

ROVERS

A retro space opera hack based on World of Dungeons Turbo

Name

Look

WIT

Impaired (-1 Strain)

MIGHT

Broken (-4 HP)

GRIT

Weary (-1 to max load)

Terms

One

10 HP, 2 skills

Two

+ 2 skills

Three

+ 2 skills

Four

+ 2 skills

Armor

Experience

◇

◇◇

◇◇◇

◇◇◇◇

HP

Strain

You usually start with 1 term. Each additional term you start with gives you a **Scar**.

Background Skills At least one of your skills must be from your background.

Detail your past service

Military

COMMANDO

You can spend two strain on a roll instead of only one.

KILLER

+1D to damage you inflict.

Merchant

CONNECTIONS

Once a session call in a favor someone owes you USED

MANIPULATE

Take +1 to your roll to convince, fool, or impress

Wanderer

JACK OF ALL TRADES

Once per session you may use a skill another character has that you don't have USED

SURVIVAL

Take +1 to your roll when facing environmental challenges.

General Skills Available to any background

LUCKY

Once per session avoid a bad outcome USED

MEDIC

You can use first aid during a conflict. During downtime, give +1D healing

PILOT

Pilot anything and do tricks not even in the manual.

PSYCHIC

Spend Strain to do psychic effects (read minds, precog, clairvoyance, telekinesis)

TECH

Do techie stuff like repair the hyperdrive or hack a computer

IMPROVEMENT

+1 to an ability

TOUGH

You get +4 HP

Mustering Out Choose one. If you have more than one Term, you may choose one more.

CREDS

FOLLOWERS
Either 1 Expert or 2-6 Grunts

SPECIAL WEAPON Load

AP SPRAY HEAVY +RANGE

ROVER'S GUILD

Passage offworld once per job. Guild Hostels are inviolate

STARSHIP

Detail on Ship Sheet

TITLE

Knight or Baron, or maybe Commander or SVP

Creds

Equipment Choose load then check off as needed

Tech Kit Hand Computer

Armor Survival Kit

Weapon Grenades

Scanner Antigrav Belt

First Aid Kit

Rifle/Polearm

Vaccsuit (acts as Armor)

Q36 Explosive

Laser Powerpak Weapon

No Load: Fake ID Blueprints Concealed Weapon *+illegal* Burglary Kit Reflex Armor

Light Load

Inconspicuous, Nimble

Normal Load

Looking for Trouble, Quick

Heavy Load

Not to be messed with, ponderous

Encumbered

Burdened, slow

1-3 Load

4-5 Load

6 Load

7-9 Load

If you have the **Weary** scar, permanently fill in the first box under Light Load.

One: Characters and Combat

It's a big galaxy all right, but most folks are content to sit in the mud at the bottom of a gravity well, selling each other widgets and busted dreams. But we're **out there**, making a living with our wits, fists, and guts, looking for the next system and the big score. They call us pirates, mercenaries or worse, but we call ourselves **Rovers** and the galaxy is ours for the taking. As long as the Empire doesn't catch up with us...

CHARACTER CREATION

1 Who were you before you became a Rover? Choose a general **background** category (Military, Merchant, Wanderer) and then write the specifics on the line above. For example, you might choose Merchant and write "3rd Officer on a cruise ship." Or maybe you're Military and you were a "Elite Mercenary Sergeant" who once fought against aliens in the Shira Kai system.

2 Choose your Attributes. Attribute scores range from -1 to +3, with zero being average. The attributes are:

- **Wit:** Awareness, smarts, guile.
- **Might:** Fighting, athletics, prowess.
- **Grit:** Willpower, fortitude, toughness.

Your attributes sum to +1 at the start. So, when you first begin you might have +1 Wit, 0 Might, and 0 Grit. Or -1 Wit, +2 Might, and 0 Grit, etc. You can use the **Improvement** skill to raise your abilities. You get **10 Hit Points** (HP) to start. You can take the **Tough** skill multiple times to get more.

3 Determine the number of **terms** your character has completed. By default, for experience, you start having completed one term. Fill in the experience ◇ in the column under One—this means that you've gone on one adventure and you're **Level 1**. Each time you complete a job, fill in a ◇. When you fill in all the ◇ below an experience level, you advance to that level.

You can start with more than 1 term but each extra term after the first requires you to take a **scar**.

4 Choose your **skills**. You get 2 skills for every Term you have. One skill must be from your background. You can choose a skill from another background **once**.

5 **Muster Out** by choosing one benefit from the list. If you ever have more than one Term you can take a second benefit. Give your character some cool futuristic name and describe them.

ROLLING THE DICE

When you perform a risky action or try to avoid a bad outcome, The GM will tell you to make an attribute roll that fits the situation at hand. You roll 2 six-sided dice (2D), and add your attribute modifier to get the result.

A total of 6 or less is a miss; things turn out badly.

A total of 7-9 is a partial success; you do it, but with a cost, compromise, reduced effect, or harm.

A total of 10 or 11 is a full success; you do it without complications.

And **a total of 12 or more is a critical success;** you do it to some extra benefit or advantage.

STRAIN

Rovers have a special resource they can spend to boost their rolls, called **Strain**. You have a number of strain available equal to your Terms +1. When you spend a level of strain, add +1D to any roll (attribute roll, damage roll, whatever). You may use only one strain per roll.

DAMAGE & HEALING

Normal harm does 1D damage. Weak harm does 1D-3 damage (min 1 HP). Really powerful harm does 2D damage. Subtract your Armor from the damage taken. As long as you have Hit Points, you're fine. When you take damage past your HP, you're in trouble. Make a Grit roll to find out how bad it is. On a miss, you suffer the worst of it and you're out of action—if this was a deadly attack, you die. Otherwise, maybe you break your leg, get knocked out, etc.

Rather than dying, you can choose to survive with a permanent **Scar**: Impaired (-1 Strain), Weary (-1 Load per category), or Broken (-4 max HP). If all three scars are marked you can't cheat death.

When you take a rest, you get to roll 1D for each of your unspent Strain and recover that much HP. You can also use a **First Aid kit** to recover 1D HP when you rest.

EQUIPMENT

Before a job, select a load level and check off equipment up to that load as you go along (no need to choose ahead of time). Higher load levels make you look more obviously dangerous.

Blades (knives, swords, etc.) can only be used at Close range. Guns can be used at Near range.

HEAVY: +1D damage then reload; **AP:** ignores armor; **SPRAY** roll 3D then apply 1/target in a group; **+RANGE** increase max range by one.

Antigrav Belt: Personal flying harness

Armor: Blocks 1 damage from attacks

Burglary Kit: Lockpicks, anti-security tools

Grenades: +spray, 2 uses.

Laser Powerpak: Provides energy for lasers.

Laser Weapon: +AP, requires powerpak

Q36: Explosive charge and detonator

Reflex Armor: 1 Armor vs. lasers only.

Rifle/Polearm: +1D dmg, +range.

Scanner: Basically a tricorder.

Special Weapon: Choose one of the options listed.

Supplies: Food and water.

Survival Kit: Tent, solar stove, small tools, etc.

Tech Kit: Allows repair, sabotage.

Vaccsuit: suped up spacesuit; total life-support.

Weapon: 1D dmg. Pistol, carbine, dagger or sword

STARSHIPS

Ship Name Look

HP Shields **Cargo** You start with Cargo = MASS **Upkeep** **Overdue** (In default)

Size	Small 2 systems, 10 hp	Medium 4 systems, 20 hp	Large 6 systems, 30 hp	Very Large 8 systems, 40 hp
MASS	■	■■	■■■	■■■■
SYSTEMS	2	4	6	8
AGILITY	Nimble	Quick	Ponderous	Like a Barge

Upkeep is the cost per job in Creds to keep the ship running and pay the mortgage. A ship's base Upkeep is equal to its Systems. If the ship has more Thrusters than MASS, use the Agility in the column to the left; if it has less Thrusters than MASS use the Agility in the column to the right.

Configuration: At least one system must come from your configuration. You may choose at most one system from another configuration.

Military Systems	Merchant Systems	Scout Systems
<input type="checkbox"/> MAIN WEAPON Give one weapon <input type="checkbox"/> AP <input type="checkbox"/> SPRAY <input type="checkbox"/> HEAVY <input type="checkbox"/> +RANGE	<input type="checkbox"/> STATEROOMS Allows 2 passengers per MASS	<input type="checkbox"/> CLOAK +UNRELIABLE Ship is invisible to sensors.
<input type="checkbox"/> SHIELDS ARMOR=MASS	<input type="checkbox"/> OLD -1 UPKEEP	<input type="checkbox"/> RUGGED +6 HP
<input type="checkbox"/> GUNBOAT Fill in 2 extra Weapons <input type="checkbox"/>	<input type="checkbox"/> EXTENDED CARGO BAY Fill in +MASS extra Cargo <input type="checkbox"/>	<input type="checkbox"/> BOOSTERS Fill in 2 extra Drives <input type="checkbox"/>

Major Systems Available to any configuration. **Critical Hits** next to each section can be recorded to avoid destruction.

Weapons <input type="checkbox"/> Targeting Out (-2 to all attack rolls)	Cargo <input type="checkbox"/> Motivator Jammed (Cargo capacity halved)	Drives <input type="checkbox"/> Crippled (One drive non-functional)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PULSE LASERS CLOSE Short range rapid fire lasers, allows COUNTERFIRE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CARGO BAY Each box is +1 Cargo attribute. You get +MASS filled in for free.	■ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HYPERDRIVE Allows hyperspace jump, one hex per filled in box.
<input type="checkbox"/> <input type="checkbox"/> BEAM LASERS NEAR/FAR Long range powerful lasers +AP at NEAR range	_____	■ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> THRUSTERS Powers the ship in normal space. The ship with the higher Thrusters rating usually goes first.
<input type="checkbox"/> MISSILES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> NEAR	_____	_____
<input type="checkbox"/> MISSILES <input type="checkbox"/> <input type="checkbox"/> NEAR	_____	_____
Ship-to-Ship guided missiles.	_____	_____
<input type="checkbox"/> <input type="checkbox"/> PARTICLE CANNON CLOSE Powerful but slow +RECHARGE	_____	_____

Extra Fittings Each one chosen increases Upkeep by 1.

<input type="checkbox"/> <input type="checkbox"/> ASSAULT SHUTTLE +ARMED Armored orbit/surface craft	<input type="checkbox"/> INTERCEPTORS Missiles cannot be destroyed by counterfire. <input type="checkbox"/> USED	<input type="checkbox"/> DROP TANKS +RELOAD External fuel tanks allow second jump <input type="checkbox"/> USED
<input type="checkbox"/> ATV Ground vehicle for exploration	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> REINFORCED HULL +4 HP per box.	<input type="checkbox"/> FUEL REFINERY Can harvest fuel from gas giants or water
<input type="checkbox"/> GRAV CAR Anti-grav pleasure vehicle	<input type="checkbox"/> SHUTTLE Orbit/surface people/cargo hauler	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> EXTRA SYSTEMS Add one system per <input type="checkbox"/> up to MASS extra systems
<input type="checkbox"/> SMUGGLER +ILLEGAL Hidden cargo compartments for valuable cargo		

Quirks Choose at least 2. If you have more Quirks than MASS reduce Upkeep by 1.

You can't rove the galaxy without a ship. Oh sure, the Guild can usually get you a ticket off world and there's always some shifty merchant captain willing to hand out a working passage, but isn't it better to have your own ship, travelling the space lanes and maybe scoring some sweet cash on a great trade...

DESIGNING YOUR STARSHIP

1 Choose a **size** for your starship. Your ship's size will affect its base HP and the number of **Systems** it can have.

2 Choose your ship's **Configuration**. There are three basic Configurations available:

- **Military:** A ship optimized for fighting
- **Merchant:** A ship optimized for trade
- **Scout:** A ship optimized for speed and stealth

Each size has an Agility—a measure of how acrobatic the ship is—and a **Mass** measured in small ■. Some choices may tell you that you get MASS of some value; the number of ■ in the Mass row is the value of that option.

3 Choose your ship's **Systems**. At least one system must come from the list under the ship's configuration. You can choose at most one system from another configuration. The rest of the ship's Systems come from the Major Systems list. Choose a number equal to the Systems number from the size chart, plus any bonus boxes you gained from the Configuration options.

4 Choose as many **Fittings** as you like. Each of Fittings you fill in raises your **Upkeep** by 1.

5 Calculate final **HP**, **Cargo**, and **Upkeep**. A ship's **Hit Points** is how much damage it can take. (Ship HP aren't the same as personal HP; hand weapons can't scratch a ship.) **Cargo** is the ship's capacity to carry cargo; you get MASS for free. **Upkeep**, the amount of Creds you have to pay per job to keep the ship running (the ship's mortgage, berthing costs, and life support). If you can't pay the Upkeep, check off the **Overdue** box and expect trouble. Fittings can be installed after the first job at 10 Cred per new fitting.

DAMAGE AND REPAIRS

Damage is reduced by Shields, and as long as the ship has Hit Points it's fine. If the ship takes more damage than Hit Points, make a roll, flat. On a miss the ship is doomed and maybe explodes. You can choose to take a **Critical Hit** to avoid this fate by checking off one of the boxes in the ship's Major Systems section.

You can try to do repairs on your ship during some downtime. The GM will tell you how much to spend—maybe 2 or 3 Creds for basic repairs, or more than that if you got messed up bad. Fixing a Critical Hit usually means locating parts and expert help. Then make a Wit test. On a 12+ everything is fixed and maybe it even cost less; on a 10-11 you're fine but it took some time. On a 7-9 the repair is only temporary or you need some parts that aren't available.

WEAPONS

Starship Weaponry	Range	Damage
Pulse Laser	Close	1D
Beam Laser	Near, Far	1D; +AP AT NEAR
Missiles	Near	1D + 1/MISSILE
Particle Cannon	Close	2D per MASS

Multiple Weapons: If you attack the same target with multiple weapons of the same type, roll your damage once for each weapon and keep the best result.

Counterfire: Can defend against incoming missiles if not used to attack that round. Each hit destroys 1D missiles.

Salvos: Missile launchers fire salvos of 6 missiles. A missile attack does 1D of damage +1/missile that hits.

Recharge: Particle Cannons do 2D damage for every MASS but then must recharge for MASS turns

QUIRKS

A starship has at least 2 Quirks. If it has more than 2, reduce Upkeep by 1. Here are some suggestions; feel free to create your own:

- Hyperdrive slow to warm up
- Weird smell
- Electronics short out
- Occasional weapon misfires
- Cute but annoying animals
- Computer with an attitude
- Rusting
- Luxurious interior
- Reputation
- Fast transponder
- Robot assistants

UPKEEP

Upkeep is the cost per job to keep the ship running: the mortgage (the new cost of a starship is 100X the Upkeep) plus maintenance, life support and supplies. *All Rovers on a ship share the expenses and the profits of the ship equally.*

Starship Revenue	
Per Passenger	1 Cred
Freight	+MASS Cred/Hex
Cargo	Market

Starship Expenses	
Fuel (per MASS)	1 Cred
Missile Reload (per <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>)	1 Cred
Mortgage, maintenance	Upkeep Value

An interstellar jump through hyperspace leaves the fuel tanks almost empty. Fuel is available for purchase at most starports. Ships equipped with a fuel refinery can try and skim fuel (basically, hydrogen) from gas giant atmospheres or water oceans, but that can run afoul of local regulations.

Three: Worlds of Adventure

WORLDS

Worlds have four Attributes: Environment, Market, Government, and Tech Level. Roll 1D for each attribute. For Market and Government, apply the modifier from the previous column. For Tech Level, sum the modifiers from Environment, Market and Government and add them to 1D.

	Environment		Market		Government		Tech Level	
0-	--		Unexplored	-2	Anarchy	-2	Pre-Industrial	-2
1	Vacuum	-1	Poor	-1	Outpost	-1	Industrial	-1
2	Hostile		Frontier		Dictator		Space Age	
3	Marginal		Mining		Divided		2001	
4	Exotic	+1	Agricultural	+1	Corporate	+1	Alien	+1
5	Habitable		Industrial		Oligarchy		Star Wars	
6	Garden		Rich		Bureaucracy		Star Trek	
7+	--		Cosmopolis	+2	Eccentric	+2	Magitech	+2

Imperial worlds never have values of 0 or 7.

Quirks

Worlds start with two. Add another for any of the following: Hostile, Exotic, or any value of 0 or 7:

Capital, Military base, Research station, Preserve or Park, Ruins, Radioactive, Xenolife, Mobile cities, Single biome, Rings, Multiple stars, Orbital Habitats, Nomads, Parasites, Ruins, Extremely Hot, HI Grav, Lo Grav, Poisonous, Corrosive, Something Else Cool You Thought Up

COMMERCE

Worlds produce and demand different types of cargo. When shopping for a cargo to ship, roll 1D on the following table to see what is available.

	Type	Amt.	Source	Target	Notes
1	Bulk	3D	Mining, Agricultural	Industrial	<i>Don't ask TL Question</i>
2	Dangerous	2D	Exotic, Hostile	Mining, Agricultural	<i>+living, radioactive...</i>
3	Manufactured	2D	Industrial	Frontier	
4	Unique	1D	Exotic, Poor	Rich	<i>+illegal or +valuable</i>
5	Luxury	1D	Rich	Poor	<i>+valuable</i>
6	Specialty	<i>Choose a cargo that has the current world's Market as a Source</i>			
		<i>"Amt" is the number of Cargo available for purchase</i>			

PATRONS

Patrons need jobs done, and they're the kind of jobs best done by Rovers...

	A...	Wants to...	The...	From...	In Order To..
1	Military Officer	Protect	Military Force	War Zone	Blackmail
2	Elite	Steal	Dangerous alien	Another World	Cover up
3	Government Official	Transport	Unique Item	Secure Location	Avoid Jail
4	Corporate VP	Deliver	Loved One	Starship	Get Rich
5	Desperate Civilian	Destroy	Illegal items	Rival _____	Avoid disaster
6	Rover	Find	Information	Wreck/Ruin	Actual Altruism

Roll 1D once for each column. If "Rival" is a result, roll again on the first column to find out what the rival does.

Visiting new worlds is what Roving is all about—that, and hitting the big score. There's gold out there for the savvy merchant, and usually somebody who needs some work done by people who don't mind getting their hands dirty. From the golden cities of the Imperial capital to the seedy cantinas of the roughest frontier, we've always got our eyes on the next world. We're Rovers. We don't put down roots.

WORLD GENERATION

1 Roll 1D for the world's Environment

- **Vacuum:** Asteroid belt, airless moon, etc.
- **Hostile:** Venus, Titan, etc.
- **Marginal:** Mars, Antarctica, etc
- **Exotic:** Single-biome, methane, silicon life, etc.
- **Habitable:** Standard Earth-like.
- **Garden:** Highly pleasurable for human life.

2 Roll 1D for **Market** and apply the modifier from Environment.

- **Unexplored:** Uncharted or unexploited.
- **Poor:** Little to exploit, overpopulated, etc.
- **Frontier:** Developing world.
- **Mining:** World dedicated to resource extraction.
- **Agricultural:** World dedicated to food production.
- **Industrial:** Produces manufactured goods.
- **Rich:** Wealthy world, usually post-industrial.
- **Cosmopolis:** Incredibly rich and varied.

3 Roll 1D for **Government** and apply the modifier from Market.

- **Anarchy:** No central government.
- **Outpost:** Minor, purpose-based settlement.
- **Dictator:** Rule by a single person or entity.
- **Divided:** Multiple governments onworld.
- **Corporate:** Government by corporation(s).
- **Oligarchy:** Small elite, feudal or other.
- **Bureaucracy:** Self-perpetuating institutions.
- **Eccentric:** Cybercommunism, technolibertarianism, etc.

4 Roll 1D for **Tech Level**. Sum all the previous modifiers and add the result to the roll.

If you want you can raise Tech Level to 3 for any world with Environment 3 or less, or let the dice fall.

Add in at least two Quirks.

PATRONS

Patrons provide opportunities for Rovers to make a score and maybe pay off their debts with a nice profit. The jobs someone would hire a Rover for tend to be dangerous or at least difficult. Patrons don't ask questions about how things get done.

The GM can make a Patron encounter by rolling 1D in each column. Patrons usually pay 1 Cred per Rover, maybe 2 if it's really hard or dangerous, plus a bonus for finishing before anyone takes notice of what's going on.

COMMERCE

Starships make money by shipping goods between worlds. Rovers frequently like to speculate in cargo to make their Upkeep. *Source* is the world the cargo was bought on, *Destination* is the world you are selling the cargo.

When you go out looking to buy some cargo lots, the GM will roll once on the Commerce table to see what Type is available, and then roll to find the Amount for sale. If you prefer a different cargo, spend 1 Cred and the GM will repeat the process. To determine the Cost, the GM rolls 1D, +1D if the world is the **Source** of that Type, +1D if the world is a **Cosmopolis**. The base Cost is the **lowest** result rolled. You can spend 1 Cred per die to reroll, but cred spent increases the minimum Cost by 1; i.e. 2 rerolls raises the minimum Cost to 3 Creds per Cargo. No Cargo can cost more than 6 Creds. Purchase as much available Cargo as you like. You may wish to find a **Buyer** on your destination world by scouring networks or using the **CONNECTIONS** skill.

When you go out to sell, the GM will roll 1D for the Price, +1D if the world is the cargo Type's **Target**, +1D if the world is a **Cosmopolis**. The **highest** result is the base Price. If you don't like that result, you can purchase a reroll for 1 Cred per die, but each reroll lowers the maximum base Price by 1, so if you spend 2 Creds for rerolls the base Price can't exceed 4. Then to the base Price add:

- +1 if the Destination TL is lower than the Source
- +1 if the Source TL is *Magitech* (max Price 7)
- +1 if the cargo is Valuable
- +1 if you have a buyer lined up

The final total is the sale Price per Cargo.

No lot can be sold for less than 1 Cred, or more than 6 Creds per Cargo (except for *Magitech* Cargo which may sell for 7 Creds per Cargo).

CARGO TYPES

- **Bulk:** Raw Ore or Food crops. No TL bonus or penalty
- **Dangerous:** Hazardous materials useful in industry
- **Unique:** Substance or item only found on the source world
- **Luxury:** Expensive consumer goods
- **Manufactured:** Equipment and machinery
- **Specialty:** Use an item that has a source that matches the current world.
- **+Valuable:** gives +1 on the Price
- **+Illegal:** gives +1 on the Price but cannot be sold legally (requires finding a buyer).

Four: Running the Game

THE PREMISE

Rovers is a retro space opera hack of scruffy heroes running around the galaxy, doing vaguely illegal acts, and maybe earning enough through trade to make a living. Rovers also presumes there's an Empire. Because space opera needs an Empire...

Rovers is also a love letter to a similarly peripatetic old-school space opera game.

THE ASSUMPTIONS

Rovers makes the following assumptions:

- **There's an Empire:** and it's likely up to no good.
- **It's a human-centric universe:** characters are assumed to be humans or human-capable.
- **Swords** are commonplace and normal.
- **Travel** between systems is easy, but...
- **Starships** are expensive to maintain
- **Characters** are usually doing illicit activities.
- **FTL Travel** happens in "Jumps" where a starship enters hyperspace and goes somewhere else. Some of the mechanics of FTL are discussed in the "Build the Empire" checklist.

Players should strive to play motivated people out to make a quick buck and willing to move on to escape trouble.

The GM should strive to make the world of Rovers feel lived in, dirty, fascinating, dangerous, and occasionally awe-inspiring.

USING DICE ROLLS

Make a dice roll when a PC does something risky or when they try to avoid a bad outcome. If neither of those apply, just say what happens—and when you say something bad happens, the PC can roll to avoid it!

The GM doesn't need to roll dice. A player's roll will usually cover both the PC's action as well as the action of an enemy. If a PC fights a monster toe-to-toe, for example, a 10+ means the PC does harm, a 6- means the monster does harm, and a 7-9 means they both do harm. (Just an example—some fights will be different).

A **fortune** roll can be useful if sheer chance is involved—just roll 1D: high is good, low is bad. "Does the explosion also wreck the valuable artwork in the room? I dunno, make a fortune roll."

Use a **montage** roll whenever you want to skip over something. You might ask one of the PCs to make a roll to lead the team through an area or to execute a plan instead of playing out every moment of it (Wit, Might, or Grit, depending on the nature of the situation). Then use the outcome to establish the PC's position for the next encounter: good, bad, or in-between.

BONUSES & PENALTIES

The GM may assign bonuses and penalties to the players' rolls to reflect unusual circumstances. When a PC has a significant advantage, give them +1 to their roll. When they have a dominant advantage, give them +2. When a PC has a

disadvantage, give them -1 to their roll. When they have a serious disadvantage, give them -2.

Don't overdo it with the modifiers! Most situations won't need modifiers. One way of saying "this is gonna be tough" is to simply call for a roll. However, sometimes it's important to reflect the details of a situation—the players might come up with a great idea and execute it well; they deserve a bonus! Or maybe they make a huge mistake or are in a really bad position, so penalties are called for. Here are some situations for modifiers that will likely appear in your games:

BONUSES

- **Follow-through** (teammate entangles a monster with a rope, you follow-up with an attack)
- **Slower enemies** (if the PCs have room to maneuver: easier to hit or escape from them)
- **The perfect tool** (an industrial saw to cut through a wall, a flame-thrower to force enemies away, a wicked knife in a fight inside an elevator)
- **Better Tech** (using laser rifles against stone age hunter-gatherers, magitech vs. a space jalopy)

PENALTIES

- **Bad conditions** (slippery footing, blinding smoke)
- **Faster enemies** (if they have room to maneuver: harder to hit them or escape from them)
- **A bad tool** (an industrial saw to cut someone safely out of wreckage, a flame-thrower in a fight inside an elevator, a wicked knife to force enemies away). Concealed weapons by their nature usually count as a bad tool.
- **Worse Tech** (fighting off the elite Imperial Guard with your revolvers and shotguns)
- **A terrible idea** that still might work (use the Psionic skill to absorb the mental energy of an alien when it attacks)

When Tech comes into play, use the Tech Level modifier from the Worlds section as a guide for the bonus or penalty. Expert assistance is usually worth advantage.

TEAMWORK

You can help a teammate, or cover for them, or take a hit in their place, or any other kind of teamwork maneuver by taking the appropriate action (if there's a risk, you'll make a roll for it). If things have already gone wrong for your teammate, and you're stepping in to deal with it in a split second, you have to roll, and you take -2 for being at a serious disadvantage.

For example, the team tries to sneak past a sentry bot. Torres makes her roll, but Pickett blows it.

Torres says she'll cover for Pickett: when Pickett starts to slide on some loose rock and make a noise, Torres grabs her and holds her. Torres can make a Might roll to try this, but she'll take -2 to the roll.

PATRONS AND JOBS

Players should expect that their characters will be doing jobs for various individuals that don't want (or can't let) their hands to get dirty. (Some jobs are very difficult but otherwise above-board: a dangerous prospecting mission, for example, or armed escort to another system.)

When the characters accept a job, they will be promised 1 Credit per Rover on the mission, 2 Creds if it's particularly dangerous / difficult (or if they are experts), and maybe 3 Creds if it's a difficult, dangerous mission that requires their expertise.

Once the job starts, use the clock to the right to track their progress. Fill in one wedge every time they rest, face a serious delay, or maybe for a really disastrous series of events. When the clock is half-filled,

the opposition will definitely take note and begin counter-measures; if the clock gets filled in all the way, the job almost certainly fails although there may be some last ditch attempt to keep everyone out of jail at least.

Taking time out to do stuff like finding cargo or getting repairs done is usually worth filling in a wedge as well.

The group can expect to earn a bonus in Creds equal to the number of wedges not filled in yet.

Usually one job a session is fine, but it's completely possible to be working several jobs at the same time.

A good practice is to create a couple of Patrons, one offering a normal mission and one offering a difficult or dangerous mission. You can also use this in a campaign—one job can involve ongoing storylines while the other is the "job of the week."

RESTING

The PCs can rest during a job, or on the trip to another system via hyperspace. When they rest, every PC rolls 1D for each unspent Strain and recovers that much HP. Then each PC recovers all of their Strain. Each PC may also use a First Aid kit to recover 1D HP. A character with the Medic talent can give an additional +1D HP to any character of their choice.

CREDS AND STUFF

Rovers should constantly be on the prowl for work. Starships are expensive to keep flying, and there's

always somebody coming around with a badge looking for a handout.

Creds are a somewhat nebulous amount of money; it's not necessary to work out exchange rates or anything. A lot of the value in a Cred is the opportunity cost of using it *now* instead of later.

When a crew of Rovers work out of a ship one of them acquired from Mustering Out, they are expected to share the expenses and profits (from selling Cargo, Freight, Passengers) equally.

Even if they live on their own ship, it's probably okay to charge the Rovers a couple of Creds to cover the lifestyle scruffy, romantic anti-heroes need to maintain—you know, leather jackets, paying for bar cleanup after you waste a bounty hunter, that kind of thing. If they really live it up, charge 1 Cred per Rover for tourist-style accommodations and 2 Creds if they want to live like the elite: Imperial aristocracy, Megacorp executives.

Passage off-world costs 2 Creds per Jump no matter how far you travel. (The 1 Cred listed on the ship revenue chart is net profit after subtracting life support costs and whatnot.) If you want to travel in style, keep adding Creds; the Imperial elite burn entire defense budgets in keeping up appearances.

Short-term 1 Cred is usually enough to set up a backstory, acquire some useful gear or weapons, bribe a corrupt cop or official to look the other way, or get access to the kind of place Rovers normally aren't welcome (I'm thinking like, snooty weekend parties at the Imperial Governor's Palace or a megacorp executive lounge). Many of the worlds on the Fringe have stopped trying to put Rovers in jail (the escape attempts were more expensive than the cost of incarceration) so it's more likely they'll charge a fine—3 Creds for something that might keep you in jail for a couple of months, but steadily rising the more felonious your activities. Imperial justice is arbitrary and usually harsh: bribing or manipulating an Imperial bureaucrat, aristocrat, or Army officer is usually worthy of being its own Job...

THE EMPIRE

The Empire is out there—it's impossible not to deal with it, and it's usually working against the characters, or at least wants to enforce the law—its law, of course. The Empire is about control, domination, conformity...all the things Rovers hate.

Before the first session, build out your Empire by asking the players the questions on the "Making the Empire" table. Also decide where you start: on the **Imperial fringe**, **outside** the Empire, or on the **edge of the Core**.

Not every session needs to go up against the Empire, but they should be a constant presence, threat, and obstacle to deal with. And who knows, maybe one day a Rover will sit on the iridium throne...



SECTOR MAP

Name

Hex Details

0101	0301	0501	0701		
0201	0401	0601	0801		
0102	0302	0502	0702		
0202	0402	0602	0802		
0103	0303	0503	0703		
0203	0403	0603	0803		
0104	0304	0504	0704		
0204	0404	0604	0804		
0105	0305	0505	0705		
0205	0405	0605	0805		
0106	0306	0506	0706		
0206	0406	0606	0806		
0107	0307	0507	0707		
0207	0407	0607	0807		
0108	0308	0508	0708		
0208	0408	0608	0808		
0109	0309	0509	0709		
0209	0409	0609	0809		
0110	0310	0510	0710		
0210	0410	0610	0810		

Notes

Generating a Sector

Scatter about 10-12 worlds around the map (or place them randomly by rolling 1D+1 for the column, 1D+2 for the row.). For each world on the map, roll 1D; starting from the hex directly above, rotate around the number of hexes you rolled and place another world. Continue until you roll a hex that already has a world or there are three worlds within 1 hex of that world.

Imperial Patrol Cruiser

HP 20, Shields, Beam Laser x2, Missiles , Large, Thrusters , Hyperdrive

Space Fighter

HP 10 Missiles Pulse Laser, Small, Thrusters

Pirate Corsair

HP 18, Pulse Laser X 2, Missiles , Interceptors , Cargo 4, Medium, Thrusters , Hyperdrive

Making the Empire

The Empire is...

- Vibrant and expanding Reborn after a Dark Age
- Stagnant and sequestered Decaying and collapsing

The Empire is usually seen as...

- Honorable but cruel Decadent but arrogant
- Treacherous but cowardly Chauvinistic but generous

Everyone sees the soul of the Empire as...

- Its powerful military Its commercial domination
- Its wealth and glamour Its history and traditions

The actual backbone of the Empire is...

- Its jealously guarded secret technology Its control of a useful and rare substance
- Its efficient and autocratic bureaucracy Its powerful megacorporations

The Empire likes swords because... (Check off all that apply)

- Guns are illegal Deliberate antiquarianism
- Swords are a class marker Swordsmanship is a respected art
- Duels are common Swords are just cool, that's all.

The Empire's most feared asset is her...

- Elite military guard unit Megaweapons
- Omniscient intelligence agency Irresistible personal charisma

The Empire's most dangerous enemy is...

- A ragtag alliance of rebels A rising/collapsing rival power
- Aliens Itself

FTL Travel takes...

- One week, no matter how far you go Speed of plot
- A long time, based on how far you go Instantaneous

FTL Communication is...

- Nonexistent—messages travel on ships Only available to megacorps/governments
- Expensive and unreliable Ubiquitous and cheap

Psychic powers are...(Check off all that apply)

- Illegal Not that powerful
- Dangerous to the user An untapped source of great power

Old Earth is...

- Lost to history Just another of the Core Worlds
- The capital of the Empire A cautionary tale

Where do we start? On the **Imperial fringe**, **outside** the Empire, or on the **edge of the Core**?

Imperial Bravos

HP 10 Armor 1. 1D arrogant nobles armed with swords (1D), Dueling Pistols (1D +valuable)

Average Security Guard (or pirate, common soldier)

HP 8. Polearm or Rifle 1D

Imperial Marines (or elite guards)

HP 14 Armor 2. Laser Rifle (1D +AP), Cutlass (1D), armor gives exceptional strength and speed.

ROVERS

A retro space opera hack based on World of Dungeons Turbo

Name Look

WIT Impaired (-1 Strain) **MIGHT** Broken (-4 HP) **GRIT** Weary (-1 to max load)

Terms	One	Two	Three	Four	Armor
Experience	10 HP, 2 skills	+skill, +ability	+skill, +ability	+skill, +ability	HP <input type="checkbox"/>
Strain	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

You usually start with 1 term. Each additional term you start with gives you a Scar.

Background Skills At least one of your skills must be from your background.

Detail your past service

Military	Merchant	Wanderer
<input type="checkbox"/> COMMAND Spend your strain on a character who can communicate with you <input type="checkbox"/> KILLER +1D to damage you inflict.	<input type="checkbox"/> CONNECTIONS Once a session call in a favor someone owes you <input type="checkbox"/> USED <input type="checkbox"/> MANIPULATE Take +1 to your roll to convince, fool, or impress	<input type="checkbox"/> JACK OF ALL TRADES Once per session you may use a skill you don't have <input type="checkbox"/> USED <input type="checkbox"/> SURVIVAL Take +1 to your roll when facing environmental challenges.

General Skills Available to any background

<input type="checkbox"/> LUCKY Once per session avoid a bad outcome <input type="checkbox"/> USED	<input type="checkbox"/> PILOT Pilot anything and do tricks not even in the manual.	<input type="checkbox"/> TECH Do techie stuff like repair the hyperdrive or hack a computer
<input type="checkbox"/> MEDIC You can use first aid during a conflict. During downtime, give +1D healing	<input type="checkbox"/> PSYCHIC Spend Strain to do psychic effects (read minds, precog, clairvoyance, telekinesis)	<input type="checkbox"/> IMPROVEMENT +1 to an ability <input type="checkbox"/> TOUGH You get +4 HP

Mustering Out Choose one. If you have more than one Term, you may choose one more.

<input type="checkbox"/> CREDS <input type="checkbox"/> FOLLOWERS Either 1 Expert or 2-6 Grunts	<input type="checkbox"/> ROVER'S GUILD Passage offworld once per job. Guild Hostels are inviolate	<input type="checkbox"/> TITLE Knight or Baron, or maybe Commander or SVP
<input type="checkbox"/> SPECIAL WEAPON <input type="checkbox"/> Load <input type="checkbox"/> AP <input type="checkbox"/> SPRAY <input type="checkbox"/> HEAVY <input type="checkbox"/> +RANGE	<input type="checkbox"/> STARSHIP Detail on Ship Sheet	<input type="checkbox"/> Creds <input type="checkbox"/>

Equipment Choose load then check off as needed

<input type="checkbox"/> Tech Kit <input type="checkbox"/> Hand Computer	<input type="checkbox"/> Armor <input type="checkbox"/> Survival Kit	<input type="checkbox"/> Weapon <input type="checkbox"/> Weapon
<input type="checkbox"/> Scanner <input type="checkbox"/> Antigrav Belt	<input type="checkbox"/> <input type="checkbox"/> First Aid Kit	<input type="checkbox"/> Rifle <input type="checkbox"/> Laser Powerpack
<input type="checkbox"/> <input type="checkbox"/> Vaccsuit (acts as <input type="checkbox"/> Armor)	<input type="checkbox"/> Q36 Explosive	<input type="checkbox"/> Grenades <input type="checkbox"/>

No Load: Fake ID Blueprints Concealed Weapon *+illegal* Burglary Kit Reflec Armor

Light Load <i>Nimble, Inconspicuous</i> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1-3 Load If you have the Weary scar, permanently fill in the first box under Light Load.	Normal Load <i>Looking for Trouble, Quick</i> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 4-5 Load	Heavy Load <i>Not to be messed with, ponderous</i> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 6 Load	Encumbered <i>Burdened, slow</i> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 7-9 Load
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STARSHIPS

Ship Name Look

HP **Cargo** You start with Cargo = MASS **Upkeep** **Overdue** (In default)

Size	Small	Medium	Large	Very Large
	2 systems, 10 hp	4 systems, 20 hp	6 systems, 30 hp	8 systems, 40 hp

MASS	■	■■	■■■	■■■■
SYSTEMS	2	4	6	8
AGILITY	<i>Nimble</i>	<i>Quick</i>	<i>Ponderous</i>	<i>Like a Barge</i>

Upkeep is the cost per job in Creds to keep the ship running and pay the mortgage. A ship's base Upkeep is equal to its Systems. If the ship has more Thrusters than MASS, use the column to the left's Agility; if it has less Thrusters than MASS use the column to the right.

Configuration: At least one system must come from your configuration. You may choose at most one system from another configuration.

Military Systems	Merchant Systems	Scout Systems
<input type="checkbox"/> MAIN WEAPON Give one weapon <input type="checkbox"/> AP <input type="checkbox"/> SPRAY <input type="checkbox"/> HEAVY <input type="checkbox"/> +RANGE	<input type="checkbox"/> STATEROOMS Allows 2 passengers per MASS	<input type="checkbox"/> CLOAK +UNRELIABLE Ship is invisible to sensors.
<input type="checkbox"/> SHIELDS ARMOR=MASS	<input type="checkbox"/> OLD -1 UPKEEP	<input type="checkbox"/> RUGGED +6 HP
<input type="checkbox"/> GUNBOAT Fill in 2 extra Weapons <input type="checkbox"/>	<input type="checkbox"/> EXTENDED CARGO BAY Fill in +MASS extra Cargo <input type="checkbox"/>	<input type="checkbox"/> BOOSTERS Fill in 2 extra Drives <input type="checkbox"/>

Major Systems Available to any configuration. **Critical Hits** next to each section can be recorded to avoid destruction.

<input type="checkbox"/> WEAPONS <input type="checkbox"/> Targeting Out (-2 to all attack rolls)	<input type="checkbox"/> CARGO <input type="checkbox"/> Motivator Jammed (Cargo capacity halved)	<input type="checkbox"/> DRIVES <input type="checkbox"/> Crippled (One drive non-functional)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PULSE LASERS CLOSE Short range rapid fire lasers, allows COUNTERFIRE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CARGO BAY Each box is +1 Cargo attribute. You get +MASS filled in for free.	■ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HYPERDRIVE Allows hyperspace jump, one hex per filled in box.
<input type="checkbox"/> <input type="checkbox"/> BEAM LASERS NEAR/FAR Long range powerful lasers +AP at NEAR range	_____	■ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> THRUSTERS Powers the ship in normal space. The ship with the higher Thrusters rating usually goes first.
<input type="checkbox"/> MISSILES <input type="checkbox"/> <input type="checkbox"/> NEAR	_____	
<input type="checkbox"/> MISSILES <input type="checkbox"/> <input type="checkbox"/> NEAR	_____	
<input type="checkbox"/> <input type="checkbox"/> PARTICLE CANNON CLOSE Powerful but slow +RECHARGE	_____	

Extra Fittings Each one chosen increases Upkeep by 1.

<input type="checkbox"/> <input type="checkbox"/> ASSAULT SHUTTLE +ARMED Armored orbit/surface craft	<input type="checkbox"/> INTERCEPTORS Missiles cannot be destroyed by counterfire. <input type="checkbox"/> USED	<input type="checkbox"/> DROP TANKS +RELOAD External fuel tanks allow second jump <input type="checkbox"/> USED
<input type="checkbox"/> ATV Ground vehicle for exploration	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> REINFORCED HULL +4 HP per box.	<input type="checkbox"/> FUEL REFINERY Can harvest fuel from gas giants or water
<input type="checkbox"/> GRAV CAR Anti-grav pleasure vehicle	<input type="checkbox"/> SHUTTLE Orbit/surface people/cargo hauler	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> EXTRA SYSTEMS Add up to MASS extra systems
<input type="checkbox"/> SMUGGLER +ILLEGAL Hidden cargo compartments for valuable cargo		

Quirks Choose at least 2. If you have more Quirks than MASS reduce Upkeep by 1.

PERSONAL NAMES

Male Names

Aarav
Afran
Arhun
Arvuh
Atticas
Augun
Blayz
Boryeh
Brayven
Danom
Dason
Dax
Derox
Dimofi
Elber
Fomuz
Fransix
Gzad
Harp
Hendrix
Hoz
Izex
Jaro
Jasih
Jax
Jaycov
Jayedn
Jezper
Jorzen
Kamdo
Kavin
Knox
Landan
Maerlon
Malax
Maxwill
Mikoh
Muxamat
Nix
Rylan
Sylas
Thynnega
Tryst
Zand
Zulo

Female Names

Adreem
Aelani
Alayz
Alextra
Anahi
Avyna
Ayana
Barva
Breelah
Bry
Elynn
Emzon
Erinne
Evymlie
Gloriya
Helna
Jayda
Jazmi
Jymva
Kaelyn
Kayi
Klyza
Kora
Korlena
Kyndle
Liala
Lucira
Makefa
Marya
Mynva
Mynzee
Natliya
Rialya
Rianara
Ryvn
Sabi
Selya
Skarlev
Taryne
Thavima
Tylaah
Ulithia
Wyla
Xadley
Yve

PLANET NAMES

Asmadus
Blarth SX34
Ceoter
Coinope
Croxatera
Cufillon
Estrov
EtROUTANIA
Feyzuno
Fosnillon
Frufonia
Hospadus
Hostruaruta
Iunus
Koclogantu
Luyhines
Mietov
Mubruna
Noypra
Ospao
Qabluybos
Qeihines
Scippe G606
Scuputov
Seswion
Skinda IO
Smozonus
Smununia
Snajocarro
Snum WV
Spadutis
Strade 58
Stuyerus
Thiea VI
Triuq
Ushurn
Uslao
Ustrinda
Uyzuno
Vacreuwei
Vugriuhiri
Whowetune
Yotune
Yuinus
Zoproihines

Name List and Acknowledgments



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Some of the material in this work has been adapted from World of Dungeons: Turbo, especially the Characters and Running the Game sections. The rest is all my fault.

Image by NASA.



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