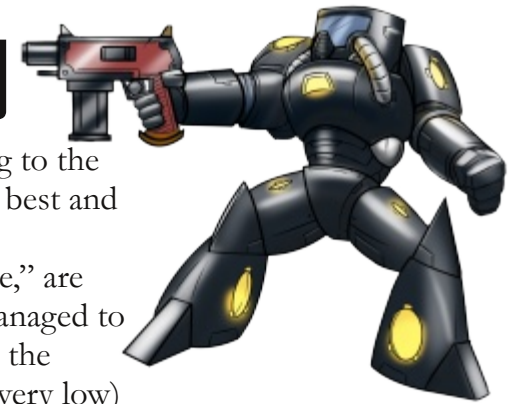




QUICK & DIRTY BATTLE BORN



You are one of the few **remaining immunes** (from the Pacification Virus) and belong to the misfit Squad 76, known as the “Spirit of Baltimore” (of 100 squads with #1 being the best and #100 the worst). **Battle Born**, part of the League’s **Military Assault and Combat Expedition** (MACE) or as the troopers say, “Most Anyone Conscious and Expendable,” are equipped with an overly-complicated, mech-style battle suit. In a poker game, Sarge managed to win a Resolution Class dispatch ship, the **Dauntless Perisher**. Your job is to carry out the League’s orders to the best of your ability (command’s expectations are very low, very very low) while keeping the pacified and unarmored (affectionately known as squishies) safe (usually from your malfunctioning EE suit or poorly aimed kinetic shells).

CREATE CHARACTERS

1. Select a specialty for your character: **Sarge** (only one per squad), **Trooper**, **Tech-Ninja**, **Funky Mind**, **Damage and Operations Control (DOC)**, **Mission Specialist** (between each mission you receive inadequate training for the next), **Pilot**.
2. Roll a d6. Then add 3 to the result. This is your skill level in your **EE Suit and Universal Component Construction (UCC)**.
3. Roll a d6. Then subtract 1 from the result. This is your skill level in **Combat and Blowing Things Up**.
4. Your **Specialty Skill Level** is 4. You can lower this skill level to 3 by raising the result of #2 or #3 by 1. Or you can lower the results of #2 or #3 by 1 by raising this skill level to 5.
5. Pick a name only a misfit immune drafted into Battle Born would love, such as Willie or Mad Chad.

PLAYER GOAL

Your goal is to keep your character **engaged in attempting to follow orders** like only an undertrained, misfit, immune, immortal Battle Born with a massive battle armor suit would do. The more stuff you mess up the better.

CHARACTER GOALS

When your character **satisfies one of these goals, you bank +1d** for a future roll:

- Engage in Dangerous Activities
- Take Great Risks
- Battle
- Carry Out Cunning Ploys
- Seek Experiences Beyond Comprehension
- Suck Up to Command
- Perform Heroics
- Show (Bad) Judgment
- Seek Publicity

When you **tick all goals in a game, you can reduce a skill by -1** during the game. You can do this three times during a game.

ENVIRONMENTAL ENCLOSURE SUIT

Your **EE suit keeps you alive** through most combat scenarios (although you might suffer pain and have regrown limbs misplaced – that’s what the EE suits drugs are for). The suit’s UCC can accomplish most anything a discerning and well-trained soldier might need (if you were discerning and well-trained you’d appreciate that). Most importantly, it has really big guns.

THE DAUNTLESS PERISHER

It’s a typical Resolution Class dispatch ship designed to carry one Battle Born squad in little comfort to and from combat zones via worm holes. The Dauntless Perisher has several major upgrades: its **system drives are fast**, and it has a **lounge chair** and **mini-fridge**. It excels at maneuvering for perfect drops (if only you hadn’t missed that training). Because the Battle Born almost never return it wasn’t designed to retrieve dust offs (you weren’t offered the training anyway), so you’ll probably need to hijack a tug to achieve orbit.

UNIVERSAL COMPONENTS

Everything in the League is constructed from **24 Universal Components** represented by the letters of the alphabet except for I and O. Meaning, you can MacGyver almost anything from the parts in an EE suit and a starship. Well, you could if you were properly trained. Some components are rare. **Black Box Technology** created before UCC exists. Good luck figuring that out.

Quick and Dirty Battle Born

by Bryan Hansel, www.emptygamebox.com

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ROLLING THE DICE

When you do something crazy, risky, dangerous or just plain stupid (should happen often if you're playing right), roll 1d6 to find out how it goes. **+2d if it's really stupid. +1d if it's really crazy or risky. +1d if it's really dangerous.** (The GM will let you know how many dice to roll based on the situation and how crazy, stupid, risky or dangerous your action is).

You want to roll over your skill level (a one is always a failure and a six is always a success):

0. If none of your dice succeed, you suffer a **Major Mishap**. The GM says how things get a lot worse. If in combat, any squishies around are squashed.
1. If one die succeeds, you succeed. But, the GM inflicts a complication, harm or cost.
2. If two dice succeed, you do it well.
3. If three dice succeed, you get a critical success. The GM tells you some extra effect you get.
! If you roll your skill level exactly, you get an Overkill. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. You can change your action if you want to, then roll again.

HELPING

If you want to help someone else, who's rolling, say how you try to help and make a roll. If you succeed, give them a +1d.



YOUR ORDERS ARE TO

- | | |
|--|---|
| 1. Escort an immune | 4. Search and destroy a derelict vessel |
| 2. Use Trip Crystal to trip behind enemy lines | 5. Hold Sol's worm hole until G/Sol arrives |
| 3. Retrieve lost Black Box Technology | 6. Rescue important immune hostages |

BECAUSE

- | | |
|--------------------------|----------------------------------|
| 1. Peace negotiations | 4. Space pirates |
| 2. A search for the cure | 5. Wormhole system is threatened |
| 3. A rebellion | 6. League threatened to dissolve |

A BAD GUY

- | | |
|--|---|
| 1. The Kro, Barthon the Destroyer | 4. A ship of lost Blood Knight androids |
| 2. Clarity, a Ecclesiastic (xenophobic) Cleric | 5. Androx, the insane Era Four ruler |
| 3. Feligh empathy, name unpronounceable | 6. MACE Admiral Jack Speed |

WILL WORK TO PREVENT YOUR SUCCESS BECAUSE

- | | |
|---------------------------|---------------------------------|
| 1. All immunes should die | 4. Revenge |
| 2. More profit in failure | 5. Rich boredom |
| 3. Long lost evil father | 6. Dystopia justifies the means |

IF YOU FAIL

- | | |
|---------------------------------------|---|
| 1. A planet of squishies is destroyed | 4. The shape changers infiltrate the League |
| 2. The Dauntless Perisher is damaged | 5. The wormhole system collapses |
| 3. A Kro invasion begins | 6. Androxian fanatics revolt |

GM: GIVING THE ORDERS

Roll or choose on the tables above.

GM: RUN THE GAME

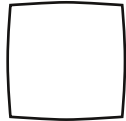
Play to find out how they accomplish their mission. Introduce the mission by tight-band laser parity radio on The Dauntless Perisher. "You're all squeezed into the cockpit listening to command droll on about escorting an immune to the core worlds for peace negotiations. Who sucks up to command?" Then introduce the bad guy by showing that he's about to do something to the characters. "The Kro Commander Barthon the Destroyer trips out of space before you and demands your surrender. What do you do?" Allow the bad guy's motive to be discovered early in the game and when rolls fail put the characters into situations where they could address the motive directly.

Call for a roll when the situation is uncertain. Don't preplan – let the mission go where it goes. Use failures to push the action onward. The situation always changes after a roll, for good or ill. If you get stuck, think about what just happened and then use one of these conjunctions "meanwhile, therefore or but" to link it to the next situation. After all the players have a turn, tell them what the Bad Guy is doing to achieve his motive even if the bad guy is nowhere near the characters.

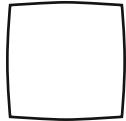
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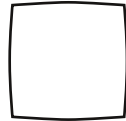
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EE Suit and
Universal
Component
Construction



Combat and
Blowing Things
Up



Specialty Skill
Level

Character Specialty (Circle One)

Sarge	Damage and Operations
Trooper	Control (DOC)
Tech-Ninja	Mission Specialist
Funky Mind	Pilot

Character Goals (Tick these goals during play)

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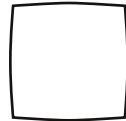
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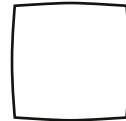
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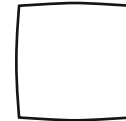
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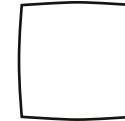
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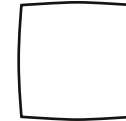
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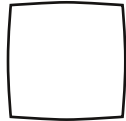
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