Space Hex Table Top Role Playing Game Lite Rules

Science Fiction Table Top Role Playing Game in the Aruna Galaxy.

About this Game

This is a Science Fiction Adventure Role Playing Game that is a mix of class and skill based mechanics that uses a west marches style of game play set in the Aruna Galaxy. Space Hex is designed for club play. That is the Game Keeper creates the world to play in and the world changes over time, especially the changes associated with what takes place during game sessions. A Game Keeper is more then welcome to build their own world to play in, but Space Hex centers around the Outer Rim Sector, Neutral zone subsector, Mandamus System of Aruna Galaxy.

Space Hex is a grimdark game. This is fantasy with a hard edge. Characters can get killed as a result of poor choices or poor dice rolls, and the world of Aruna is brutal and unforgiving – nothing is given and everything is earned.

License

Character Creation

Roll Attributes

Roll 3D6 seven times. Assign these rolls between the stats of Strength, Constitution, Dexterity, Reason, Intuition, Charm, and Psionics.

Attribute Score	Modifier
3-4	-3
5-6	-2
7-8	-1
9-12	0
13-14	+1
15-16	+2
17-18	+3

A character's hit points are the Strength, Constitution, and Dexterity attributes. When a Character is injured they lose Strength or Dexterity and when one is reduced to zero points can come off of Constitution. When two attributes are reduced to zero the character is unconscious and when three attributes reach zero the character is dead.

Choose a Race

Al'wana – Bipedal Insectoid with vestigial wings +1 Intuition, -1 Constitution
Glipide – Bipedal Mammal with elephant features +1 Strength, -1 Dexterity
Dwala
They are evolved from Birds. -1 Strength, +1 Dexterity
Maklah
They have a kind of pig face +1 Strength, -1 Charm
Karna
They appear are a dinosaur with feathers. +1 Reason, -1 Psionics
Gaians
Humans
Silicates
AI Robots -1 Charm, -1 Psionics, +1 Constitution, +1 Dexterity
Doschians
Quad armed and Quad Legged ant like insectoids. +1 Intuition, +1 Reason, -1 Charm, -1 Psionics

Skills

Players will choose one skill at zero from their adolescent life, and four basic skills at zero as part of joining a guild. Skills that have a sub skill are used when a character moves from zero to one in that skill. The one is added to a specialization.

admin
advocate
Non-Sophont
    NS – Farming
    NS – Riding
    NS – Veterinary
Medicine
    NS – Hunting
Athletics
    A – Strength
    A – Dexterity
    A – Constitution
Exoskeleton
Bribery
Broker
Carousing
Computers
    C – Coding
    C – Repair
Demolitions
Electronics
Art
Persuasion
Disguise
Dodge
Language
Search Data Base
Gambling
Gravity
Leadership
Language (Specific Language)
Mechanics
Medicine
    M – Surgery
    M – Pharmacology
    M – Cybernetics
Land Navigation
Recon
Science
Life Sciences
Physical Sciences
Social Sciences
Space Sciences
Streetwise

Ground Tactics
Radio Planetary
Communications
    RPC – Jamming
    RPC – Triangulation
    RPC –
Encryption/Decryption
    RPC – Repair
First Aid
    FA – Paramedic
    FA – Prolonged Field
Care
Investigate
Persuasion
teaching
Performance art
Combat Skills
Gun Combat
    GC -Laser
    GC – Electromagnetic
    GC – Plasma
    GC – Powder actuated
Melee Combat
    MC – Blade
    MC – Improvised
    MC – Primitive
    MC – Hand to Hand
Man Portable Heavy Weapons
Artillery
Grenade
Planetary Transport Skills
Vehicle
Aircraft
    A – Gravity Vehicle
    A – Rotary Aircraft
    A – Winged Aircraft
Mole
Tracked
Watercraft
    W – Sail Boat
    W – Motorized Boat
    W – Ocean Going Ship
    W – Submarine
Wheeled

Psionic Skills
Awareness
    A – Suspended
Animation
    A – Enhanced Strength
    A – Enhanced
Constitution
    A – Regeneration
Extrasensory Perception
    C – Sense
    C – Clairaudience
    C – Clairsentience
Telekinesis
    T – Levitation
Telepathy
    T – Life Detection
    T – Mind Meld
Astral Projection
Spacecraft Skills
Pilot
    P – Shuttle
    P - Interplanetary
    P – Interstellar
Shields
Engineering
    Eng – Shields
    Eng – Ship Systems
    Eng – Drive
Subspace Communications
    SC – Jamming
    SC – Triangulation
    SC –
Encryption/Decryption
Gunnery
    Gun – Spinal Mount
    Gun – Turret
    Gun – Torpedoes
    Gun – Electromagnetic
Star Navigation
Steward
Space Tactics
Low Gravity

Choose a Profession

Choose a Profession and take zero in the skill package provided.

Government – Admin, Advocate, Carousing, Computers, Vehicle, Language

Paramilitary – Athletics, Gun Combat, Melee Combat, First Aid, Recon, Streetwise

Espionage – Athletics, Gun Combat, Melee Combat, Radio Communication, Streetwise, Recon

Science – Science, Admin, Language, Computers, Investigation, Persuasion

Organized Crime – Gun Combat, Persuasion, Gambling, Bribery, Carousing, Vehicle

Mercenary – Athletics, Gun Combat, Melee Combat, First Aid, Grenade, Land Navigation

Medical – Pharmacology, Science, First Aid, Computers, Surgery, Admin

Merchant – Broker, Computers, Admin, Streetwise, Persuasion, Bribery

Journalist -Language, carousing, Investigate, Computers, Streetwise, Persuasion

Psionic – Athletics, Awareness, Extrasensory Perception, Telekinesis, Telepathy, Astral Projection

Choose a Guild

A Guild is a local organization for Sophonts of the same profession. They provide a variety of services for members. Typically this includes – accommodations for travelers, degree training, profession related specialty items, jobs, and fellowship.

Government
> Mandamus Senate

Paramilitaries
> Roger's Rangers
> Al'wana Clans
> Skip Tracers

Espionage
> The All Seeing Eye

Science
> Mandamus College

Organized Crime
> Mandamus Syndicate
> Boolean Raiders

Mercenary
> Association of Security Professionals

Medical
> Muse of Asklepios

Psionic
> Psionic Institute
> Followers of the Mind

Merchant
> Association of Independent Merchants
> Corporate Operatives

Journalism
> The Fifth Estate Professional Association

A Profession has nine levels in it divided between three categories. Level One to Three is the apprentice, level four to six is the journeyman, and level seven to nine is the master. Characters advance in levels by gaining experience through using Profession related Skills successfully and by receiving training at a Guild Hall, and to move from one category to another (that is from apprentice to journeyman and journeyman to master) the Character must complete a special project.

Level One – 0 to 100
Level Two – 101 to 250
Level Three – 251 to 450
Level Four – 451 to 800
Level Five – 801 to 1300
Level Six – 1301 to 1900
Level Seven – 1901 to 2700
Level Eight – 2701 to 3600
Level Nine – 3601 to infinity

During a session each time a player successfully uses a skill they put a check beside the skill. At the end of the session they earn 1d4 experience points for each successful use. Players stop earning experience when they have enough to reach the next level and resume earning experience when they have received training either from a guild or another source. After which they are at the new level and begin collecting

experience again. The same goes for constructing a special project between levels three and four as well as level six and seven.

Remaining Things to Do.

They will choose a name for their character and gender.

They will then roll 2D20+10 for the amount of credits they start the game with.

In Mandamus System the Currency is the Iron Credit. This is the fixed trading value of one ounce of iron. Iron is the most abundant resource in the system and is what merchants use as a benchmark for all other things.

Players will then use what funds they have available to purchase gear they deem necessary to start adventuring.

Players must have a back story and they must explain how the character's in the party how they know each other.

At the beginning of a session player's characters will meet at a hub in order to begin the adventure. None of these characters will be from the hub, and no one in the party will be a NPC. If the player's need a thief or some other type of character, then they will have to find a player to play the character.

Playing the Game

When you attempt a task with a meaningful outcome and a meaningful chance of success or failure, your GK will ask you to make a test against a skill or stat. Roll 3D6 and add the modifier for the associated stat, the skill level the player has, difficulty modifier (+1 for easy, 0 for routine, -1 for Difficult, -2 for very difficult, and -3 for impossible), and any dice modifiers associated with equipment and time. If a player doesn't have anything in a skill then it is

automatically -3. If the number left over is a ten or less then the player was successful and if there number is eleven or more the player was unsuccessful. For each number under or over ten the player receives either a graduated success or graduated failure.

Task Chain

When two or more players are trying to complete a group collective task. The players will form a chain of events in which each player attempts their individual task with the resultant modifier being added to the next players attempt. This modifier is the number below or above ten. With ten being zero and incremental numbers below being added and above being subtracted. With the Players narrating the results along the chain.

Opposing Tests

If two characters actively struggle against each other, like a chase or an attempt to open a door, both roll an applicable skill or stat. The character who succeeds with the highest number is successful at achieving their goal. If both characters fail, the one who fails with the lowest number succeeds.

Locations

There are a few places that players can visit during game play.

Game play typically takes place within either a star ship moving around or between solar systems or within a solar system on some type of planet or planetoid.

An average solar systems heliosphere is around 2,000 astronomical units with one astronomical unit being 149,597,870,691 km.

Within the heliosphere is all manner of locations characters live at and visit. These can be habitable planets, mining operations, star bases, a variety of outposts, colonies, civilizations, derelict ships,

archaeological sites to name a few, and of course a variety of space fairing craft.

Space Hex uses an economy of scale mechanic when it comes to the cost of space craft that are capable of both solar system travel and travel between solar systems. This economy of scale refers to their being not just countless facilities manufacturing ships in the galaxy but also countless manufactured ships in the Galaxy. Some of them might be brand new and other might be hundreds of years old. Some might be well maintained and others might be barely held together by thoughts and prayers.

Ships land on a planet without burning up in the atmosphere using inertial dampers. Ships still typically require landing gear to land on a planet, but some ship use anti-gravity pods.

Ion Propulsion is the common method of travel within a solar system. Ion Drives have a maneuver rating of between one and twelve depending on the scale and technological advancement of the drive. This accounts for the amount of fuel consumed and the speed at which the ship can move at.

A Bi-tertaneutronium (BT) Soliton wave front drive (SWF) is used to travel between solar systems. BT is made from Beryllium refining. A SWF Drive comes in different classes of effectiveness, these range from class one to twelve. A class one drive travels one parsec per month and a class twelve drive travels at one parsec per day. Everything in between operates on a performance scale for time of travel and fuel consumption. The better the drive the less fuel it consumes the faster it operates.

Dangerous Situations Between Characters

In a dangerous situation between characters play goes in turns. If one side is surprised then they lose the initiative for that round. If not then each round begins with each side rolling a d20 and adding their Dex modifiers to their roll with the party with the higher number going first. This system allows for characters to move, attack, defend, or do something else as both individuals and as a group using task chains. For example two characters can form a sniper team – one being a spotter and the other being a sniper.

A dangerous situation turn lasts for six seconds. A character can make one major action and one minor action, or three minor actions during a turn. A major action is an attack or defend and a minor action is everything else that can take a two seconds to do.

Attack: Character rolls a combat skill. On a success, roll damage for the weapon they use and then add the DM from the skill check, then subtract the character's armor rating and reduce the target's attribute(s) accordingly.

If a character's strength, constitution, and Dexterity are reduced to zero the character is dead. If two attributes are reduced to zero then the character is knocked unconscious.
Defend: Player or GK declares the character is defending. The next attack against that character before their next turn is an opposed test against their dodge skill.

Minor Action: This can consist of operating a machine, applying minor first aid, reloading a weapon, moving 14 meters adding or subtracting the dexterity modifier in meters. A minor action must be plausible and not to involved to ruin an attack or defense.

Weapons

Weapons do the following damage:
Unarmed: 1d6 + strength modifier
Melee Weapons, Bows, and Thrown Items: 1d10 + dexterity modifier
Pistol Powder Actuated Guns: 2d20 + dexterity modifier

Rifle Powder Actuated Guns: 3d20 + dexterity modifier
Laser Pistol 4d6 + dexterity modifier
Laser Rifle 6d6 + dexterity modifier
Plasma Pistol 3d6 + dexterity modifier
Plasma Rifle 4d6 + dexterity modifier
Explosives/Grenade 2d100

Dangerous Situations Between Spacecraft

Space combat involves six factors – talent, tactics, training, terrain, the attributes of the craft, and luck.

A spacecraft is typically made up of a number of stations. If the craft is occupied by a single Sophont then all station are in the hands of one being. Otherwise these stations typically consist of:
The acting Captain – The Dexterity and the Intuition modifier of the Captain are used to determine initiative in Combat
Sensors – This station is used to scan space
Medical Infirmary – Damaged crew members are looked after here.
Communications – This station deals with receiving, encoding/decoding, and jamming messages.
Security – This station deals with boarding actions and other security threats
Pilot – This station deals with the ships maneuver
Engineering – This deals with propulsion, life-support, and power.
Ships Shields – This station deals with shield modulation and shield levels.
Weapons Station – This station deals with weapons that the ship has available
Tractor Beam – This station deals with the ships tractor beam.
Navigation – This station deals with plotting courses in space.

Some ships have a lot of crew, even into the thousands and small ships may have only one member. Some ships may have many stations and lots only have a single console that has to do a variety of things.

Space Combat is very common and often times deadly in Space Hex.

In a dangerous situation between spacecraft play still goes in turns. They are in six second increments. And each side still rolls for initiative. In the case of a fleet action the captains from each fleet combine their modifiers together and then each side rolls a d20 with the higher number winning the initiative.

In the case of surprise the side that does the surprise goes first.

Spaceships have a major action and a minor action, or three minor actions. A major action is an attack or a defense, and a minor action is everything else.

Major Action: This is a task chain that involves the characters explaining what they intend on doing and how it will be played out. This plays out in the following way. The captain makes a space tactics check. The result is then added to the pilot check, and this is then added to the shield check and the weapons check. This can also include a boarding action if one of the ships is disabled in an attack.

If the captain wants to disable a part of an enemy's ship then there is an opposing check made with weapon skill and the opponents engineering team.

Minor Action: This can be a movement of a ship, or the opening of a hailing channel, reloading of photon torpedo, or the diversion of power from one ships system to another.

Spacecraft Weapons and Defenses

Ion Cannon – 4d20, 50 points of energy

Plasma Cannon – 4D6, 30 points of energy
Laser Cannon – 3D6, 20 points of energy
Energy Shield Level 1 to 12 – 20 points/level 20 energy points/point of shield
Torpedo – 2d100
Probe – Provides a sensor package
Tractor Beam – Level 1 to 6 – 100 tons per level, 100 points of energy/level

Psionics

When a character wishes to use a Psionic Skill they make roll against their skill and subtract one point of their attribute when successful and two points when not successful. When they reach zero points in that attribute they cannot use the power until they rest.

Players may use Psionic Drugs to return their points and enhance their powers if they can find them. Otherwise they gain one point back for every day of rest.

Healing Time

Once each day, if a character is able to rest, they gain one point back in healing which they can place on an attribute that has been affected by damage.

There are a variety of pharmaceutical interventions available to characters that heal their wounds quicker then rest alone. There are also a variety of cloning technologies that deal with missing appendages and damaged organs. There are also a variety of cybernetic appendages available for characters that are missing limbs.

There are also a variety of medical devices that are available. Some high tech machines are hand held and others are very large.

Healing Equipment

Primitive First Aid Kit
Primitive Trauma Kit
Primitive Surgical Kit
Triage Scanner
Dermal Regenerator
Surgical Bay
Anti-grav Stretcher
Holographic Diagnostic Scanner
Biogel regeneration tank

The Roll to Return

Between sessions time in Aruna passes day for day in the real world, however, session time can vary from session to session. One session may consist of only a few hours in the game world, and others may span several days or even months.

This means that if one group of players attacks the mine on Celtrus Five on Monday's Game Session, and then on Tuesday another group of players goes the mine on Celtrus Five they will see the effects of the attack.

However, every session begins from a safe place where characters meet and live in relative safety and at the end of the session the character's must return to their hub or another hub where they will wait until the next time the character is in play.

End of a Session

If a character has survived a session then they take each successful skill check they made and roll 1d4 for the amount of experience gained during each skill check. Add the total up and mark it on the character sheet. When a character has enough experience to reach another level they must find a local guild hall through which they can receive the correct training for the next level. This training will provide skill points and new skill proficiency and takes in world time to complete.