

FOE DESTROYER

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The Reason:

This game is my entry into the Reverse Engineer Challenge hosted and dreamed up by Kevin Allen Jr. For more info, visit

<http://www.kevinallenjr.com/reverseengineer/reversed.html>.

Introduction

Somewhere, lurking in the deep reaches of space – a threat to the history. A threat to the birthrights. A threat to the past that was escaped from is coming. A small group of almost immortal warriors – the Pure Knights – guard the gateway to humanities history.

Playing

This game is played with, at least, three players, but more players are better. One of the players takes the roll of the Moderator. This Moderator will set-up the initial situation and then will move play towards a final resolution that is determined by the other players through play. The Moderator must keep the action moving quickly.

The rest of the players utilize playing pieces known as characters. These characters are Pure Knights, immortal woman warriors who pilot giant robotic warships. These women have protected a gateway to humanities past – Earth – for over 8000 years. They've created a race of servant robots to serve all their needs. Over the 8000 years, they have changed from simple

humans to something else, maybe Godlike. Maybe not. The players will utilize their characters relationships to other characters to address the situation created by the Moderator, or the players will utilize their characters relationships to other characters to extract revenge or overcome hatred. Or sacrifice and create love. The goal of the game is to build these relationships until they reach a breaking point, and as a gaming session closes, many relationships can be resolved with hatred or transformed into one of love or forgiveness.

Sometimes, the players will fail, but the characters will win. Sometimes, it won't mater, because interesting stories will have been created.

History

Ten thousand years ago, humanity abandoned earth. Ten thousand years ago, humanity destroyed its homeworld. Ten thousand years ago, the *Sav* banded together after the collapse of the governments and built the Arhat. The Arhat, a massive multigenerational starship, gathered together remnants of the human population, earth animals, and planet, and then set out across the stars. With them, they towed one end of a joined singularity. The other end sat anchored among the gravitational pull of Sol.

Nine thousand years ago, the *Sav* destroyed almost all records of their travels. The 1000 preceding years faded from the records of the organic files aboard the Arhat. Only the paper records remained. And those guardians of the papers, the Pure, remembered their past and their family's birthplace. And they remembered the wrongs others committed on them. Gradually, the ship grew as matter scoops provided the raw material for growth. Factions developed and the control of the *Sav* faded. The Upadana was born. This new starship detached and launched in a new direction.

Eight thousand years ago, the Arhat anchored the singularity to a star in a system that held no life. With the

singularity, they left the Pure and the papers. The Pure formed a sect of warrior knights: *Those Who Protect*. The Pure Knights sole duty it was and has been to protect the singularity and the papers from any attempts to use or understand them as a way to travel from here to humanities past. They have since lived waiting.

The Pure developed life-extending treatments to maintain the genetic purity of their bloodlines, but only the women were able to live through the treatments. The men passed from the world, but knowing their time was passing, they left frozen samples of their genetic material in time static banks. Only the women knights remained.

Slowly, those women, despite the painful life-extending treatments, passed from life and their duty. The group of Pure Knights was reduced. Recognizing the need for additional help, the Knights developed artificial humans, the *Tobes* (*pronounced two-bees and often shortened to twos*). The Tobes sole duty is to serve the Knights until the Knights are gone and then to serve the cause. The cause is codified in a set of rules that the Knights die for:

1. Never abandon the singularity.
2. Never reveal the duty.
3. Never understand the past.
4. All actions are as one.
5. All is shared.
6. Create no life.

The penalty for breaking a rule is the application of continuous life-extension treatments until death. A fate worse than death. Some are still suffering.

Eight thousand years passed. Eight thousand years waiting. In eight minutes, the waiting will end...

The Now

The Pure Knights' complex, Nirvana, is spread out across the third planet from the blue sun. Their complex consumes the planet's surface and subterranean passages lead throughout. Only a hand full of the original Knights remain alive and the cities are filled with Twos. The solar system is busy with an incredible amount of spacecraft shuttling supplies from the other five large planets to supply Nirvana with all of its needs. Robotic warning beacons patrol the outer rims of the system. The beacons serve to stir the giant robotic battle armor of the Knights, the Durga.

Using a system of neural connections, a single Knight controls a robot body almost half a mile tall. The weaponry of these armored suits dwarfs anything else humanity had developed in the past, and it is the ultimate means of striking fear into other life forms, or, at least, that's what the Knights believe. Each Durga is powered by three cold fusion reactors and manned by 250 twos, who perform repairs and other functions during the heat of battle. The Durga are untested.

Throughout the rest of the galaxy, humanity has prospered, battled, died, and become reborn. Gods have come and gone and still exist. Humanity has evolved to uniquely different forms through the use of genetic alterations. Many earthlike planets have been created, but no new life has ever been encountered. Earth has never been rediscovered or remembered, except by a small secretive fraction, the Salzfaktor.

Not all the records of earth were destroyed those nine thousand years ago. The Upadana carried away some records that were salvaged by the Salzfaktor, an organization that is devoted to remembering the past, and they have been looking for a path back home.

The Twos are beginning to understand.
And Earth has been stirring.

The Situation

Remote sensing beacons have detected an incoming object approaching at high speed. It is expected to arrive in eight minutes. The Durga are ready, and the Pure Knights must ready for their first encounter. This encounter will be their first test. And not only will it test their equipment, but their sense of code, and their trust of each other. The encounter will open old grudges and spark new friendships. Eight Thousand years of life, an eternity for one human to live, will be tested starting in eight minutes.

Supplies Needed to Play

Equipment needed to play is as follows: lots of six-sided dice per person and a character sheet for each player. The Moderator should have a scrap piece of paper to write out the A/R Matrixes and to record notes.

Starting a Game

To start playing *Foe Destroyers*, the following steps should be taken:

1. The Moderator creates the situation.
2. The players fill out the Action / Reaction matrix.
3. Each player picks one Action and Reaction for his/her character.
4. Fill out Name, Callsign, Home, and Hair.
5. Divide dice among Stats.
6. Play initial relationships:
 - a. Roll for which Pure Knight rule each character thinks the other is breaking.
 - b. Player One determines where this happened.
 - c. Player Two determines what happened for this pivotal point.
 - d. Resolve.

Creating situation

Something has appeared on the horizon of the solar system and set off alarms, and it is up to the Moderator to decide what that something is. The Moderator must also list three activities that the intruder may be involved in. One must be friendly, one must be neutral, and one must be Adversarial. The player's actions will determine which activity is actually happening. After the first game, earth can be involved as can the Twos.

1. Dream up situation. What sparked the alarms?
2. List three activities that could be the outcome.
 - a. One friendly.
 - b. One neutral.
 - c. One adversarial.

Example: In eight minutes a battlecruiser armed with twenty mech warriors will appear at the outer warning systems. Their speed seems to indicate an attack. If friendly, they will be interested in trade. If neutral, they are only checking out activity in the solar system. If adversarial, they are looking for pure genetic stock.

Action and Reaction Matrix

After the Moderator tells the players of the situation, the players must dream up actions that their characters could do to address the situation. And they must dream up reactions that their characters could do to counteract something encountered in the current situation. Each Stat (Robotix, Kung Fu, and Bubblegum) will have at minimum four different actions and reactions. Players can pick more for a longer game, or if there are more than four players and one moderator add one action and reaction per player. These are plotted on an X-Y grid. Actions for the Stats should be as follows:

- Bubblegum = Friendly
- Kung Fu = Adversarial
- Robotix = Neutral

When the grids are finished, each player picks one action and reaction for each of their character's traits. Only one character may have a specific action and reaction.

Example: For Robotix, the players come up with the following four actions: Expend fuel to quickly head them off, jam their sensors, send the twos as diplomats, project holographic images. For Robotix, the players come up with the following four reactions: Smile, offer a peace blessing, send a ship full of ore, and offer knowledge of surrounding systems.

Sample A/R Matrix	Expend fuel to head them off	Jam Sensors	Twos as diplomats	holographic image
Smile				
Peace Blessing				
Send a ship full of ore				
offer knowledge of surrounding systems				

Creating Characters

The Pure Knights are a tight knit group of women warriors skilled in the arts of Kung Fu and warrior robotics. They've lived over 8000 earth years and as a result are becoming unseated in their minds. No human was meant to live forever. The women also have built relationships between each other. Some are friends. Some are loners. Some are enemies, but the laws bind them together to fight anyone or anything trying to find humanities past.

Most of the women identify with their genetic pasts and the 10,000 year old grudges that come with them. Some see only the future.



All players, except the Moderator, create characters during the first session. Each player will play one scene one-on-one with every other player during character creation. The Moderator will help facilitate these scenes. Other than that, the creation of Pure Knights is pretty straightforward and outlined in the following steps. The goal is to create characters in such a way to provide opportunity for storylines to play out during a gaming season. Use the provided character sheet to record all the information determined during character creation.

Character Creation Steps

1. Fill out Name, Callsign, Home, and Hair.
2. Divide dice among Stats.
3. Play initial relationships:
 - a. Roll for which Pure Knight rule each character thinks the other is breaking.
 - b. Player One determines where this happened.
 - c. Player Two determines what happened for this pivotal point.
 - d. Resolve.

Step One: Home, Name, Callsign, Hair

Most of the Pure Knights will identify with their pure earth background and genetic lines. Any and all genetic lines currently alive in the 21st century are available for the players. These lines will have the same grudges towards other lines that they do currently. For example, Iranian characters will not like American characters. Only one character can be from a nation. Enter the nationality and genetic identity under Home on the character sheet.

After the home is selected, each player should name their character and give the character a callsign that they use when piloting a Durga.

Last, select hair color and style and then draw a picture of the character on the character sheet. As a character survives several relationships, her hair will start to turn gray. Each streak of gray gives the player one extra die to roll per game session (see Between Games for more info).

Step Two: Stats

Divide 9 points among the characters three stats. The maximum points a stat can have are five and the minimum is 1.

These points are the number of dice cast when using the trait in an action.

Robotix: The character's ability to control and utilize the half a mile tall Durga battle robots. It represents their ability to interact with technology, and this is also the character's ability to influence and interact with the Twos. Robotix actions are neutral.

Kung Fu: A character's training in combat. Kung Fu is a physical and mental art, so this also represents the character's mental ability when combating with the mind. Kung Fu actions are adversarial.

Bubblegum: A character's mental state is represented by Bubblegum. The higher the number the closer the character is to going over the edge into the land of insanity. A higher number means that a character is more likely to succeed when taking great risks. Each time a player decides to use this skill, there is a chance the character will slip further into insanity. Bubblegum actions are friendly.

Play Initial Relationships

After the character's Stat dice are distributed, it's time to determine the initial relationships between the characters. Find the blanks listed under Player Character label on the character sheet. Use a blank for each of the other player's characters. These blanks and the pips under them represent the relationships that are the core goal of play. Each player's goal is to fill in all seven pips or circles governing their character's relationship to another character. These are shown on the character sheet under the blanks for writing a Player Character's name. By doing this, the story of their relationship moves closer to an end and closer to showing the others that what "I Think They..." is correct. More about filling in

pips later. One important thing to mention now is that when the last pip is filled in, a character may try to change the relationship between the characters for the better. To play the initial relationships follow these steps:

1. Roll a 1d6 on the following character for which Pure Knight rule each character thinks the other is breaking.
2. Player One determines where this happened.
3. Player Two determines what happened for this pivotal point.
4. Resolve using the resolution system. The winner receives one pip the loser receives none. (See *Playing Foe Destroyer* later in these rules. Start at Step 3.)

Rule Chart

1. Never abandon the singularity.
2. Never reveal the duty.
3. Never understand the past.
4. All actions are as one.
5. All is shared.
6. Create no life.

Determining where this happened

Player One determines where in the solar system their initial relationship happened. This location can be anywhere and may be used again by the Moderator when setting up scenes. The Moderator should record the location as part of the game world.

Determining what happened

Player Two determines what happened to give each other the negative initial relationship. This can be anything that portrays both characters in a negative light in relationship with the rule that they are supposed to be breaking.

Example: Jenny and Sarah are working out the initial relationship between their characters. Jenny rolls a two, which means that under “I Think They...” on the character sheet entry for Sarah, Jenny writes, “Wants to reveal the duty.” Sarah rolls a five and writes, “She is holding back equipment.”

Then Jenny says, “4000 years ago while investigating the moons of the gas giants in the system, we stumbled across an old escape pod from the Arhat.

Then Sarah says, “As we investigated the escape pod, I noticed Jenny hiding a unusual piece of gear in her boot. And she noticed me messing around with an old piece of communication equipment that appeared to still be functional. Because this is equipment related, we will both roll Robotix.”

Both roll dice for Robotix. Sarah gets a 2, 4, 4, and Jenny rolls a 1, 5, 6.

The Moderator says, “Jenny has rolled a higher score than Sarah. Sarah, do you want to challenge that score?”

Then Sarah says, “No, not now.”

The Moderator then says, “Jenny, mark a pip down under Sarah’s name on the character sheet. This is what happened on that old escape pod: As Jenny was looking over the unusual piece of gear, she decided to grab it to analyze it onboard her Durga, and that is what Sarah saw. Later, Jenny would give the technical readout to the twos, who used it to upgrade the Kung-Fu systems onboard all the Durga units. Meanwhile, Sarah did indeed send out a radio signal by messing with the communications panel. This very well could have brought the battlecruiser now at the edge of the system here.”

Playing Foe Destroyer

After all of the above is finished, the game can be played using the following steps. The player to the right of the Moderator goes first.

1. Moderator narrates the scene and what is happening.
2. The current player says what each of the characters are doing in the scene to address the situation and scene.
 - a. The current player also says what is going on to show the true colors of one other character.
 - b. The current player also says what Stat is going to be used in the event of a disagreement.
 - c. The player also says which Action and Reaction will be used during this round. Does not have to be his or her own.
3. The other players agree or disagree.
4. If agree, the current player gets a pip to add to the true color character. Move on to step 7.
5. If disagree, the players must throw the dice.
 - a. All players that disagree throw.
 - b. Highest die rolled wins.
 - c. Players may use any gray hairstreaks that they have.
6. Losers may battle on.
 - a. May roll Bubblegum to break tie or beat Highest die in Step 5.
 - i. Any rolls of 1 or 2 raise Bubblegum by one point, and the opposing player narrates how the character steps closer to the edge of insanity.
 - ii. If roll higher or tie highest die in 5, new highest roll wins.
 - b. May select Action/Reaction to use to win.
 - i. Player that picks to use this wins. Player records other players name under one of the

- A/R slots on the character sheet. The named character now has an advantage over the other player when all seven pips are filled in.
- ii. If two or more players use A/R, all record names and start again at step 4.
7. Moderator narrates what actually happened based on what happened above.
- a. Awards pips based on highest die thrown or A/R used.
 - b. Narrates event based on Stat used:
 - i. Bubblegum = Friendly
 - ii. Kung Fu = Adversarial
 - iii. Robotix = Neutral
 - c. Moderator crosses off any Action/Reactions used during this round of play. These may no longer be used, unless they are those selected by and listed on a player's character sheet.

Narration of Scenes

A new scene starts after all the character's initial relationships are played out, and then a new scene starts after step seven in the normal routine of play. It is the job of the Moderator to narrate what is the set-up and confines of a new scene. The players then elaborate on that set-up. Each new scene may occur in a previous location or a new one that the Moderator dreams up or other players have mentioned in their narration. The Moderator should keep track of all locations in the game, as these will be concrete locations that may be used in future games. A scene narration should end with a question.

Example Scene: A two in a suit coat and bow tie stands in front of a video projection showing the incoming battlecruiser. He drones on in his metallic voice about preparations that the twos are taking to avoid discovery of the singularity. The lighting in the room is

dimming and brightening as he talks from the major reconstruction of Lead City. After finishing his typical briefing, he looks out with his glowing red sensor eyes and asks, “What are the plans of the Pure Knights?”

Current Player's Actions

After the Moderator sets up the scene it is up to the current player to do the rest of the set-up before any dice are thrown. The current player is always the person to the right of the last current player or in the event of the first turn to the right of the Moderator. The first thing a current player must do is narrate what his or her character is doing and what the other player characters are doing and any other characters in the scene are doing.

Then the current player states who he or she is trying to gain a pip on, what Stat is to be used in this scene, and which Action and Reaction belonging to that Stat will be used and crossed of the A/R Matrix.

Example: Sarah is the current player and says, “Mary, Jenny, and I are all sitting looking at the two during the speech he is giving. As usual, suit and tie is boring and long winded, but I notice a hand signal that he gives to Jenny, and she returns the signal. Something secret is going on, I think. Mary doesn’t notice it, and is the first to chime in after the two’s speech, ‘Let’s lock and load the Durgas. It might be battle time.’”

Moderator says, “What Stat and which Action and Reaction will be used this turn. I assume the pip is against Jenny.”

Sarah says, “Yep, Jenny. The Stat will be Robotix, because we’re not sure what the intentions of this battlecruiser are yet. And project holographic images and smile are the Action and Reaction that I’m going to use. The holographic image is the display of the battlecruiser and the smile will be a message we send out to them.”

Other Players Agree or Disagree

When the current player is finished narrating what is going on in the scene, the other players agree or disagree with how the current player narrated. If they agree, then the current player receives a pip and play moves on to step seven. If there is disagreement, dice are thrown.

Example: Mary says, “I’m fine with that. I’m out of this contest.”

Jenny says, “I knew you’d try and send them a message. Showing your true colors, I see.”

Moderator says, “It looks like it is another contest about secrets and messages between Jenny and Sarah. The feud is on.”

Throwing the Dice

All players that disagree throw dice equal to their score in the Stat chosen by the current player. The highest single die result wins the roll and if no players chose to battle on, then the player with the highest die roll wins a pip against the current player. In event of a tie, the next highest die result wins. If everything is tied then everyone loses and either no one gains a pip or the Losers may battle on in the next step.

Before each player throws their dice, they must state what is happening in their view.

Example: Jenny says, “I’m throwing my Robotix dice to try and intercept the message and hidden codes that Sarah sent out.”

Sarah says, “I did nothing of the sort, but I’m throwing my Robotix dice to learn the secret language of hand signals between you and the twos. My guess is that you’re hiding something again.”

Both players throw the dice. Sarah gets a 5,6, and a 1. Jenny throws a 6, 4, and 2. Because six is tied, they go to the next highest roll, which is a five. Sarah’s 5 beats Jenny’s 4, so Sarah is the winner. Unless, Jenny chooses to battle on here, Sarah’s statement will come true, and Sarah will receive a pip against Jenny.

Losers Battle On

Any of the losers may battle on in the game. There are two things a player may do to battle on. The first is use Bubblegum to overcome the high score rolled in the last step. The second is to use the Action and Reaction listed on the player's character sheet to automatically win. This can only be used twice per Stat. Battle on begins with the player to the right of the current player.

When using Bubblegum, a roll of 1 or 2 raises the player's Bubblegum score by one. The opposing player will narrate what has caused this player to set closer to the edge of insanity. Being 8000 years old is tough. If any Bubblegum die results are equal or higher than the highest result in the last step, then the roller is now the winner of the contest. Bubblegum can be rolled by the other player to try and win until a roll of a six is reached, then Bubblegum can no longer be rolled by anyone. If a player's Bubblegum score reaches seven, then that character goes insane and is out of the game. The player may create a new character.

When selecting an Action or Reaction for the win, the player narrates how that action and reaction was used. The Moderator counts it as used on the Matrix, and it is an automatic win for the player, unless the other player uses it also. If the other player also uses an Action / Reaction, then play moves back to step four again until a pip is awarded. A player may only use his Action / Reaction twice for each Stat and must fill in the character's name it was used against in a blank A/R line next to the stat.

Example: The Moderator says, "Jenny, you loose. Battle on?"

Jenny says, "No way am I going to let Sarah win this one."

Sarah says, "It's on then."

Jenny says, "I'm rolling my Bubblegum score of three."

She rolls the dice and scores a 5, 4, and 1.

Jenny says, "I beat you with my 5. I win the pip."

Sarah says, "You're going insane though. Through your zealous pursuit of your belief that I'm trying to contact the enemy,

you have stepped closer to the edge of sanity. Your imagination will start to betray you.”

Jenny says, “That’s low.”

The Moderator says, “Sarah, you still could use your Action / Reaction slot to win the pip.”

Sarah says, “But doesn’t that also give Jenny a die against me in the end game?”

The Moderator says, “Yes, but that is one die that can help you transform the relationship between your characters into something positive vs. something negative.”

Sarah says, “Fine. I’ll do it. I want this pip. I’m using Offer a peace blessing and send the twos as diplomats. After our friendly message is received by the battlecruiser, we receive back an ambiguous reply. To solidify things, we decide to send out a peace blessing with the two as diplomats aboard a small unarmed craft.”

The Moderator says, “Jenny, you can also use your Action / Reaction to stop Sarah from getting a pip.”

Jenny says, “Nah. I’ll wait for my revenge.”

Moderator Narrates

To conclude a scene the moderator narrates what actually happened during the scene based on the die rolls and outcomes. The moderator will also awards pips, and crosses off Action / Reactions used on the matrix (see example below). The narration of events and any narration of the situation should be based on the Stat that was used:

- Bubblegum = Friendly
- Kung Fu = Adversarial
- Robotix = Neutral

Try to make the narration a witty summary of the scene like voice-overs used on cartoons just before a commercial break.

Example: Mary has gone down to the hanger to lock and load the Durgas for battle. In the meantime, Sarah has sent a message of peace out to the incoming battlecruiser. Even though, Jenny has gone insane trying to prove the message was one of betrayal, it was not. Sarah has also learned Jenny's secret hand signals with the twos. When the battlecruiser's message came back, it was still unclear as to their intent, so the Pure Knights have sent out a peace blessing and the twos as diplomats to try and negotiate a peace agreement. What will happen in the next scene, only the Pure Knights know.

Sample A/R Matrix	Eyeball fuel to head them off	Sam Sensors	Twos as diplomats	holographic image
Smile				X
Peace Blessing			X	
Send a ship full of ore				
offer knowledge of surrounding systems				

The Next Scene

The next scene then starts with a new narration by the Moderator and the player to the right of the last current player becomes the current player. Start again at step one until one of the A/R matrixes is completely used up. When that happens move on to Coming to an End below.

Example Next Narration: Because, the peace offering ship needed to be prepared, the Pure Knights find themselves in the hanger. Mary is busy at work with a group of two loading the Durgas with a full load of armament for any battles that may occur. Jenny and Sarah are programming the last messages into the peace

offering twos. With the ships fueled and launched, the Pure Knights must decide what to do.

Coming To An End

A session of *Foe Destroyer* ends when one of the Action/Reaction Matrixes is completely filled out. When this happens, players resolve any relationships that have seven pips in them. Play works as follows:

1. Moderator narrates how the events have unfolded during the game. A little bit of a summary of the highlights that moved play towards the end.
2. Each player says what he or she is doing in the final round to gain pips.
3. Roll off for pips as in normal play first.
4. Roll off for relationships.
 - a. The player with all pips filled in says what his or her character is doing to finish off this relationship and show the true colors of the other character.
 - b. The other player says what his or her character is doing in reaction.
 - c. Roll the dice:
 - i. The first player rolls one die for each pip, or seven dice.
 - ii. The second player rolls one die for each pip he or she has under the first player's character name, plus one die for each time his character is listed under A/R on the first player's sheet and one die for each time the other player's name is written on his or her own sheet.
 - iii. The player who rolls the highest die wins.
 - d. If first player wins, the other character is condemned to eternal torment. The first player narrates what happens.

- e. If the second player wins, the relationship has turned around. Both players must narrate how the relationship turned towards the positive.
5. After all relationships are finished, the Moderator narrates what happened with the situation based on which Matrix was filled in completely first and how the gaming season went. The Pure Knights now have a relationship established with the outside world that the Moderator or other players may use in future games.
 - a. Bubblegum = Friendly
 - b. Kung Fu = Adversarial
 - c. Robotix = Neutral

Moderator Sums Up

The first thing to do in the end game is to sum up the events of the game to brought the Pure Knights to this point. A quick summary of each scene is fine. This is just to refresh and remind the players of all the conflicts and things that happened between all the players. Then the Moderator narrates the climatic situation that is about to occur.

Example: In the first scene, the characters attempted to settle the situation with calming gestures, and Jenny was driven insane with her desire to expose Sarah as a traitor. Meanwhile, Sarah discovered a hint of Jenny's secret experiments with the twos. They also sent off their soon to be destroyed diplomats on an ill fated mission of peace.

In the second scene, Mary secretly sabotaged Jenny's Durga, which meant that Jenny would have to stay behind for the first encounter with the battlecruiser in scene three...

Now, the Pure Knights riding atop their half mile high Durgas are posed to lock in an epic battle with humanities past and the religious mutated zealots who wish to capture pure genetic material for twisted experiments. Losing this battle may mean that

the Pure Knights will be subjected to genetic manipulation for all of eternity. What will they do?

Say to Gain Pips and Roll Off

The players have one last chance to gain pips. They must state whom they are going after, what stat they are using, and what the two players are doing to address the climax while this final pip grab occurs. Then the contest is rolled off as per normal play.

Example: The Moderator says, “Before this situation is resolved, you have one last chance to gain pips. What do you do?”

Jenny says, “Sarah and I are flying full speed ahead at the enemy mecha. I let a volley of missiles fly and as they twist and turn towards the enemy, the enemy activates a jamming signal that they must have obtained for one of our team. Only Sarah knew my codes. Because we are in battle, I’m using Kung-Fu.”

The Moderator says, “Sarah and Jenny roll.”

Both roll their Kung-Fu scores and Jenny wins with the highest roll. Sarah has a Bubblegum score of 6 and all her A/R slots under Kung-Fu are filled, so she passes on trying to Battle On. This gives Jenny seven pips and the relationship can be resolved.

Roll Off the Relationships

After each player rolls for pips, all relationships between characters with seven pips are resolved. The player with all seven pips filled in narrates what his or her character is doing to finish off the other character. Then the other player narrates what his or her character is doing to reverse the situation and make friendly with the first player’s character.

The dice are then rolled. The first player rolls one die for each pip or seven dice. The second player rolls one die for each pip filled in on his or her character sheet under the appropriate name, plus one die for each time his or her character’s name appears on the first player’s sheet and the other character’s name appears on his or her own sheet.

The player who rolls the highest wins. If the first player wins, then the second is condemned to eternal torment, and the first player narrates how his or her character exposed the crimes against the Pure Knight's Rules. The condemned character is forever removed from play unless the Moderator brings her back in as a NPC. If the second player wins, then the relationship has turned around. Both players should jointly narrate how the relationship has turned towards the positive. The relationship on the first player's sheet is now crossed off and played out. The second player may still use the unresolved relationship and storyline in further play.

Example: Jenny says, "Since I have seven pips, my character is about to prove that Sarah has tried to reveal the duty to this intruder. As my missiles impact and destroy the enemy mecha, and Mary has disabled the battlecrusiers main engines, I lead my group of twos on a head on assault of the battlecrusiers bridge. There I find, Sarah projecting a holographic image of herself talking to the commander of the ship about our duty to protect Earth's past. It's a effort in vain, because I blast the commander and the twos finish off the rest of the bridge crew."

Sarah says, "That's not exactly right. I projected my holographic image aboard the bridge just as you came through the door, because if I hadn't, the bridge crew was waiting for you. You would have walked right into a trap."

The Moderator says, "Jenny roll seven dice. Sarah, you have four pips against Jenny, and on her sheet, she has written you name four times, and on your sheet, you have her name written twice. So, you get 10 dice. Roll."

They roll. Jenny rolls 6, 6, 4, 2, 2, 2, 1, and Sarah rolls 6, 6, 6, 5, 5, 3, 3, 2, 2, 1.

The Moderator says, "Sarah wins 6 against 4. This means that the relationship is going to change to the positive. How does it happen?"

Jenny says, “At the last minute, I see all the guns pulled and aiming a Sarah’s projection. I realize that she has tried to save me.”

Sarah says, “And just then, Jenny notices the self destruct button has been pushed, but before the ship can explode, I fly my Durga into the ship, which half destroys my beautiful fighting machine. The battlecruiser slices in two and only the stern section with the engines explodes. This leaves just enough time for Jenny to get into an escape pod before the rest of the ship explodes.”

Moderator Concludes

The final event of play is the conclusion of the moderator. This briefly outlines what happened in the final minutes of the game and how that relates to the future. This must reflect whichever matrix was filled out completely first.

Example: With the battlecruiser destroyed, and Jenny saved from certain death by the heroic actions of Sarah, life for the Pure Knights looks to have been put back to normal. As the girls sit back in the recreation pod of Lead City playing a quick game of checkers, a small probe blasts out of the solar system. It was the last remaining undestroyed piece of the battlecruiser. Who were these new invaders? The Pure Knights don’t know, but they may encounter these genetic engineers again in the future. Will they be ready?

Between Games

After a gaming season is completed and one matrix filled, the Pure Knights can ready for the next battle. For each character left alive, they gain one die in one Stat of their choice. The players may also reduce their character’s Bubblegum score to 1 by trading in any pips on a one to one basis. Any character that resolved a relationship, gets a streak of gray in her hair and may add one more

die to her hair color. The player may also remove the other character's name from his or her character sheet's A/R slots if the player desires.

If a character was condemned to eternal torment, then her player may create a new character between playing session. Initial relationship may be played via email or at the start of the next game session. The new character may have two free pips, but must state how she gained them at the start of the next playing session.

Conclusion and Design Notes

Foe Destroyer is meant to be a simple game engine that can be used to tell stories. It's a bit of a variation from my other games, mainly because it was produced for Joshua BishopRoby's character sheet for the Reverse Engineer Challenge hosted by Kevin Allen Jr. The character sheet is available here: <http://www.kevinallenjr.com/reverseengineer/Joshua%20Bishop%20Roby.pdf>). There are probably many games that influenced this game, but the few that come to my mind are:

- Death Stakes
- Breaking the Ice
- Dogs in the Vineyard

The character sheet cried out for a cartoon style treatment. I'm not sure how well that worked, but the following were influences:

- Bubblegum Crisis
- Robotech
- The announcers voice over at commercial breaks and end of cartoon episodes in what was that? Saturday Morning Cartoons? Or was that Batman episodes?

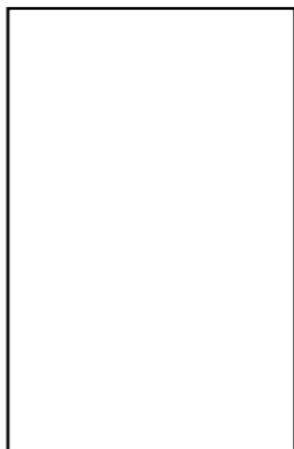
Some friends of mine made an awesome cock-rock CD that I received while making this game. (Cock Rock Explosion!! with the Wangcaster guitar cover. Be sure to check out their movie *PsyFuck* at <http://www.youtube.com/watch?v=HIV6-rbGOp0>.) It serves as the soundtrack. I suggest you put this album together if you're going to play *Foe Destroyer*.

Cock Rock Explosion!! For Destroyer Ho!!

1. Britney Fox – Girl’s School
2. Bon Jovi – Runaway
3. Poison – Talk Dirty to Me
4. Lita Ford – Kiss Me Deadly
5. Skid Row – I Remember You
6. Winger – Seventeen
7. Slaughter – Up All Night
8. Cinderella – Gypsy Road
9. Accept – Balls to the Wall
10. Motley Crue – Too Young to Fall in Love
11. Faster Pussycat – House of Pain
12. Whitesnake – Still of the Night
13. Ratt – Round and Round
14. WASP – Fuck like a Beast
15. Bullet Boys – Smooth Up in Ya

Long Live the Pure Knights!

FOE DESTROYER CHARACTER SHEET

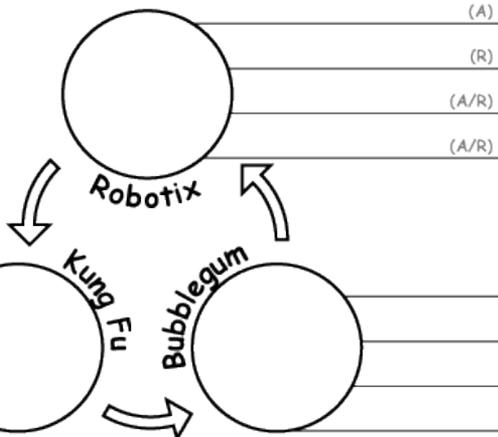


Name: _____

Callsign: _____

Home: _____

Hair: _____



(A) _____ (A)
 (R) _____ (R)
 (A/R) _____ (A/R)
 (A/R) _____ (A/R)

Player Character	They Think I...	I Think They...
○○○○○○○○		
○○○○○○○○		
○○○○○○○○		
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