmet.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

CODE FEE

37



AGILE



DESCRIPTION

The character is as agile and nimble as a cat, able to go limp to ignore damage and nearly always able to land on their feet after a stumble.



The character gains a BUF for any action involving agility, nimbleness or reflexes; including moving quietly and defence during combat. The character also halves any falling or crushing damage.

They lose all the above benefits if they have any amount of encumbrance (more gear cards than their tough).

VANGUARD RPG © Tim Westhaven and Rook Westhaven

LOYAL



DESCRIPTION

The character is devoted to their friends. Any action where the protection or safety of a friend or ally is involved gains a 1MOD.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

GITS



DESCRIPTION

GHOST IN THE SYSTEM



This talent grants the character a 1BUF when hacking. They also have a +1 CLOAK ARRAY while in the spectrum.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

NEUROMANCER



DESCRIPTION

The character has a brain that was made to travel through the spectrum, it naturally accepts and interprets the information of the spectrum without resistance. The character gains +1 CHROMACORE if they have a cyberbrain and a 1MOD hacking from inside the spectrum. This also applies when a chroma intrusion nanobreeder is used.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

KEEN HEARING



DESCRIPTION

The character has astonishing hearing, giving them a BUF equal to the talent rating where hearing is involved. Also, the character only suffers half the normal penalty for being blind or in complete darkness if sound is still available.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

PRETENDER



DESCRIPTION

The character has a talent for adapting under pressure. For every rating in the talent, once per session the character can act as if they had chosen a different vocation, gaining any attribute benefits, but not talents or loadout of the chosen vocation.



This talent can also be used to fool others into believing the character has knowledge and skills that they don't, with the rating adding a BUF to any FRIEND DP to do so against a target's SMART attribute as DC.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

UNWAVERING



DESCRIPTION

The character has nerves of steel. The character's stress defence is BUFfed by the rating of the talent.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

TACHIO OPTICS

LOOK CLOSER



□ Gora farseer scope (D7)

The Tachio gora farseer is the most advanced weapon scope available, +2MOD when targeting at long range.



✗ Vim goggles (D2)

Visual representation of spectrum nodes giving BUF to hacking.



VANGUARD RPG © Tim Westhaven and Rook Westhaven



TK

Tam Kyumi, known as TK, despite his youth and apparent immaturity, has seen more action than any of the other crew members aboard the NIMBUS-6 – even Bragg.

Having finished his tour of Sarcrast, TK was sent home for compulsory leave; but not wishing to remain on Ashen he immediately applied for reassignment on a long-distance mission. The next such mission wasn't for three months, so he took the posting to the NIMBUS-6 as chief communications officer, monitoring deep space transmissions and Confederation encrypted channels.

He has not spoken to his parents or replied to any of their messages over the past seven years and is burdened with guilt, something he only shares with Komoni his 2Do personal droid and constant companion. Nothing, however, seems to dampen his optimistic spirit and cheeky wit.

DIGGING DEEPER

While young he witnessed the death of his older brother on his parents' chestnut farm. Blaming himself, he left home as soon as he was old enough, unable to stay with the memory of his brother's death. He joined the SRC (space ranger corps) and after boot camp was sent to the Klewerk marbles (17 moons orbiting the gas giant Klewerk). On a two-year tour he saw battles with badgerian pirates; pretador slavers; three different kinds of space worm; and lost track of the rescue missions, resupply runs and running battles with black market traders and separatist forces, which use the moons to carry out their secret dealings.

After his tour of the marbles he signed up to a further two-year tour of the furthest reaches of Confederation space and ended up on the planet Sarcrast. There he gained a reputation among his fellow rangers for his unquenchable optimism, wit and devious pranks, not to mention high respect for his amazing marksmanship, earning himself 4 gold oak leaves for sniping. But he keeps that to himself.

On the NIMBUS-6 he is just biding his time until the next deep space mission in order to get as far from Ashen and the memory of his brother as possible. In the meantime, he makes sport of his fellow crew members and even torments his droid Komoni with philosophical questions that cause his logic engine to crash.

He gets along best with Corvin and relishes baiting Bragg or being the catalyst that sets the two of them off on one of their now legendary arguments – for which he is quietly reprimanded by Sabine whom he addresses sardonically as 'mother'.



NUTWERKS

"AS ONE"



SPECIES MODIFIERS



$\frac{1}{2}$ all falling damage

CATCH ME IF YOU CAN

Once per game session, the character can outrun or outmanoeuvre a pursuer, for as long as they continue the chase, until the situation changes.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

ALERT



DESCRIPTION



The character is naturally alert at all times. This grants them a BUF per talent rating on any checks to notice something out of the ordinary or impending danger.

This also grants a 1MOD to the character's initiative (non-cumulative with talent rating).

VANGUARD RPG © Tim Westhaven and Rook Westhaven

LIGHT-TOUCH



DESCRIPTION



The character is extremely dexterous gaining a BUF per rating to any act involving the use of their fingers (or toes?), such as pick-pocketing, lock picking, swiping theft, sleight-of-hand, playing the piano or guitar, tickling, etc.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

SHARP EYES



DESCRIPTION



The character has astonishing vision, giving them a 1MOD where sight or ranged combat is involved. This talent applies even if the character only has one eye.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

XENOSCOUT

ACTION

LOADOUT

Armour: Patrol dress, EP suit

Field/Shield: Stasis field

Weapons: Nanoblade, K7 carbine, M6 pistol

Gear: Nanobreeder (Toxin scrubbers), Rebreather, Quadocular visor, Xeno survival kit

Vehicle: Falcon P-9

ODIN Apps: Polycettes (3), Carbon molefier (4), Passkey(Scientific 2), EP analyser, Xeno diagnostics

Cytech: Brainshell, Softskill (Soldier, Hacker), Eyes (Target selector), Ears (HILO)



MODIFIERS

+1 Alert talent

LIGHT FOOT

Once per game session, when moving in an non-urban environment, the character can ignore all encumbrance and double their movement rate.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

JAMMY



DESCRIPTION

The character is naturally lucky. The rating in this talent forms a pool of points which may be used each game session by the character as LUCK powercittes. Any such points not used during the game do not go towards session XP.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

SHADOW



DESCRIPTION



The character is naturally stealthy, any attempt to hide, move quietly, evade pursuit or act in an inconspicuous manner grants a BUF per rating.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

UNSTOPPABLE



DESCRIPTION

The character is highly resilient to damage and pain ignoring a number of health monitor penalty levels equal to the rating of this talent.

Damage at these levels is still applied, only the SAP penalty is ignored.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

CODE FREE





RUNNING DROIDS

Droids are cybernetic constructs with an installed UI (utility intelligence) or AI (artificial intelligence), commonly used for dangerous roles: combat, mining, construction and exploration.

All droids are capable of speech and functions that we would consider physical traits, such as tactile response, hearing, seeing etc, and many have sensors that can pick up minor stimulus (reflected in the droid's **SENSES** attribute).

Unless otherwise stated, droids are considered ground based and, while some hover, they require solid ground (or liquid surface) on which to do so. Their ability to levitate is limited to approximately the height of a person.

If they have hands and feet then they can carry out physical actions similar to a person.

Droids function much in the same way as characters, but with a number of differences.

Droids and hacking

The upgrade files of the droid are used as normal for activities within the spectrum.

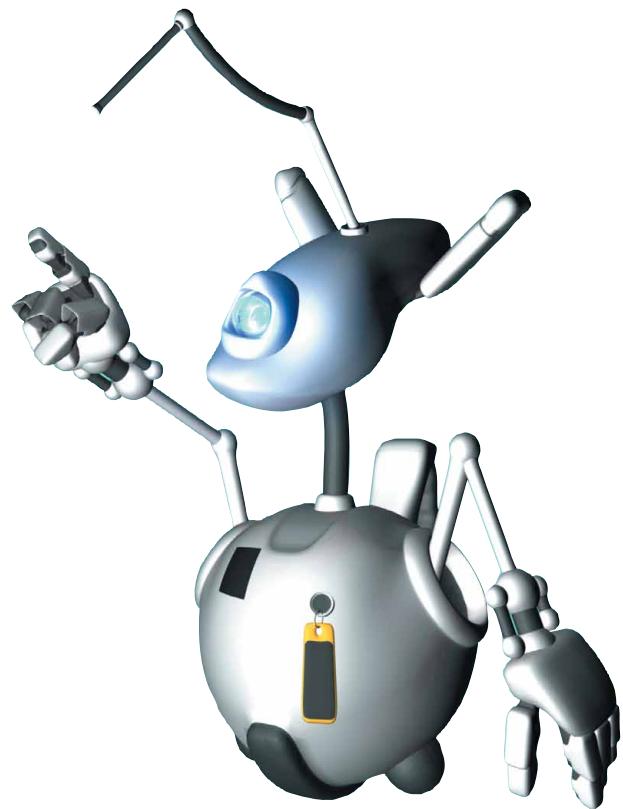
All Confederation built droids are connected to the spectrum, meaning that they can be hacked via the spectrum the same as any other data node.

Any droid with artificial or synthetic intelligence can be ordered to hack a data node but as most droids are designed to perform physical tasks they make poor hackers.

Structure and functionality

Droids attempt to keep functioning until they are no longer capable of doing so. As they don't suffer from pain or exhaustion, this means that many of them can sustain large amounts of physical damage before their abilities are impaired.

Droids have a health rating much like a character. Once this is used up the droid stops functioning.



Integrity damage

When a droid suffers a crit hit from an opponent or an electromagnetic (EM) force the droid suffers integrity damage (pg12) if included in play.

Otis and Komoni

The two droids in this module are well known to the characters. Otis, as the station maintenance droid, will undertake any lawful instruction issued by a crew member and always look to protect and aid the crew whenever possible, including endangering itself to save a crew member.

Komoni as TK's personal droid will only follow TK's instructions unless TK allows another to order Komoni about. Komoni is programmed to follow the six laws of robotics including that of looking to assist/protect the crew if in danger.

As complex objects, Otis and Komoni are prone to hacking and EM damage and are vulnerable to the tanarii interface ability.



Mission objectives and movement

At the beginning of the mission the tanarii soldiers disembark from the VORC, making their way into the refuelling port (B3) and from there into the crawl-space (B2) and the power calibration panel in B2. Here, they begin to short circuit many of the station's controls. This will reset the station computer system, meaning that the system will be hostile to the characters as well as the tanarii.

From B2 the tanarii make their way to B1 and through the airlock into A1 and A2 (their destination).

If passage to A2 is blocked, either physically or by the characters fighting the tanarii, they may split their forces, with a number of them retreating to the outside of the station through B2 and attempting to access through the bulkhead into A5, A4 or C1. The bulkhead on the rest of the station is too solid to allow quick access.

Each tanarii soldier carries a warp hoop. About the size of a chocolate bar, these innocuous solid, black, sticks appear to be made from carbon. When placed against a surface and activated by techgnosis, the warp hoop unfurls into a person-sized hoop against the surface and ignites a warp hole three paces forward in space, allowing the tanarii soldier to step through the bulkhead without decompressing the station. The hoop only has enough power for a single round of use, after which the nanites burn out and the warp hole closes. The tanarii will not use their warp hoops on the communications suite (A2) as they are afraid they will damage the equipment inside. The appearance of a warp hole makes a sound like crunching glass (DC5 to notice). The hoop is two way, so anything passed through the hoop from the inside of the station will find its way into space.

Once in the communications suite, the tanarii will have to hack the computer system and secure the information just as if a character were to do it. This

○ FIRST ENCOUNTER

The tanarii are a feeling and culturally advanced species; they have rules, order, structure and habits, albeit alien to the characters and the Confederation. However, they are on a war of conquest to steal resources and, as such, are not interested in negotiating.

Physically, they look like insects or crustaceans. Their bodies are able to sustain the strain of ZOG for a few hours before rupturing, so they do not require constant oxygen as do those native to Ashen. Tanarii vessels are built very differently; especially as they control most machines and devices by thought (techgnosis esper abilities), making manual controls unnecessary.

Much of their technology uses warp sinks: drawing energy from warp space to power various devices including the majority of their weaponry. While they do not understand Ashen technology, they can use their techgnosis abilities to hack the systems and achieve what they want. However, the tanarii do not have access to the spectrum and must be within a few paces of the device they are attempting to hack or physically close to a data node to gain access to a network.

could take a number of rounds, during which time any remaining tanarii will keep a defensive perimeter in A1, falling back to A2 if necessary.

If trapped in A2 once they have retrieved the data, the tanarii will use a warp hoop to escape and move along the outside of the station back to their vessel.

Once back to the VORC it will take 3 rounds for the tanarii to get secure and initiate the warp engines to pull away from the station. They will wait to reach a safe distance and then use the warp generator to jump towards Ashen to rejoin the main attack force at Varmisk.

Capturing the VORC

It could be that the characters decide to escape using the tanarii vessel.

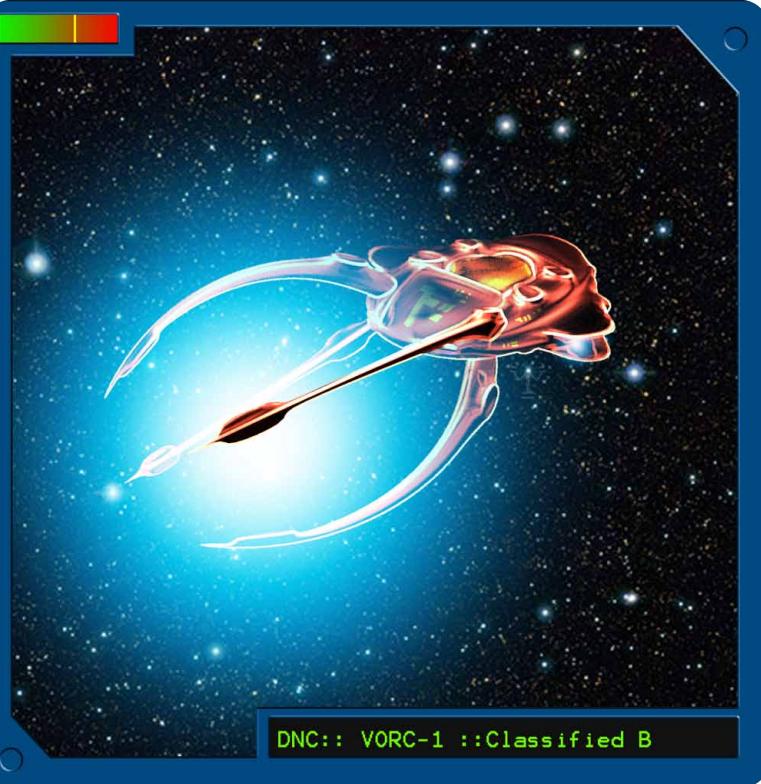
Access to the interior of the vessel is through a nanite membrane that can only be opened by techgnosis or if the VORC's data node is hacked.

Once inside there are no physical controls, although there are what appear to be touch panels. These are conduit panels for the tanarii to ease the techgnosis process. However, the craft can be flown with the use of techgnosis or hacking.

If the characters manage to capture the VORC and fly it away from the station they can return to Ashen safely.

Tanarii technology and the characters

Tanarii technology (weapons, spaceships etc) works off a form of techgnosis, with the tanarii willing a device to work. Since there are no manual controls, most tanarii technology appears useless to the characters. A diagnostics scan (engineering) using an ODIN will confirm the use of computer technology in most tanarii devices, but unless it



contains a node (which can be hacked) it is still unusable. Of the characters aboard NIMBUS-6, only Samantha Coppertail, using the techgnosis esper ability Interface, is capable of working out how to activate tanarii technology.

Xolt commandos

The tanarii in this story are first engagement commandos known as Xolt. These troops are highly trained and equipped with some of the best arms and armour the tanarii possess. The ones represented here were only issued light armaments as they weren't expecting heavy resistance. Their weapons are all short range and so they will seek close combat if engaged.

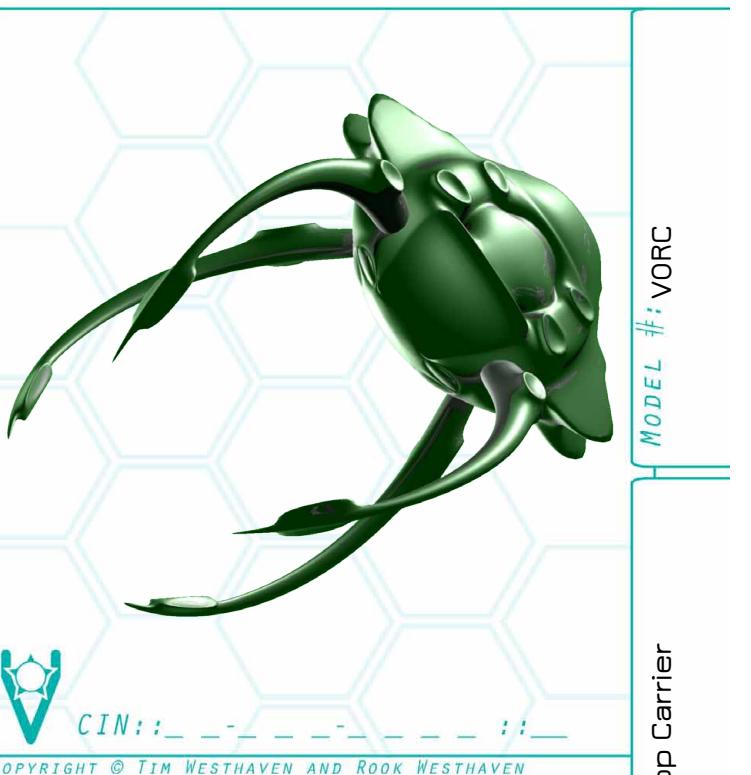
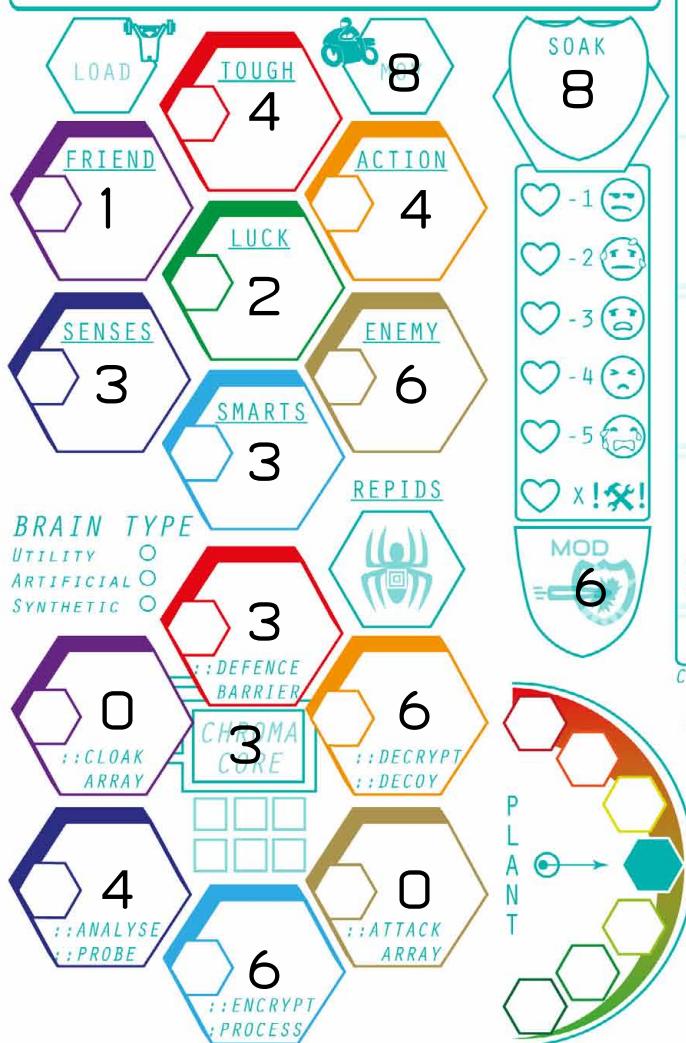
The Xolt aren't interested in killing the crew of the NIMBUS-6 unless necessary and will use the delta wave pulser if they think it will neutralise the crew faster than fighting.

They will only employ sink grenades in areas of the station away from the communications suite and where separated by an airlock.

If the crew block the tanarii's progress, by locking the airlock or bulkhead doors, the tanarii will use their warp hoops to gain access.



NAME: VORC - 1



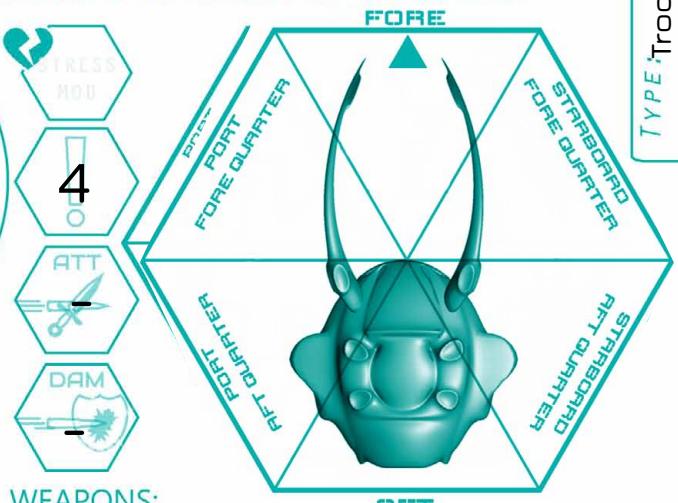
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Starships and vehicles

As the VORC is not central to the outcome of this module, the rules and talents for starships, vehicles and vehicle combat are not included. Starship rules are in the expanded rule book.

Note on vehicle damage

Vehicles, mechs and starships are constructed to sustain damage even before the addition of armour. This may be thanks to their size, structural integrity or the materials used in their manufacture. Vehicles have an additional MOD to DAM stat listed beneath the health monitor. This number is subtracted from the damage of any weapon used against the vehicle with the remainder being the new DAM value against which the vehicle must SOAK.



WEAPONS:	
WPN: Warp bolt	✗/M <input checked="" type="checkbox"/> <input type="checkbox"/>
Δ : 6 \heartsuit : 12 \diamond : 12 \times : ∞ Mv: -	
WPN: Warp bolt	✗/M <input checked="" type="checkbox"/> <input type="checkbox"/>
Δ : 6 \heartsuit : 12 \diamond : 12 \times : ∞ Mv: -	
WPN: Warp ram	✗/✗ <input checked="" type="checkbox"/> <input type="checkbox"/>
Δ : 6 \heartsuit : 20 \diamond : - \times : - Mv: -	
WPN: Warp pulse	✗/M <input checked="" type="checkbox"/> <input type="checkbox"/>
Δ : 10 \heartsuit : 16 \diamond : 24 \times : ∞ Mv: 8	
WPN: Warp wave	✗/✗ <input checked="" type="checkbox"/> <input type="checkbox"/>
Δ : 12 \heartsuit : 6 \diamond : 12 \times : ∞ Mv: -	
WPN: O-pt field	✗/✗ <input checked="" type="checkbox"/> <input type="checkbox"/>
Δ : 10 \heartsuit : 16 \diamond : 24 \times : ∞ Mv: -	

TALENTS:

LOW-DENSITY, MULTI-DEXTROUS, SHARP EYES, SPACER, UNWAVERING, WARRIOR CALM

NAME: XOLT COMMANDO



SPECIES: TANARI

TYPE: XENOFORM

NOTES:

Multi-dextrous Talent: If armed with more than one weapon ENEMY DP for attack can be divided among visible targets and assigned to each weapon, adding the weapon's ATT rating for final attack DP. The tanarii have four dextrous limbs allowing for up to four separate attacks.

XOLT ARMOUR

TANARII COMMANDO



Xolt Blue armour

Power assisted with utility compartments. ZOG, EP6 and propulsion jets for space.



X Warp field

Personal defence warp field



VANGUARD RPG © Tim Westhaven and Rook Westhaven

X Sink grenade

The use of these grenades creates a localised warp sink that crushes everything within the AoE together with terminal force. The xolt will only employ sink grenades in areas of the station away from the communications suite and separated by an airlock.



XOLT WEAPONS

TANARII COMMANDO



X Warp bolt ejector



Fires concentrated warp energy

X Delta-wave pulser



Delta-wave damage reduces a target's tasks instead of ▲. POWER is used to soak damage. If damage >6 then KO.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

LOW-DENSITY



DESCRIPTION

When suffering damage from ZOG conditions (vacuum, pg12) the character only suffers 1DAM x round exposed.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

ESPER



DESCRIPTION

This talent is required in order for a character to use esper abilities. Each rating in this talent adds 1 point of POWER to the character's total POWER attribute. It is also the highest rating PD ability the character can perform.

For every rating in SENSES a character can have access to an esper school or increase their study of a school.

□□□□□ Lightbender

□□□□□ Techgnosis

□□□□□ Mentalism

□□□□□ Telekinesis

□□□□□ Molecular

□□□□□ Warper

□□□□□ Psychic surgery

□□□□□

VANGUARD RPG © Tim Westhaven and Rook Westhaven



SHARP EYES

DESCRIPTION

 The character has astonishing vision, giving them a 1MOD where sight or ranged combat is involved. This talent applies even if the character has only one eye.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

SPACER

DESCRIPTION

 The character is at peace in the void of space. They gain a +1MOD to any activity carried out in ZOG. They can survive without LS in ZOG for a number of additional rounds equal to their LUCK rating and ignore any stress checks directly related to being in space.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

UNWAVERING

DESCRIPTION

 The character has nerves of steel. The character's stress defence is BUFed by the rating of the talent.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

WARRIOR CALM

DESCRIPTION

The character is a seasoned fighter who has the ability to think clearly even in the heart of the thickest battle. This talent doubles the advantages of stay frosty.

In addition the character can completely ignore all ♥ penalties for a number of rounds equal to their TOUGH rating, once per session.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

INTERFACE TECHGNOSIS

PD: 2

Details

The esper can interact with a node of a device, up to arm's reach, using their SMART attribute as a CHROMACORE. The duration of the ability is 1 +POWER in rounds.

If attacked within the spectrum by an attack array the esper will take physical damage.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

SABOTAGE TECHGNOSIS

PD: 1 (3)

Details

This ability allows the esper to disrupt the correct working of a piece of equipment with electrical circuits or complex machine parts within arm's reach. The equipment ceases to function for a number of rounds equal to 1 +POWER added.

PD3 extends the ability to short range.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

TELEPATHY MENTALISM

PD:1 (3) (5)

Details

Allows the esper to read the thoughts of a target, or send a thought, within three paces (approximately 2m). Each additional point of POWER increases this range by an additional three paces.

At PD3 can target within line of sight, and PD5 the target can be anywhere if the esper has a focus.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

TIME CLOAK WARPING

PD: 1 (3)

Details

Creates a field of temporal warp around the esper, slowing down any incoming attacks, with a 1BUF SOAK. Duration is 1 round +POWER. The cloak can cover an additional person at +2PD.

If the ability is used at PD:3 the cloak can be placed up to line of sight on another target or location of choice.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

ABOARD THE NIMBUS-6

SETUP

Character location

At the beginning of the game, the starting location of each character is determined by drawing a coloured token (you can use polycittes) with its colour representing the location on map 1 (pg51) in which the character begins.

Fire

The first thing the characters know about trouble is the fire alarms sounding and the on-board AI informing them that there are multiple electrical fires on the station.

For each character taking part in the game, two fire counters are placed on the map. The location of each fire is determined by drawing a coloured token. Each round thereafter every fire spreads one additional hex on the map, filling the same colour area in which the fire started and then expanding. With five characters, the entire station will be engulfed in fire within 15 rounds.

A hex that has fire within it has the following statistics for damage purposes:

1 3 3+3

Remaining in a fire hex causes cumulative damage per round, starting at 3, then 6 then 9 etc. Any damage done to a target becomes the chance (on a D6) of the target catching on fire. If a target takes 4 damage then there is a 4 in 6 chance of the target catching alight. Using an extinguisher, 3 or more damage will extinguish the fire in that hex. The use of an extinguisher takes an entire round regardless of the number of tasks the character has.

An extinguisher has the following stats:



Using the extinguisher on the same hex for consecutive rounds gives a +1 cumulative modifier to both attack and damage.

Hazard points

Throughout the station there are a number of objects that if engulfed by the fire could explode, causing enough damage to rupture the hull.

Oxygen tanks

Sections: A1, A4, A5, A6, C1, C3, C4

Flammable chemicals

Sections A4, A5, B2, B3

Damage to the bulkhead

Any use of explosive that causes an area of effect and damage exceeding 6+ may cause a fissure in the bulkhead. Roll another D6 and add any additional damage over the 6 caused. If the roll is 6+ then the bulkhead has been ruptured. For each additional 6 points, a section of bulkhead is ripped away causing immediate decompression in the current location and all its contents (including characters and tanarii) to fly towards the opening.

There is a DC5 to grab hold of something before being sucked out into space. The roll is with ACTION. Each round that decompression continues the character must reroll using TOUGH against DC4 to keep from getting pulled towards a breach.

Decompression

At the start of decompression, sensors will detect the loss of pressure and close all airlocks adjacent to the room experiencing the decompression. Decompression only occurs while O₂ remains.

At 6 points of damage, 1 point of O₂ will be sucked out of the hull per round. For each additional point of damage above 6, an added point of O₂ is sucked out. A room has an amount of O₂ equal to the number of hexes displayed on map1 (pg51). Once all O₂ is gone suffocation damage occurs (pg12) each round.

Each round of decompression, +1♥ is done to the bulkhead. If this damage reaches 12+ the wall will collapses and the entire room destroyed in one round.



PRIMER

This section is for the GM only, if you are a player please ignore this section and move to 'gaming: how to play'.

■ II

Keeping the pace

While many GMs don't like the idea of railroading their players, the desired outcome of this story is not the safety of the station, but the escape from the station by the characters. The purpose of which is to set up a situation in which they are free agents in the VANGUARD universe after the tanarii attack on Ashen – leaving a huge scope for ongoing stories and campaign-style play.

The tanarii have done too much damage to the station for it to remain viable, and fires, explosions and the risk of decompression will increase the longer the story goes on. Therefore, it is important that the players get a sense of this foreboding and that there is a clear threat to the station (and their survival) at all times.

The easiest way to accomplish this is by reminding them of the on-going fires. Maintaining the growing fires will show the players there is little hope of saving the station, with escape the only viable and sensible option.

As they extinguish one fire, another three spring up. This will focus their attention, keep the tension high and add to the overall enjoyment of the story.

Information is power

Another way to press home to the players the precarious position they are in is to use the station AI (give it a name if it will add to the ease with which the character's interact with it). The AI can recite a constant litany of damage and

threats over the PA – all the while the fire alarm is blaring out and warning lights strobing along the halls and rooms.

Whenever the players begin to slow down, start to spend too much time prevaricating or arguing on a course of action, speak over the top of them as the AI using terms like:

"Hull integrity in C wing at 30%"

"Critical systems failure imminent in B wing"

"Fire detected in sections C4, B2, A5, A4, A1"

"Warning: Hull integrity at risk – structure stress reaching critical tension"

"Please move to the nearest safety zone and prepare for decompression"

"Warning: it is advised that all crew wear ZOG suits – loss of cabin pressure likely"

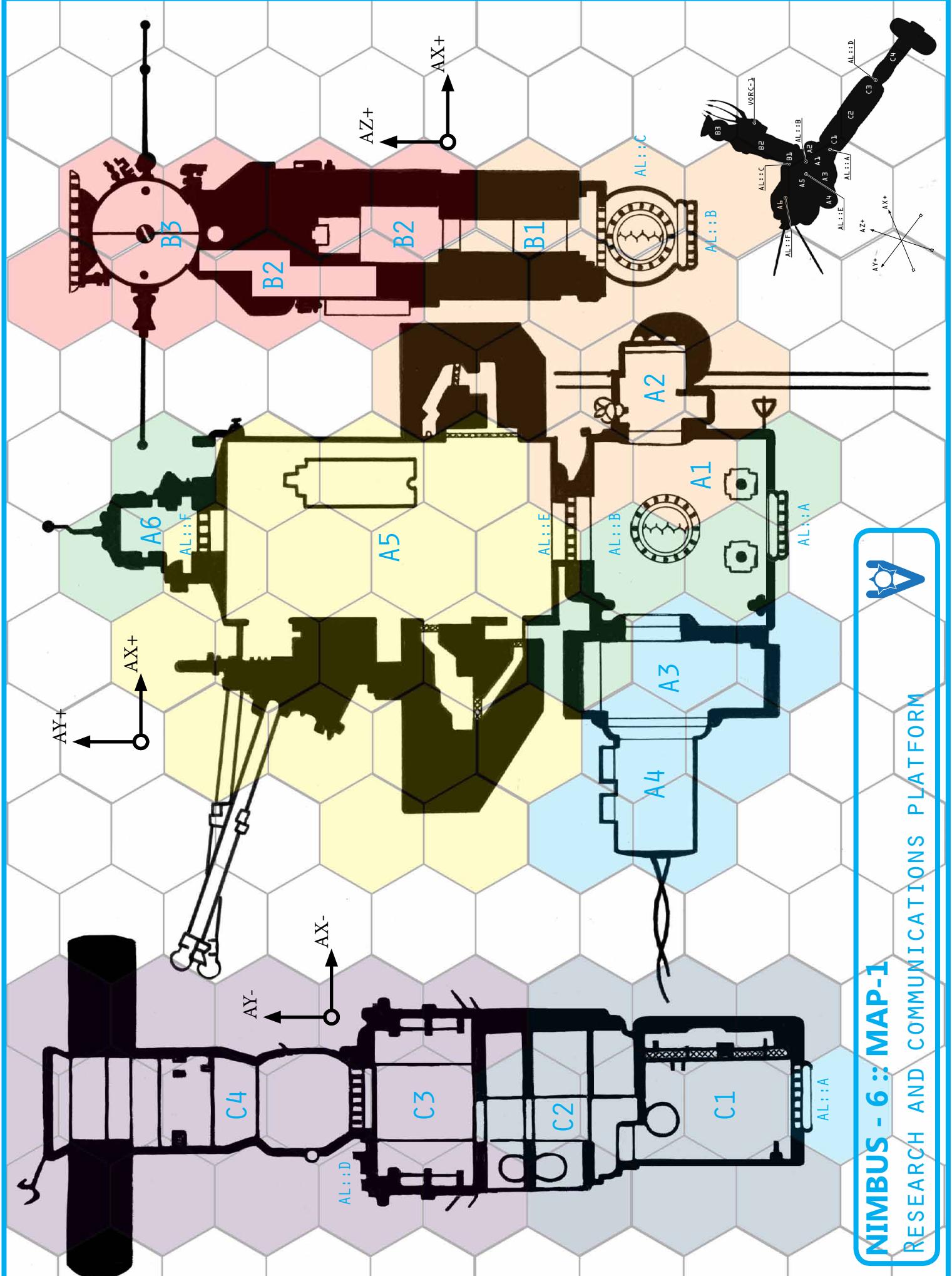
"Critical failure of power and supply module imminent"

"Oxygen levels reaching dangerous levels in B wing"

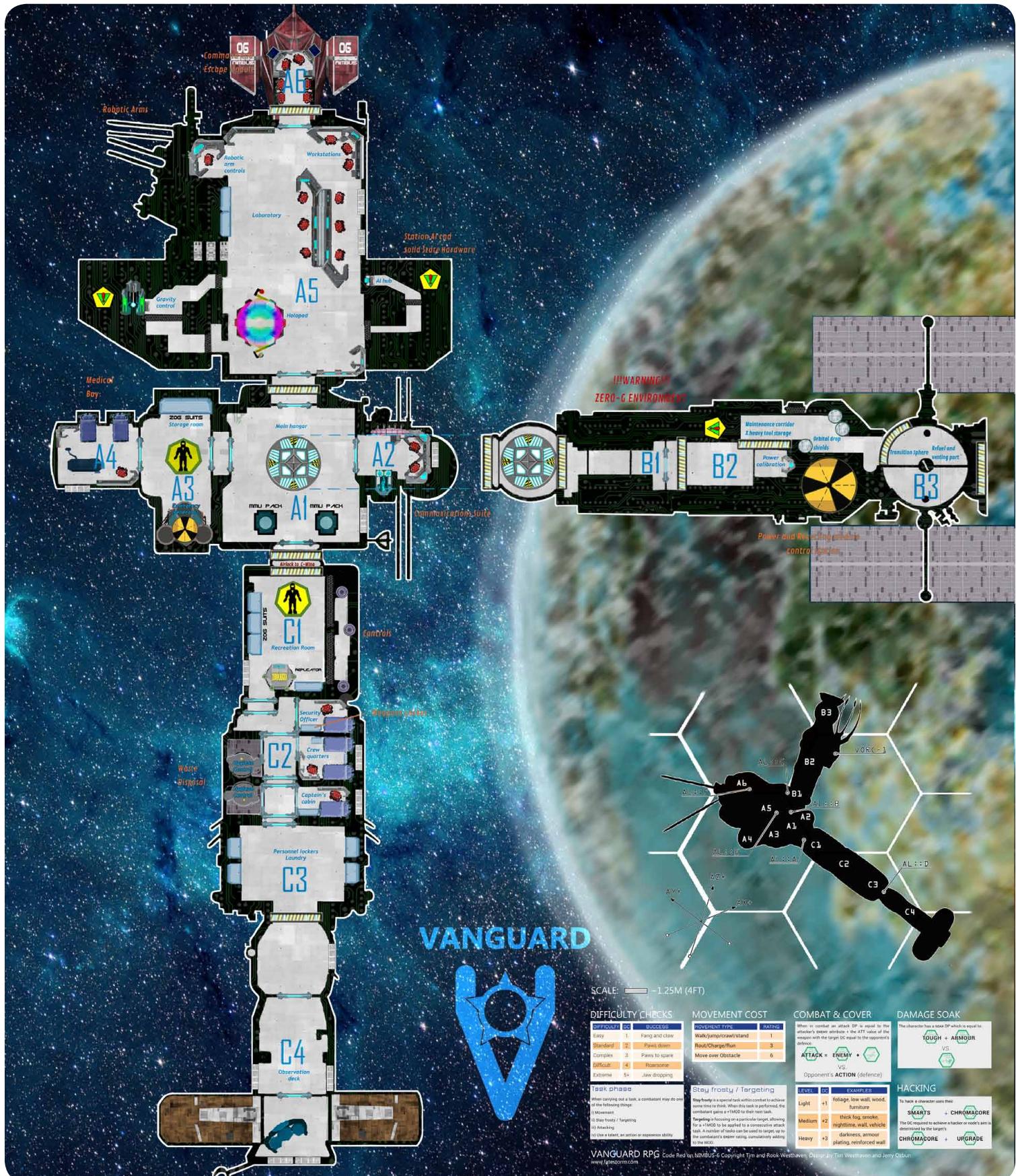
"Initialising safety protocols RED – all crews advised to move to nearest emergency exit"

Just replace the details of the areas or technical details to suit your story. Even if the players don't understand the jargon, they won't fail to recognise that whatever the AI is talking about it can't be good.

Another great play aid (if you like that sort of thing) is the sound of an emergency alarm on loop, with a volume control so you can raise or lower the volume for dramatic effect – once again just to remind them of the danger they are in.



NIMBUS - 6 :: MAP-1



Scaling the map for miniatures: To print out the map at scale for 30mm miniatures the scale bar represented on the map should be approximately 2.5cm (1inch) when printed. For 15mm scale the bar should be approximately 1.5cm (2/3inch).

Space – the final frontier

Getting pulled into space without a spacesuit is a serious possibility in this game. Other than TK, whose Kaltec armour acts as a ZOG suit, all the characters are unprepared for a sudden hull decompression and must suit up from one of the ZOG lockers.

If a character gets sucked out of a hull breach a number of things can happen.

Damage

The character immediately begins taking vacuum damage (pg12). This is a mixture of swelling, rapid cooling, radiation, boiling blood, and complete loss of blood pressure.

At the same time, they will begin to take suffocation from hypoxia, as per the suffocation rules (pg12).

10 seconds to live

Without a ZOG suit, a character has about 10 seconds (or just 1 round) in which to take action – after this their muscles will stop working owing to loss of blood pressure, swelling and pain; and they will not be able to see, hear or speak. This doesn't mean that they are dead; however, after a round of space exposure, they will be unable to take any tasks – even, thinking will be impossible, so no esper abilities. A brain shell or cyberbrain is immune to the dangers of space for a number of rounds equal to the character's TOUGH – allowing for the option of accessing an ODIN.

Luck and Otis

Otis will always try to recover a lost crew member in space using his MMU movement.

The characters are entitled to a LUCK check to see if they can grab hold of the outside of the station before flying into the void.

Moving around the NIMBUS

The NIMBUS-6 is equipped with a gravity control system that keeps all those on the station at earth-like

gravity, except in areas B1, B2 and B3. The controls and systems for this are located in the wing sections of A5, so if A5 is damaged then the gravity systems may stop working.

While the gravity system is operational, movement around the station is normal. If the gravity system is deactivated or a section of the station becomes depressurised, the environment reverts to ZOG. Movement through a ZOG environment without a propellant (or MMU) (including moving around outside the station) is equal to half the character's movement and any close combat or physical task involving precision suffers a -1MOD.

O LOCATIONS OF INTEREST

Access panels



In certain parts of the ship there are crawl spaces that can be accessed through the removal of maintenance panels. These are indicated by meshed grills.

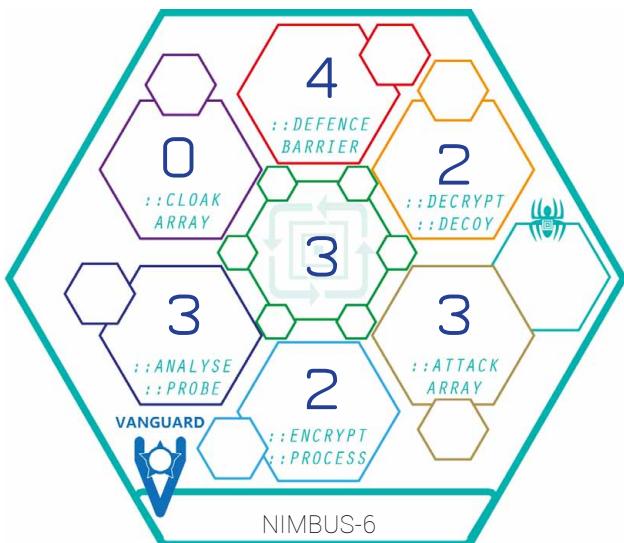
It takes four tasks to remove a section of panel big enough for a person to crawl through and four to replace it.

AI – computer system

The station is largely automated via an on-board AI.

When the tanarii attack, they short circuit the AI, which makes it reboot and removes the characters' authorisation to be on board. Many things the characters would have been able to accomplish with relative ease, (such as moving through the airlocks) now require the system to be hacked, to bypass the security locks. All the lockers need to be hacked to be opened and the escape pod requires hacking in order for it to disengage and be piloted back to the planet surface.





The station AI has the above stats.

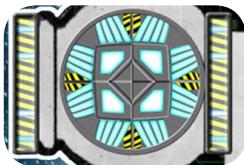
As the station is crewed and has Otis to act as maintenance, the system node does not have repids (polycittes) to fix itself if it becomes damaged.

The node has no special subprograms.

The AI controls all electrical, security, life-support, airlocks, environment control and power systems on the station; meaning that a hacker can try to force their way to override any of these systems.

The main data core of the AI is located in the crawl spaces of A5, with a backup node located in the escape pod A6.

Airlocks



There are 7 bulkhead airlocks located throughout the central structure of the station. At the start of the game all of them are open except for AL::B and AL::C. The others close if the room adjacent becomes depressurised. They require security access to open (hacking) and will take one task to pressurise before opening and same again when closing. Decompression creates an emergency override that shuts the door immediately. The doors are near indestructible, but can be cut through using the tools in B2 or Otis's plasma torch.

Fire extinguishers

There is a fire extinguisher located approximately every 3 hexes. So A5 has 3 fire extinguishers located around the room. Details are covered in the fire rules above.

Medical supplies

There are secure lockers in A3 that have a number of medical supply crates in them. There are any number of polycitte sachets that can be added to a character's ODIN, but each one will require a task to install. A4 has a full medical suite and if it is used for first aid purposes a 3BUF is gained.

MMU and ZOG suits



There are 3 manned manoeuvring units (MMU) and 2 ZOG suits located in A1. MMUs are backpack-sized mobility units that allow for up to 2 hours of guided flight time in space, longer if fuel is conserved.

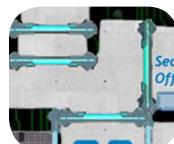
It takes 8 tasks to get a ZOG suit on and operational. This can be sped up with help from others. Each of these suits are a standard Confederation B09 ZOGS, with 4 hours of life support (LS4) a distress beacon, torch and strength weave (♥2).

There are 3 more B09 suits in A3, 3 in C1 and 1 in A6.

Weapons and armour

All weapons (where not otherwise stated) other than the character's nanoblades are stored in the arms locker in C1. Only the security officer (Bragg) has the passkey to this locker, although the locker can be hacked as normal. All other personal effects are in the station berths C2 and C3.

Doors



Doors are indicated as grey and bright blue structures across access halls. They are touch activated and can be locked using a simple manual latch that can be undone with a thin object from the other side (DC3). Doors act as ♥2. All the doors have porthole windows except those to the sleeping berths which have CCTV cameras to view the outside. These internal doors have the same structural integrity as the station walls.

A1 – Main hangar

This room is largely empty, although the walls are fitted with equipment and cargo nets for holding assorted crates. The two pillars towards AL::A are where the MMU and B09 Z0GS are stored.

A2 – Communications suite

This room is surrounded in walls of computer bays, readout monitors and scanning equipment. Here is where all monitored transmissions are collected, logged and stored. The door has a secure lock, to which TK and Sabine have the passkey, but TK leaves it unlocked most of the time.

A3 – Main store room

This room is flanked by large storage cabinets. The majority of the stores for the station are kept here.

A4 – Medical bay

This is a fully stocked medbay. It has an assistant bed that will give a 3BUF to any medical check when used.

There are medical tools, supplies and applications available here. A DC4 search of the room will reveal a Doctor softskill chip (+1MOD to first aid) left by one of the previous station members.

A5 – Main research laboratory and workstation

This is where Samantha, Sabine, Corvin and Bragg spend most of their time when working.

The room is left largely open with fold-out tables and monitors and a central bank of computers and workstations.

There is also a holo-pad that doubles as a spectrum dive crib, but both of these functions will have shut down since the AI was rebooted. The pad can be hacked to produce a holographic image and could be used to create an illusion.

In the far corner of the room is the workstation for controlling the external robotic arms that are primarily used for securing docking ships or holding cargo during resupply. The arms are

articulated and have pressure-sensitive grips at the ends, but they are not long enough to reach the VORC or AL::C.

Many of the core systems for the station, including the physical location for the AI banks and gravity control, are kept in the wings' crawl spaces.

A6 – Command module and escape pod

This section of the station can be detached and is pre-programmed to seek re-entry to Ashen. It is also the central command module for the station (although access to most functions can be done anywhere on the station via ODIN or console). It has enough room for six and enough life support for three days in orbit.

Once detached, the emergency on-board systems will attempt re-entry to the planet deploying parachutes once the craft has reached the lower atmosphere. Included in the module are enough survival rations for a week (with six persons) as well as thermal blankets, a first aid kit and rebreathers.

B1 – Secondary systems

There is no gravity control in B1. Once through the airlock from AL::C movement is Z0G.

B1 is a conduit to B2.

B2 – Function control

Here there is a computer terminal administering secondary functions; water retrieval and filtration, garbage disposal and recycling, fuel, electricity storage and chemical systems (for waste management).

Within the external access port leading to B3, there are a number of tools used for maintenance on the station. These are set here for the T01-L droids issued to the station (of which only Otis is left). The tools include torchcutters, a chemical welder, grinders, glue guns, puncture repair kits, vacuum seals, etc. There is also an old stock of ODS (Orbital drop shields) which Otis is aware of but will need prompting to mention.

ODS are one-person heat shields and protective bubbles used to drop through a planet's atmosphere,





after which the bubble bursts and the occupant deploys a parachute – not for the faint of heart.

Once deployed, there is a simple on-board readout that will identify if the user is on the correct trajectory to safely enter the Ashen atmosphere. Piloting one of these shields is a risky and frightening proposal. Anyone attempting it will have to make DC5, using their ACTION and any modifier for alertness or agility.

If the user of the ODS fails the DC they have entered at a fatal trajectory and will burn up in the atmosphere unless they can make a successful LUCK check to correct course and try again.

B3 – Fuel storage and waste disposal

This large spherical room has an airlock seal to the outside and access panel to B2. This area is used for fuel resupply storage as well as garbage disposal. It has a built in incinerator function as well as nanite scrubbers. The incinerator function can only be authorised through the AI, but will completely disintegrate anything within the room at the time of ignition.

Fuel bays are located around this arm of the station in reinforced containers. While it would take a lot to rupture and ignite the fuel, the explosion would destroy this entire arm of the station (and the VORC with it) and would probably lead to secondary damage and fires on the station itself.

C1 – Rec room

This room is generally used by the crew for recreation and eating, it has fold-out furniture, cooking facilities and a number of lockers for storage.

In the crawl space behind the access panels, are a number of computers that need to be initialised in order to turn the observation deck (C4) into an escape module.

Initialising these computers will set a five minute timer (approximately 10–15 rounds) before AL:D will seal and lock, making it impossible to open or hack. After this, the C4 module will be jettisoned

from the station on a pre-programmed trajectory to re-enter Ashen atmosphere.

C2 – Berths, bathrooms

Here are the crew berths and two bathrooms. The berths have desks, beds and lockers where all personal belongings are kept.

The captain and security officer have a room to themselves while the remaining crew share the central berth.

The security officer's room has the arms locker in it to which only they have the passkey. In it are all the weapons belonging to the crew other than those stated as being elsewhere and their nanoblades.

C3 – Storage lockers, exercise room

This area includes personal lockers for clothing, exercise equipment and a central area for sparring.

There is also a dry laundrette and storage for bedding and toiletries supplies.

C4 – Observation deck

This module was originally a cargo pod that over the years has been turned into an observation deck. The programs for jettisoning the module back to the planet for retrieval remain in the computers located behind the panels in C1.

While the module has parachutes to break its fall, it has no survival equipment or life-support systems of its own, but there is enough air in the module for a safe trip back to the planet (assuming nothing goes wrong). There are cargo nets that deploy from the walls upon release. These are the only means of securing anything to the walls (including the characters).

It is a rough way to travel and there is 1N6 chance of a passenger sustaining serious injury resulting in D6♥.

There is very little else in here other than postcards, an entertainment unit (games, movies, books, etc: downloaded to an ODIN), a sofa, viewing ports and foam furniture.

○ PRIME OBJECTIVES

Survival should be first and foremost on the minds of the players as they make their decisions.

Keep the pressure on them, reminding them of the fire alert, the AI giving calm, but very alarming, damage reports and fire warnings.

From the outset, put it in their minds that they need to find a safe way off the station.

Putting out the fires

While it may be possible that the players can achieve the task of putting out all the fires, they will spark up again after a number of rounds as the tanarii continue to overload the circuits of the station and break things in their quest to get to the communications suite.

Getting gear

It is at the GM's discretion what each character is carrying when the emergency begins. If they're in their berth then they have access to everything; if they're elsewhere on the ship they may need to return to their berth in order to get the rest of their gear.

Weapons

Unless otherwise stated, all weapons (other than nanoblades) are in the locker in Bragg's berth. The lock will need to be hacked or Bragg has the passkey in his ODIN.

○ ESCAPE

There are four ways the characters can make it safely off the station:

The VORC – the characters will need to get to the alien craft, enter via the nanomembrane and hack the controls to fly the VORC. Once they have hacked the controls, they will be able to pilot the VORC at a -2MOD (xenoscouts and pilots only -1MOD).

ODS – the orbital drop shields located in B2 can be used to jump to the planet (see location B2 for details)

Observation deck – this old payload module can be disengaged and set on a predetermined trajectory back into the Ashen atmosphere, where parachutes will be deployed and the module land safely (see C4 for details).

Command and escape module – A6 is the most assured means of escape. Fully decked out to act as a means of escape from the station, it is the most obvious and safe method of escape.

○ THIS IS THE BEGINNING

If the characters escape they will witness the fall of the tanarii ship called Ghyu 'World shaker'

As you leave the NIMBUS-6 behind you see the debris of the station floating past you as multiple explosions and flashes tell you that you made it out just in time.

In the halo of Ashen below, in the rim of the black space beyond, sparks dive to the planet's surface, but they swerve and glide, guided by unseen pilots; they are ships – alien ships.

Beneath you is the biggest one of all; its belly glowing with warp fire and spumes of blue energy crackling across the stratosphere as its upper structure, like the head of a squid, dives the blazing spear beneath it straight into the capital city of Varmisk.

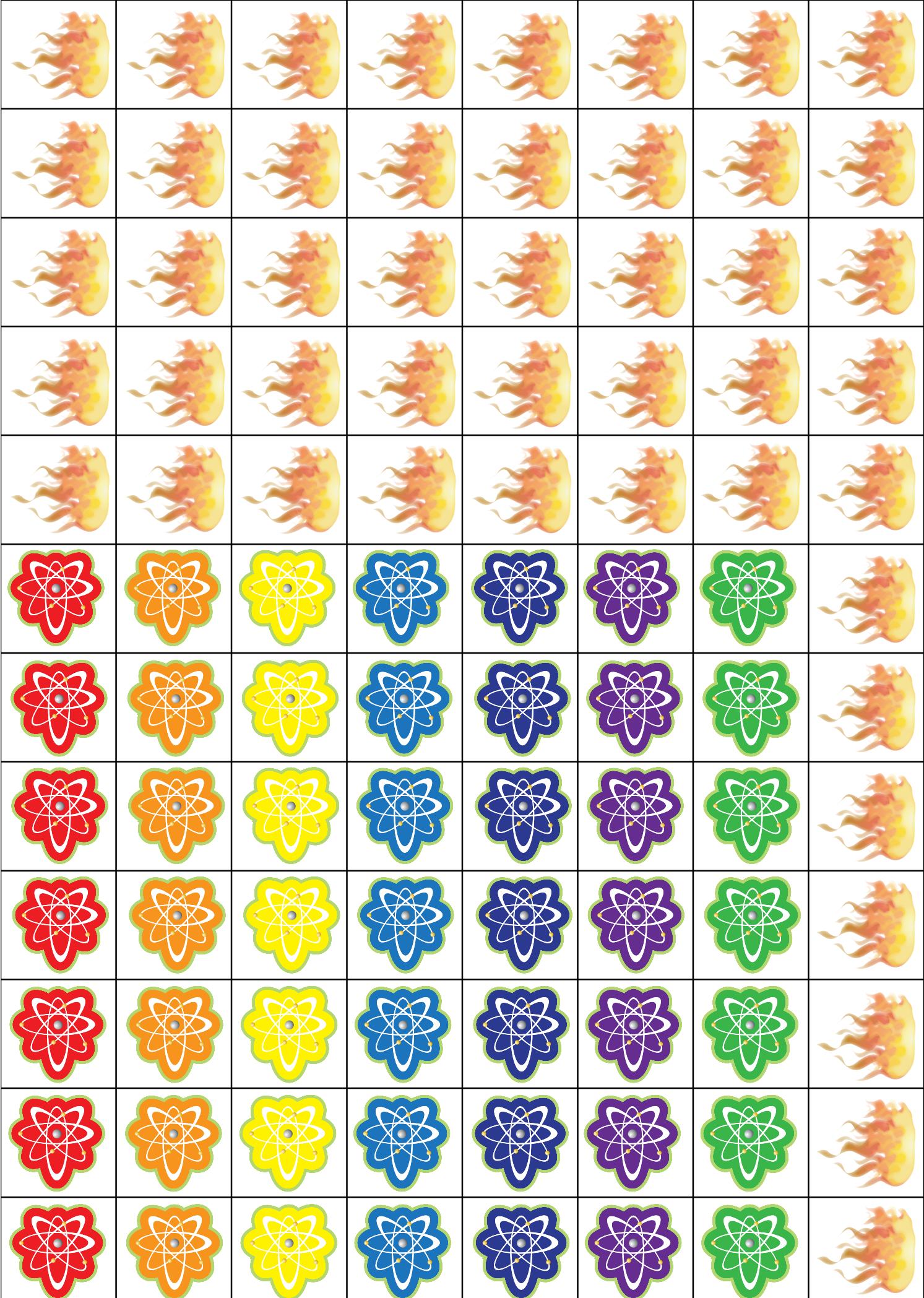
Beyond the blue glow, you see the sunlight gleaming off the white towers and structures, landmarks of the greatest city in the Confederation.

As the blue fire touches the city, a blast ring spreads out just as ripples mark a pebble dropped in a lake. The city buildings fall like dominoes, the remains blown outward as if leaves in front of a fan.

Then hundreds of blue sparks scatter from the central body of the alien craft; hundreds of smaller ships threading through the remains of the city spitting ice blue warp bolts.

The Confederation is at war.





**Xolt 1****Xolt 1****Xolt 2****Xolt 2****Xolt 3****Xolt 3****Xolt 4****Xolt 4****Komoni****Komoni****Otis****Otis****Bragg****Bragg****Corvin****Corvin****Sabine****Sabine****Sam****Sam****TK****TK**

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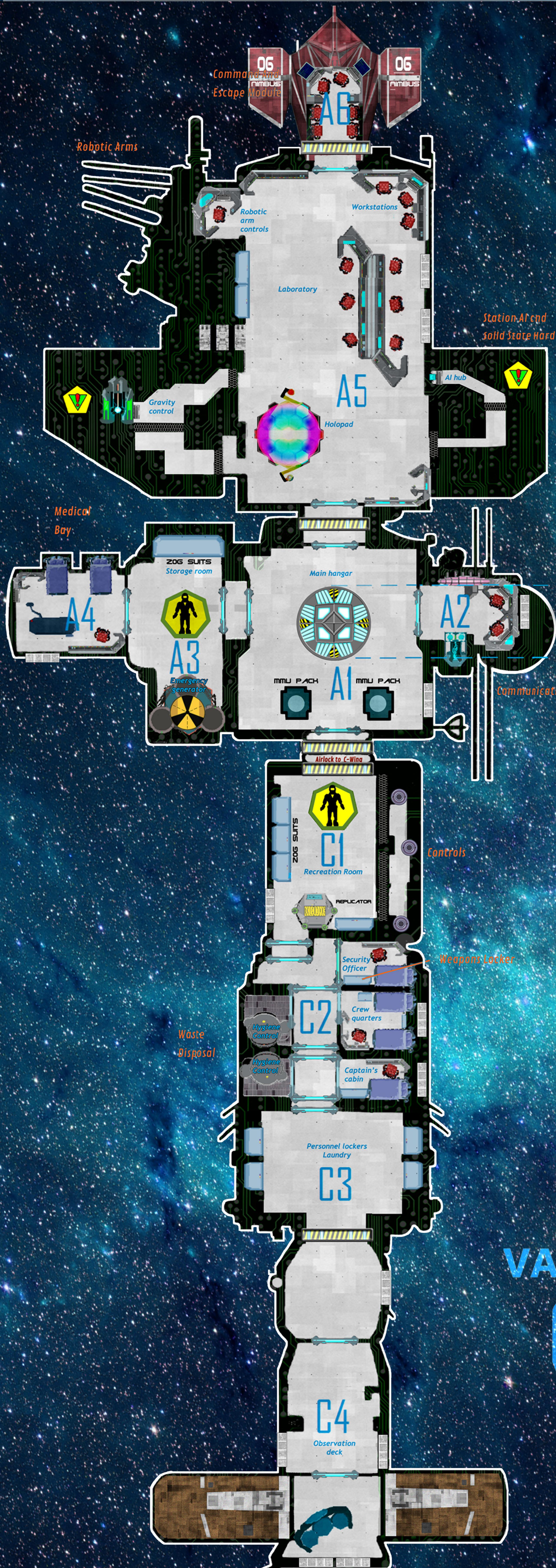
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VANGUARD



SCALE: ~1.25M (4FT)

DIFFICULTY CHECKS

DIFFICULTY	DC	SUCCESS
Easy	1	Fang and claw
Standard	2	Paws down
Complex	3	Paws to spare
Difficult	4	Roarsome
Extreme	5+	Jaw dropping

Task phase

When carrying out a task, a combatant may do one of the following things:
 i) Movement
 ii) Stay frosty / Targeting
 iii) Attacking
 iv) Use a talent, an action or esperence ability

MOVEMENT COST

MOVEMENT TYPE	RATING
Walk/jump/crawl/stand	1
Run/Charge/Run	3
Move over Obstacle	6

Stay frosty / Targeting

Stay frosty is a special task within combat to achieve some time to think. When this task is performed, the combatant gains a +1MOD to their next task.
 Targeting is focusing on a particular target, allowing for a +1MOD to be applied to a consecutive attack task. A number of tasks can be used to target, up to the combatant's ENEMY rating, cumulatively adding to the MOD.

COMBAT & COVER

When in combat an attack DP is equal to the attacker's ENEMY attribute + the ATT value of the weapon with the target DC equal to the opponent's defence.
 $ATTACK = ENEMY + \text{cover}$
 VS.
 Opponent's ACTION (defence)

DAMAGE SOAK

The character has a soak DP which is equal to:
 $\text{TOUGH} + \text{ARMOUR}$
 VS.
 ATTACK

HACKING

To hack a character uses their:
 $\text{SMARTS} + \text{CHROMACORE}$
 The DC required to achieve a hacker or node's aim is determined by the target's:
 $\text{CHROMACORE} + \text{UPGRADE}$

