



CADRE

STEVEN BODE

24-HOUR RPG 2015

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INTRODUCTION

In the summer of 2006, I was in the city of St. Petersburg, Russia, on a temporary IT assignment for the company I worked for (a large American Insurance firm). While busy, I found time to partake of my favorite hobby – roleplaying – with a fellow coworker, a couple of expats (one American, one British) and some local Russians whom we met through ENWorld (a popular D20 rpg site).

One of the Russians was a middle aged gentleman by the name of Feodor. I wound up talking to Feodor quite a bit and we became pretty good friends. On my last weekend in Russia, Feodor handed me a folder with a bunch of type written pages in English titled 'Hammer and Steel'. He explained to me that it was the barebones design of a roleplaying game. He then told me a story...

Back in 1978 a group of students at Leningrad State University were 'caught' playing a new game from the West called 'Dungeons and Dragons'. One of the students had smuggled it into the country and had introduced other students to this unique fantasy game. The whole incident was murky but somehow the KGB got involved. The rumor Feodor had heard was that all of the students had been disciplined in some fashion, mostly suspensions from the school. However, the student who had smuggled in and ran the game was actually expelled from the University and supposedly arrested.

The episode may have ended there, but then members of the Ministry of Culture got involved. The Ministry was already aware of the growing popularity of roleplaying games on American college campuses and there was a concern that such games might be appealing to the youth of the Eastern Bloc. To counter this 'threat' it was argued that the Ministry of Culture should come up with its own roleplaying game. Doing so might also be a way to introduce western college kids to a game steeped in revolutionary thought and Marxist philosophy. In February 1979, select members both inside and outside the Ministry were tasked with coming up with a fantasy roleplaying game. Feodor was one of these, a low-level bureaucrat who majored in Russian literature and was known to have a passing interest in Russian folklore.

The design team was brought together in the city of Kharkov and immediately began the task of creating a roleplaying game. Right away it became apparent that there were going to be problems. First off, while certain members of the team understood the appeal of roleplaying games, most members simply never "got it". In addition, several team members were more interested in using the project to expound Marxist thought and theory and less interested in creating a game that could actually be played. Then there was the setting. The 'world' of Dungeons and Dragons with its strange monsters, religions, magic spells, and its focus on treasure was obviously anathema to the Soviet way of thinking. Initially, the group created a fantasy game that was more egalitarian and based on Slavic myth and folklore, but this was seen as too reactionary and bourgeois and was ultimately dropped. Realizing that basing anything in 'the past' was simply not going to be approved, the design team attempted to place the game in the far future, but this presented its own problems. For example, one version of the game was placed in the 25th century where the characters fought a resurgent neo-tsarist empire for the fate of the solar system. However, having a monarchy existing 500 years in the future implied that the ultimate triumph of communism had still not taken place. Since this ran counter to Soviet dogma the concept was dropped (and a member of the design team was reassigned). And so it went...

What was supposed to take 6 months took over two years with almost eight versions of the game being written. Finally, the entire project was canceled in late 1981. All versions of the game along with all supporting materials were (supposedly) destroyed. The project was eventually forgotten.

What Feodor gave me was basically outline of the final game that he had culled from both his memory and an old notebook he had never turned in. It was something of a mess. The Soviet penchant for 'bigger is better' was self-evident. There was a list of well over 200 skills including 6 focused on communism and socialist theory. For a combat system that used a simple 2d6, it was excessively complex. There were the usual combat rolls to hit, but there were also separate rolls for hit location, armor penetration, damage severity, and then damage(!). It was interesting, but it certainly wasn't a playable game.

I never knew what to do with the outline Feodor gave me. However, after his passing in 2011, I resolved to someday put a version of 'Hammer and Steel' out there for people to play. The "24 Hour RPG" contest seemed like the perfect opportunity. Most of the rules have been completely stripped down but I tried to adhere to the original spirit of the game. I really liked the idea of the cadre and have kept the concept largely intact (and renamed the game after it). I've stuck with the base 2d6 system and I'm using a 'bare bones' version of the combat and damage system. The background was a little dull (to put it kindly) so I tried to make the world of Valadurn more 'pulpy' and interesting.

So what you are now reading is basically an outline of an outline of a game created back in the in the Soviet Union circa 1980. If there is interest, I will bring in more information from Feodor's notes and try and flesh out the rules and background. I hope you enjoy Cadre as much as I enjoyed working on it.

-Steve Bode
October 4, 2015

BACKGROUND

Millennia ago, Valadurn was a colony world, terraformed by engineers and scientists from the GUSR (Galactic Union of Socialist Republics) in the 22nd century CE. Once terraforming was completed, the world was settled by colonists from Earth. By the 23rd century, Valadurn had become a socialist paradise of over a billion people. For over 150 years, the colonists enjoyed peace and prosperity.

It all came to an end when Valadurn and other planets of the GUSR were attacked by the Arikian Star Empire. The Arikians were originally made up of reactionary forces who had fled Earth after the final socialist revolutions had swept the planet. Most of these forces fled to various worlds in deep space and were generally ignored and forgotten by the GUSR. This lack of vigilance was a mistake. Unbeknownst to the GUSR, these disparate forces allied with each other forging a repressive but powerful feudal empire. In the year 2434, several Arikian Fire Fleets invaded the GUSR destroying whole planets and conquering entire systems. Valadurn was itself subject to a devastating bombardment that included fission bombs and nanite plagues. Arikian forces then landed and attempted to take the planet. The Valadurn militia - along with elements of the GUSR Red Guard - fought valiantly. Eventually, most Arikian forces were defeated but not after years of war. Its cities shattered and its population devastated, Valadurn sank into barbarism.

Fifteen centuries later, Earth is but a distant memory, its final fate and the final outcome of the war unknown. Valadurn is now a world of petty despots and repressive empires forged from the ruins of a once prosperous world. Its people have been enslaved, forced to live a life of unceasing toil so that the lucky few may enjoy life's bounty. But for the first time in generations, there is hope. The works of ancient philosophers such as Marx and Lenin have been rediscovered. The cries of "Revolution!" have spread. The fortified towers of merchants and prelates have already been cast down, now kings and emperors tremble on their thrones as the masses join together to destroy their oppressors.

TERMS AND DEFINITIONS

ARBITRATOR

The Arbitrator, is the moderator, the individual who runs and controls the game. She directs players through the course of their heroic struggle describing scenes and taking on the role of individuals that the players may come into contact with. The Arbitrator has the final word on rules interpretations and game decisions.

D6

Cadre only uses one type of die - a six sided die or D6. Any other die type is decadent and bourgeois.

*(**Author Note:** According to Feodor, the design team wanted to use various types of dice just like D&D. However, getting such dice manufactured would have been a bureaucratic nightmare. A supply of six sided dice was readily available so they just went with the D6.)*

D3

Sometimes the rules will call for a roll of D3. This is simply a D6 result divided by 2 rounded up.

EXPLODE TRAIT

Dice rolled for certain weapon damage and certain cadre benefits have what is known as the 'explode trait'. This means that when you roll those particular D6, if you roll a natural "6" you get to keep rolling the die, adding the next result to your previous total. You can continue rolling a die as long as you keep rolling a 6.

NON-PLAYER CHARACTERS (NPC)

A non-player character, or NPC, refers to a character controlled by the Arbitrator. Some are members of a cadre, others might be villagers, city folk, or even an enemy.

PLAYER CHARACTER (PC)

A player character, or PC, refers to a character controlled by a player.

RULES OVERVIEW

For most basic rolls the following is rolled:

$$2D6 + \text{Attribute} + \text{Skill} = \text{Result}$$

To this is can be added an additional D6 which can come from the *Cadre Dice Pool*. Other bonus dice may come from advantageous situations.

To determine if a task succeeds, the result of the dice roll is compared to the Difficulty Number (DN) set by the Arbitrator. Difficulty Numbers are generally set as follows:

Table 1: Difficulty Numbers

Description	Difficulty Number	Examples
Easy	8	?
Normal	10	?
Challenging	15	?
Difficult	20	?
Grim	25	?
Impossible	30	?

CONTESTED ROLLS

When you compete with another character to do a certain task, both characters must make contested skill checks. Whoever get the highest result wins. Ties go to the individual with the highest skill.

An example of a contested roll would be during melee combat where the attacker and defender both make Close Combat skill rolls.

COOPERATION

Characters can help each other; in fact, such cooperation is encouraged in Cadre. If a character has a bonus in a skill, he may help someone else using that same skill. The character wishing to help simply makes a skill check against a DN of 10. If successful, he adds a +2 bonus to the other character's skill check. Up to 2 characters can help another character with a skill check. Helping with a skill takes as long as if the character actually performed the skill.

UNSKILLED ROLL

Characters can make skill checks with skills they do not have a bonus in; however, when doing so their attribute is halved (round down).

$$2D6 + \frac{1}{2} \text{Attribute} = \text{Result}$$

You may use Cadre Dice on unskilled rolls.

ATTRIBUTE ROLLS

Attribute rolls are those rolls where you simply use your attributes to make a roll. For example, when dodging a ranged attack, you make an attribute roll to avoid being hit. It takes no skill to avoid a bullet coming out of nowhere, it just takes dexterity – and a little bit of luck. So to dodge a ranged attack a character adds two attributes - Dexterity + Spirit – and rolls 2D6.

2D6 + Attribute + Attribute = Result

You may use Cadre Dice on attribute rolls.

MOVEMENT

Characters may move the following speeds per round:

Walk: Up to 30ft.

Jog: 30ft + (10ft x Dexterity)

Run: 30ft + ((10ft x Dexterity) x 2)

Example: *So a character with a Dexterity of 4 can walk up to 30ft, jog up to 70ft (30ft + (10ft x 4)), or run up to 110ft (30ft + ((10ft x 4) x 2) per round.*

CHARACTER ACTIONS

A character may perform one action per round. Actions include:

Charge: Characters may move up to their running speed and engage an enemy in a melee attack. The character must be able to run in a relatively straight line in order to perform this action. This action may also be performed from a horse, the difference being a character uses his mount's speed instead of his own. Weapons with the 'Charge' trait do additional damage on a charge. (See the 'Equipment Section' for more information.)

Engage: Characters may move up to their jog speed and 'engage' a target and make a skill check. Normally, this would be a combat maneuver - a character moves and engages his adversary in melee combat; however, it can be used for other skills. For example, a medic has to get to a fallen comrade to perform a Healing skill check.

Skill Check: You may perform a skill check. Anything from an Artillery skill check, to a Ranged Combat skill check.

Move: You may move your full speed (at a walk, jog, or run).

FREE ACTIONS

Some actions take no time at all and are considered free. Examples include shouting a Cadre's slogan during battle, or using an occupation's Cadre Benefit.

GAME PLAY BREAKDOWN & TIME

Game play breaks down into the following units:

NARRATIVE STRUGGLE

The 'Narrative Struggle' or, more simply, the 'Struggle', is the chronicle of a cadre's fight with the 'enemies of the people'. A Struggle begins when a cadre first rises up, perhaps by sabotaging a factory or freeing a village from its overlord. Their struggle normally ends by either causing or implementing some sort of significant change, or perishing in the attempt. Examples of ending a narrative struggle include: starting a revolt against the merchant despots of the Ostian League, defeating an army of jihadists from the Arkov Cantons, or taking over a seaborne Floating Factory, etc.

Narrative struggles are generally made up 'heroic stories' that illustrate a cadre's contribution to the ongoing communist revolution sweeping portions of Valadurn.

HEROIC STORIES

Basically an episode in a cadre's ongoing narrative struggle. It denotes a short term goal. Examples include: destroying a Fleshweaver stronghold, freeing a village from bandits and reactionaries, destroying a jugger terrorizing a village, etc.

ENCOUNTER

Encounters make up heroic stories. They are set events created by the Arbitrator consisting of a specific challenge facing the party, such as a combat or an important roleplaying encounter.

ROUND

Encounters are broken down into a 6 second time span known as a round. Rounds are further detailed in the 'Combat and Revolution' chapter.

SESSION

An arbitrary measure of time that encompasses player time (as opposed to character time) in the real world. A session denotes when players meet to play Cadre. It may be as a little as 3 hours on a weekday night, to as long 10+ hours on a weekend.

CADRE CREATION

THE CADRE

A group of characters make up what is called a cadre. While a character has abilities and can do things independently, her role as part of a cadre is her most important contribution to the game. It is the cadre that frees the workers and peasants from their chains, the cadre who brings down the privileged bourgeois from their towers and fortresses, the cadre that encourages revolution.

Cadres can be rural in nature, moving from place to place, hitting the military-industrial complex of their enemies while also exhorting the peasant masses to support and join their cause. Or they can be urban guerillas using sabotage and assassination to further the socialist revolution.

CADRE DICE POOL

A small cadre unified in its desire for revolution is exponentially more powerful than a single rebellious soldier or a mass of disorganized striking workers. To simulate this, the cadre provides a benefit to its member characters in the form of a Cadre Dice Pool.

The Cadre Dice Pool contains a number of dice that can be used by all members of the cadre to improve any skill checks. **The only limitation is that only one Cadre Die can be used per roll.**

Cadre Dice refresh either at the beginning of a session, or when the characters reach a 'refresh point' during a heroic story. Once a cadre die is used, it is gone until the cadre dice refresh. If all cadre dice are not used before a refresh, they are lost, no carryover.

A Cadre Dice Pool should be placed in the middle of the table for every player to access. Since it is sometimes important to know what dice are the Cadre Dice when rolled, Cadre Dice should always be a certain color (the author recommends red).

DETERMINING NUMBER OF CADRE DICE

The number of dice in a cadre's Dice Pool is determined as follows:

Cadre Number: One die for every **player character** in the cadre.

Opposite Sex: An additional die is added to the Cadre Dice Pool if one of the characters is a female or, if most of the player characters are female, one of the characters is male.

Cadre Slogan: An extra D6 is added to the cadre dice pool if the cadre has a slogan to rally around. Sample slogans are shown in Table 2 below.

Table 2: Sample Cadre Slogans

Roll a D6	Roll a D6	Sample Slogans
1-3	1	Freedom, fraternity, equality!
	2	Workers of Valadurn unite!
	3	Everything for everyone, and nothing for ourselves
	4	No war but the class war!
	5	Better to die on your feet than live on your knees
	6	No gods, no masters!
4-6	1	No war between states, no peace between classes
	2	Smash The State Before the state smashes YOU!
	3	Fight the oppressors, not their wars!
	4	We kneel only to plant explosives
	5	Freedom or death!
	6	We are nothing, but we shall be everything

OCCUPATIONS AND CADRE BENEFITS

Each member of a cadre is important and can contribute to the success of the whole. For this reason, an occupation has what is known as Cadre Benefit that provides advantages to the entire cadre.

Only **player character** members of a cadre provide Cadre Benefits.

CHARACTER CREATION

Character creation has 3 steps:

- I. Assign values to attributes and determine character information
- II. Choose an occupation
- III. Choose one trait and one skill (at a +1 skill bonus)

ATTRIBUTES

The measure of a character's physical and mental abilities is determined by his or her personal attributes. Characters in Cadre have four attributes: Physique, Dexterity, Knowledge and Spirit. The higher the attribute score, the greater the ability. Characters have 15 Points they can divide amongst these 4 attributes. The only limitations are that a character must put at least 1 point into an attribute and a starting attribute cannot be any higher than 5.

PHYSIQUE

Physique is a measure of strength, stamina, and how much damage you can take.

DEXTERITY

Dexterity measures your speed and overall agility.

KNOWLEDGE

Knowledge is an indicator of what you know and how easy it is for you to learn.

SPIRIT

Spirit is a measure of your personal fortitude and strength of character.

OTHER CHARACTER INFORMATION

WOUND POINTS

Characters have a number of wounds points. Starting wounds points are determined as follows:

Wound Points = Physique Attribute x 6

NAME

The player needs to come up with a name for his or her character.

DEFAULT EQUIPMENT

All members of a cadre start out with the following equipment: A uniform of sorts (pants/coveralls and a shirt of some somber hue), boots, hat/cap, and a dagger.

A character's occupation provides additional equipment.



OCCUPATIONS

Characters should choose one occupation which denotes their place in their cadre.

OCCUPATION TEMPLATE

Every occupation is set up in a similar fashion, starting off with a description.

Equipment: All occupations have equipment a character starts off with.

Skills: This is the list of skills a character can perform and what bonuses he receives when attempting to do so.

Cadre Benefit: This lists the cadre benefit the occupation provides.

ARCHEOTEK

ArcheoTekS sift through the ancient ruins that cover Valadurn looking for old EarthTek and lost knowledge. Their job is dangerous. These ruins are often occupied by mutants, escaped vat thralls, nanite swarms, trops, ancient warbots, and other dangers. However, great treasures are often found in these ruins. Disintegrators that can defeat the armor of any jugger, beam weapons that can reach out and bring down a Nissian war zeppelin, and suits of armor that protect wearers from both rifle fire and gas attacks.

It was an ArcheoTek that found the works of Marx and Lenin, translated them, and shared them with students at the University of Prinyat. It was another ArcheoTek that found a cache of EarthTek weapons and shared their location with revolutionaries thereby ensuring the success of the Winter Revolution.

1D6	Item
1-2	Laspistol, Civilian
3	Pulse Grenade
4	Broken Vacc Suit (AV -4)
5-6	Nanite Detector

Equipment

Leather Coat, lantern, shovel and pistol (enri). In addition, you have one item that is EarthTek. Roll on **Table 3: Random Earth Tek** to determine what item you have.

Skills

EarthTek +2, Close Combat +1, Ranged Combat +2, Scholar +1, Stealth +1

Cadre Benefit

When an ArcheoTek becomes part of the cadre, he brings with him an EarthTek device that can be shared by cadre members. Roll on **Table 3: Random Earth Tek** to determine what item the cadre has.

AERONAUT

Sailors of the sky, aeronauts pilot and maintain the dirigibles and zeppelins of Valadurn. Some are former members of the ADSR Sky Navy or the Nissian Imperial Air Fleet who served as pilots, gunners or aethermarines. Others may have been crewmembers of an Ostian League airship who escaped their debt bondage. No matter their origin, all yearn to return to the skies.

Equipment

Fur-lined leather hat and coat, goggles, and pistol (enri).

Skills

Artillery +1, Close Combat +1, Ranged Combat +2, Pilot Airship +2, Perception +1

Cadre Benefit

★ Cadre Dice +1

- ★ Possible access to a flyer

COMMISSAR

The commissar is the expert in Marxist thought and theory amongst members of the cadre. She is the intellectual who has memorized the rediscovered works of Marx, Lenin and the more recent writings of the martyred comrade, Nevetski. It is the commissar who keeps the cadre focused on its ultimate goal, the success of the Valadurn Proletariat Revolution.

Equipment

Leather coat, 1-3 books on Marxism, a leather megaphone (for shouting slogans), a pistol (enri)

Skills

Close Combat +2, Communist Theory +3, Ranged Combat +1, Perception +2

Cadre Benefit

All of the cadre's Cadre Dice now have the 'explode' trait.

(Author Note: In the original game this occupation was known literally as the political officer (политический руководитель), the title 'commissar' having fallen out of favor in the post-Stalinist era. I just found the term commissar to be more interesting and descriptive...)

COSSACK

On Old Earth, the Cossacks were an indigenous people of southern Russia, noted for their horsemanship especially in battle. On Valadurn, a cossack is any soldier who goes into battle mounted on a Terran (Earth) horse. Most people on Valadurn get around on slow but massive oridonts or quick moving leapers, native animals modified during Valadurn's terraforming. Thus horses are relatively uncommon; however, those who ride horses tend to prefer them over the other 'alien' mounts.

Equipment

Fur Hat, wool coat, sabre, lance, carbine (enri), and horse

Skills and Individual Benefits

Close Combat +2, Handle Animal +3, Ranged Combat +2, Perception +1

Cadre Benefit

- ★ Cadre Dice +1
 - ★ All members of the cadre can ride a horse without any trouble
 - ★ If the cadre's heroic story starts out with a cossack, all members of the cadre start out with a horse
-

MEDIC

Perhaps you received medical training at some university in Acadia, Niss or Tharmont. Or perhaps you were a soldier who volunteered to help the sick and wounded. Whatever way you learned your craft, you are valued member of the cadre, helping comrades when they are sick and administering first aid when they are wounded.

Equipment

Hat, wool coat, surgical kit, and pistol

Skills and Individual Benefits

Close Combat +1, Healing +3, Negotiation +1, Perception +2, Ranged Combat +1

Cadre Benefit

After an encounter, every player character in the cadre may roll a 1D6. This is how many wound points they have healed thanks to the ministrations of the medic.

PEASANT REVOLUTIONARY

You were born a peasant, forced to slave in the fields for a distant overlord and his unsavory cronies. One night you set out to find a cadre, join the socialist struggle, and free your village from oppression.

Equipment

Sickle OR peasant mace, rifle (nargant), 1D3 molotov cocktails, a bottle of vodka

Skills and Individual Benefits

Athletics +1, Close Combat +1, Agriculture +2, Handle Animal +2, Ranged Combat +1

Cadre Benefit

Your courage and revolutionary spirit inspires your entire cadre. Once per encounter, roll a Cadre Die, the final result of that die roll can be used by another member of your cadre as a skill bonus. You do not receive the bonus, only other members of your cadre. This is a free action, but the action and subsequent bonus is only available after your first turn.

PROLETARIAT HERO

You are a member of the working class who has left your place on a dismal factory floor or your job in a dangerous iron mine and have joined a cadre to help bring about the Proletariat Revolution.

Equipment

Axe OR hammer, pistol (enri), 1D3 molotov cocktails, a bottle of vodka

Skills and Individual Benefits

Athletics +1, Close Combat +2, Communist Theory +2, Negotiation +1, Ranged Combat +1

Cadre Benefit

Once per encounter, change a one to a six for any member of your cadre, including yourself. If rolling a 6 on that die causes it to 'explode', the die explodes.

SNIPER

You are an expert at bringing down the enemy with your rifle at long range. Whether it's a Nissian Imperial Dragoon, a Fleshweaver vat thrall, or some other enemy of the Revolution, your bullets send them to an early grave.

Equipment

Wool coat, helmet, rifle (nargant)

Skills and Individual Benefits

Close Combat +1, Ranged Combat +3, Perception +1, Stealth +2

Cadre Benefit

Your skill with a firearm lifts the morale and resolve of the cadre. For every enemy you kill who is at least 100ft away from you, the cadre receives a +1 cadre dice. This maxes out at 3 cadre dice per encounter.

SOLDIER

You have been trained to fight, either in one of the many armies of Valadurn, or by surviving multiple combats as a revolutionary. Now you are the hammer that smashes the forces of oppression.

Equipment

Leather coat, helmet, rifle (nargant)

Skills and Individual Benefits

Artillery OR Athletics +2, Close Combat +2, Ranged Combat +2, Perception +1

Cadre Benefit

For every player character soldier in a cadre, add +3 to the cadre's initiative rolls.

TRAITS

During character creation, a player may choose one trait for his character from the selection below.

ATTRACTIVE

You are good looking and know how to use your appearance to your advantage. Any skill roll you make involving social interaction (Communist Theory, Negotiation) receives +1 bonus die.

FIX BAYONETS!

You are a veteran of several bayonet charges and love the adrenaline rush you get from this rather risky and dangerous attack. When using a bayonet on a charge, instead of the +2 bonus to the Damage Result, you get a +4 bonus. In addition, if your gun is loaded, you can discharge your weapon at your opponent at the end of your charge (a Ranged Combat skill roll) and then attack with your bayonet (a Close Combat skill roll). Both attacks must be on the same opponent.

LUCK

Once per encounter you can re-roll any skill roll or damage roll. You must accept the second roll.

MARKSMAN

You may disregard your first two range increment penalties for any shot with a rifle, pistol or carbine.

MELEE TRAINING

You are very good at hand-to-hand fighting. You may have learned how to fight in the slums of Oskirov, or perhaps you were trained to fight with sword and bayonet in an Acadian Streltsy regiment. However you learned, you know how to handle yourself in a scrap. Add a bonus die to all of your Close Combat skill rolls.

PSIONIK

Psionik powers, or mind powers, exist amongst the population of Valadurn. One group, the Mind Tyrants of Ornvix, keep their population enslaved with their psionic abilities.

(Author Note: I wanted to include psionic rules but ran out of time. I would probably handle each power as a trait, with the first power received for 'free' when the Psioniks trait is first purchased. I would also add a requirement of some sort, psionik powers should be quite rare.)

PYRO

You have a rather disturbing interest in fire and always love to get a good blaze going. Your borderline sickness has a couple of benefits:

- ★ You can start a fire during the most inclement weather.
- ★ You always start a session with 1d3 molotov cocktails (unless you are someplace where that would not be possible, for example, you are captured or in a prison).
- ★ You are +2 to hit on all Athletics skill rolls involving the throwing of molotov cocktails.

REVOLUTIONARY ZEAL

Add a +1 bonus to all cadre dice that you roll.

RED COURAGE

Your dedication to the Revolution helps steel your resolve. You always succeed on all morale and fear rolls.

SADDLE BORN

You may have been raised around horses, or perhaps you were a member of a cavalry unit. Either way, you have a love of horses and you know how to expertly ride them. This provides 2 benefits

- ★ You do not receive the -4 penalty when firing from a mount.

★ All of your Handle Animal skill checks involving a Horse receive a +1 bonus die.

TOUGH

You are one tough bastard. Add 10 points to your overall wound point total.

VODKA TOLERANCE

Your 'vodka dice' have the explode trait. (See the Equipment and Supplies rules for more details.)

SKILLS

During character creation, a player may choose one skill for his character from the selection below. The skill has a +1 bonus. Note that this cannot be a skill your character already received from his occupation.

AGRICULTURE (KNOWLEDGE)

The ability to live off the land, whether by farming, turning animals into food, or foraging. The skill is important for helping keep a cadre fed.

ARTILLERY (KNOWLEDGE)

This skill allows someone to operate an artillery piece, be it a light howitzer, a rocket, or a bombard (small mortar).

ATHLETICS (PHYSIQUE)

This skill encompasses the ability to perform physical maneuvers such as jumping, climbing, and throwing.

CLOSE COMBAT (PHYSIQUE)

Close combat denotes your skill in melee combat, either in a bare knuckles brawl or with an axe or bayonet.

COMMUNIST IDEOLOGY (KNOWLEDGE)

A person with this skill is well versed in the works of Marx, Lenin, and Nevetski (an Acadian revolutionary). Those familiar with communist theory are able to preach the revolution to the masses while also inspiring other revolutionaries to acts of valor.

When encountering a village full of serfs or tenant farmers, a group of workers, or anyone else considered oppressed or downtrodden, a character can use Communist Theory to convince them to help or cooperate with her cadre or, at the very least, not attack her cadre.

EARTHTEK (KNOWLEDGE)

A character with this skill is familiar with ancient EarthTek and, on a successful skill check, knows how to operate these devices. A character with this skill can also attempt to repair malfunctioning or broken EarthTek. (See EarthTek in the Equipment and Supplies chapter for more information.)

HANDLE ANIMAL (SPIRIT)

You are able to handle a variety of different types of animal, be it a horse from Old Earth, a leaper, an oridont, a gruff, even a cantankerous gornasaur. With a successful handle animal check, you can normally get these creatures to do what you want.

HEALING (KNOWLEDGE)

A character with this skill has the ability to patch up a wounded comrade or take care of a sick peasant. If a character no longer has any wound points but has not passed his death threshold, a character with the Healing skill can attempt to save him. The DN is 10 plus the number of extra wounds taken when a character goes to 0 wound points. For example: Ivar, who has already been wounded and has only 5 wound points left, takes a direct rifle shot that does 11 wound points. Ivar is at -6, down and dying. Maia attempts a Healing skill roll. The DN is 16 (10 + 6). If she succeeds, she has stabilized Ivar and he will not die. If she fails, he has died for the Revolution.

NEGOTIATION (SPIRIT)

The ability to deal with other people, usually bourgeoisie, prelates of the Matriarchy, or enemy soldiers. (The skill Communist Ideology is usually used when dealing with the oppressed.)

PERCEPTION (SPIRIT)

Perception skill rolls are used to find or detect things that are hidden or adversaries who are trying to hide. People with a high Perception skill can find hidden chambers in old ruins, detect a spy in disguise, or see someone who is attempting to conceal himself in the shadows.

PILOT <VEHICLE> (DEXTERITY)

A character is experienced at operating a large vessel. If he has 'Pilot Ship' he can pilot anything from a fishing trawler, a League steamcog, or even a dreadnought. Other vehicles that require a piloting skill to operate are locomotives and zeppelins.

RANGED COMBAT (DEXTERITY)

The ability to hit a target with a ranged weapon, be it a rifle or a crossbow.

SCHOLAR (KNOWLEDGE)

A general skill denoting a character's overall knowledge of current events, history, even science and geography.

STEALTH (SPIRIT)

The ability to remain unseen and unheard, to lurk in the shadows and not be noticed.

SWIM (PHYSIQUE)

The ability to move about and keep oneself afloat in water.

COMBAT AND REVOLUTION

COMBAT

INITIATIVE

When a group of combatants encounters each other both sides must roll for initiative. Initiative is determined by both sides rolling 2D6. The side with the highest roll goes first.

MELEE COMBAT

Melee combat is an opposed Close Combat skill roll between individual combatants. The attacker makes a Close Combat skill roll to hit and his adversary makes a Close Combat skill roll to parry the blow. If the attacker beats his opponent's skill roll, he does damage, otherwise his attack is blocked.

RANGED COMBAT

Ranged combat is an opposed roll. The shooter makes a Ranged Combat skill roll; the target makes an attribute roll to 'dodge' the attack. The attributes used are: Dexterity + Spirit. If the shooter beats his opponent's attribute roll, he does damage, otherwise he misses.

RANGE INCREMENT

All ranged weapons (muskets, rifles, lasers, etc.) have a range increment that indicates how far one can shoot the weapon before incurring a penalty to their Ranged Combat skill roll. When shooting at a target within the weapon's range increment the shooter does not incur a penalty. If a target is within the second range increment, the shooter incurs a -2 penalty, in the third range increment an additional -2 penalty, and so on. Range increment penalties stack, so a character shooting at a target in the fourth range increment receives a penalty of -6.

A shooter cannot target anything beyond 5 range increments.

RANGED COMBAT PENALTIES

The following situations will modify a ranged attack. All penalties stack:

Table 4: Ranged Combat Penalties

Situation	Penalty
Shooting from a horse	-4
Shooting from a leaper	-6
Target is $\frac{1}{4}$ concealed	-2
Target is $\frac{1}{2}$ concealed	-4
Target is $\frac{3}{4}$ concealed	-8
Target is concealed by stone or similar substance	x2 concealment penalty

THROWING

Sometimes you want to throw a weapon, normally an explosive. Examples include: dynamite, molotov cocktails, even pulse grenades. The maximum range you can throw an explosive is:

50ft. + (20ft x Physique)

Normally, when you throw an explosive, you simply want to hit an area. The DN to hit an area is based on range.

(Author Note: Ran out of time to detail)

DAMAGE

Damage done is based on how well you succeed on your attack. So if you succeed by 5, your Damage Result is 5, roll 3D6 for damage.

Damage Result	Damage
01-02	1D6
03-04	2D6
05-06	3D6
07-08	4D6
09-10	5D6
11-12	6D6

WEAPON DAMAGE MODIFIERS (DM)

The Damage Result number is modified by the weapon used. Most weapons have a Damage Modifier (DM). This is added to the Damage Result.

ARMOR VALUE (AV)

Armor has an Armor Value that is used to modify a Damage Result. If a soldier is wearing a Leather Coat and is shot he subtracts its -1 AV from the Damage Result. If the AV modifies the Damage Result so that it is 0 or less, the individual wearing the armor takes no damage.

UNCONSCIOUS

If you take damage and go below your wound point total, but not below your Death Threshold (see below), you are alive but unconscious. If you are not patched up by the end of the encounter – someone does not get over to you and makes a successful Heal skill roll – then you die.

DEATH

A character dies immediately if he has taken enough wounds to not only run out of wound points, but also blows past his Death Threshold. A character's Death Threshold is his Physique Attribute X2.

EQUIPMENT AND SUPPLIES

The current technological level on Valadurn is generally equivalent to late 19th century Europe on Old Earth, though there are notable exceptions to this. Dirigibles and Zeppelins are a common sight and massive steel ships ply the oceans. Medicine is more advanced, though it tends to only be available to the lucky few. The wildcard is EarthTek. Old weapons left over from the Arian War are normally in the hands of forces loyal to despots and tyrants who use them to keep their populations under control. Weapon development has thus been stifled for centuries. Only within the last 50 years have Nissian forces been armed with more advanced guns, the Iron Emperor finding it beneficial to equip his troops with faster loading and more accurate guns. Most forces on Valadurn have followed suit.

The normal blackpowder guns (rifles, pistols, and carbines) used by typical Valadurn soldiers are the single shot cartridge breachloaders similar to the weapons used in the Franco-Prussian War on Old Earth. Muzzle-loading muskets are still quite common.

Revolvers are being produced, but normally as specialty items for nobles and wealthy bourgeoisie - they are not mass produced.

ITEM LISTING

Table 5.1: General Items

Item	Availability	Notes
Boots	Common	
Coat, Wool	Common	
Coat, Leather	Uncommon	-1 AV
Field Glasses	Rare	
Goggles	Uncommon	
Helmet	Uncommon	-4 AV (head shots)
Lantern	Common	
Lantern Oil	Common	
Pocket Watch	Rare	
Surgical Bag	Rare	
Tent	Uncommon	
Wool Hat	Common	
Vodka	Common	(See Below)

Table 5.2: Melee Weapons

Weapon	Damage Bonus	Availability	Traits
Battle Axe	+3	Uncommon	2-Hand
Bayonet	+1	Common	Charge
Dagger	-	Common	Throw
Hammer	+1	Common	
Lance	+3	Uncommon	Charge
Maul	+2	Common	2-Hand
Miner's Pick	+2	Common	2-Hand
Peasant's Mace	+1	Common	
Saber	+3	Uncommon	
Sickle	+2	Common	

Table 5.3: Thrown Weapons

Weapon	Damage Bonus	Availability	Traits
Dynamite	+5	Rare	Area
Molotov Cocktail	+1	Common	Area

Table 5.4: Ranged Weapons

Weapon	Damage Bonus	Availability	RoF	Range Increment	Traits
Rifle, Nargant	+2	Uncommon	1	100ft	2-Hand, Explode
Rifle, Velker	+2	Uncommon	1	100ft	2-Hand, Explode
Carbine, Enri	+1	Uncommon	1	80ft	Explode
Carbine, Tarikov	+2	Rare	1	80ft	Explode
Pistol, Enri	-	Uncommon	1	50ft	Explode
Rifle, Flintlock	+1	Common	1 per 3	80ft	2-Hand, Explode
Pistol, Flintlock	+1	Common	1 per 2	40ft	2-Hand, Explode

Table 5.5: Artillery

Weapon	Damage Bonus	Availability	RoF	Range Increment	Traits
35mm Howitzer	?	Rare	?	?	?
Bombard	?	Rare	?	?	?

EQUIPMENT DETAILS AND RULES

Vodka: Vodka is a popular drink with the common folk and is often used to fortify revolutionaries before a battle or encounter. A character can use vodka to help him get through desperate times. Every vodka bottle has 3 swigs of vodka. When a character takes a swig of vodka he may roll a die - called the vodka die - and add the result to any spirit, agility or physique skill roll. However, after that he receives a -1 penalty to all skill rolls for the rest of the day. (This can be tracked by simply putting the vodka die on his character sheet). A character can take as many swigs of vodka as his Physique attribute +1. All penalties stack.

On the last swig the character may roll his vodka die and add it to a skill roll, then the character passes out. He cannot be revived for the rest of the day.

Surgical Bag: A surgical bag has a number of items to help a medic administer first aid and patch someone up. Anytime someone uses a surgical bag in conjunction with a Healing skill roll, he may add a bonus die to the roll.

EQUIPMENT TRAITS

2-Hand: This weapon has to be wielded with two hands. Only using the item with one hand imposes a -4 penalty.

Explode: Damage generated by this weapon has the explode trait.

Throw: Weapon can be thrown up to 10 + (5ft. x Physique Attribute).

EARTHTEK

Most EarthTek is very old. Any EarthTek weapon a character may encounter dates from at least the Arikan War which ended over 1500 years ago. In rare instances, these weapons are found like new in still functioning stasis lockers; however, most are found in ruins or in the collection of some despot. Hence, the majority of EarthTek weapons on Valadurn have the 'Malfunction' trait. Whenever a skill check is made with an item with the Malfunction trait, no matter what the result, if doubles are rolled on the skill check dice the item no longer works.

Repairing EarthTek

An item that malfunctions can be repaired. It can only be repaired by someone with a skill bonus in EarthTek. The DN is 15. If successful, the item is repaired and can be used again. If unsuccessful, the item no longer functions and cannot be repaired.

Table 6.1: General Items

Item	Notes
Heal Stim	
Nanite Detector	
Power Crystal	
Vacc Suit	

Table 6.2: Ranged Weapons

Weapon	Damage Bonus	RoF	Range Increment	Traits
Laspistol, Civilian	-	2	80ft	Explode
Laspistol	+1	3	100ft	Explode
Lasrifle	+2	3	200ft	2-Hand, Explode
Pulse pistol	+2	3	100ft	Explode
Pulse rifle	+3	3	200ft	2-Hand, Explode
D-Gun	+2	1	100ft	2-Hand, Disintegrate

Table 6.3: Melee Weapons

Weapon	Damage Bonus	Availability	Traits
Force Axe	+3	Uncommon	2-Hand
Pain Rod	+1	Common	Charge

Table 6.4: Thrown Weapons

Weapon	Damage Bonus	Availability	Traits
Throw Explode	+5	Rare	Area
Pulse Grenade	+1	Common	Area

EARTHTEK DETAILS AND RULES

(Author Note: Ran out of time to create.)

EARTHTEK TRAITS

(Author Note: Ran out of time to create.)

CADRE SUPPLIES

(Author Note: There should be abstract rules around keeping a cadre fed and supplied with ammunition and other items. Simply ran out of time to create.)

THE WORLD

Here is a quick outline of some of the countries and places you will find on Valadurn.

ACADIAN DEMOCRATIC SOCIALIST REPUBLIC (ADSR)

Formerly the Acadian Empire, it became the ADSR after students and workers and sympathetic soldiers overthrow the Malachite Throne and established the first socialist republic on Valadurn.

ARKOV CANTONS

Home of the Patriarchy and the epicenter of Mother Church worship and devotion. A rich and corrupt theocracy.

THE GREY ZONE

A large, forbidden area obliterated during the Arikan War and still haunted by Black Clouds and mutants.

MALZADOR, REALM OF THE FLESHWEAVERS

Also called the Mad Empire, the Despots of Malzador have an operational Arikan Biogenetic Warfare factory that they use to create and modify living creatures. These 'vat thralls' are used as slave labor and soldiers.

MORDANT SEA

Home of the Spire Ships and the great Floating Factories that process the dead carcasses of Leviathans.

NISS, EMPIRE OF

Great enemy of the Revolution, it was the Emperor War between Niss and Acadia (a war the Acadian Empire started) that brought about the Winter Revolution and establishment of the communist ADSR. Niss began the war as a constitutional monarchy (at least on paper) but has morphed into a military dictatorship due to the war and ongoing Revolution.

Known for its War Zeppelins and powerful Iron Fleet, Niss is probably the greatest threat to the success of the Revolution. The strains of the war and demands of the proletariat have made the Niss government increasing heavy-handed and oppressive.

OSTIAN MERCHANTS LEAGUE

The League is made up of several powerful city-states in and around the Ostian Peninsula. The states have banded together for profit and protection.

THE REVOLUTION

The communist revolution erupting on Valadurn, mostly on the planet's largest continent of Varnaheim.

THARMONT, KINGDOM OF

War torn kingdom between Niss and the ADSR. It was Acadia's invasion of Tharmont that precipitated the Emperor War. Cadres are very active in Tharmont.

ENEMIES

(Author Note: Wanted to detail a couple of potential enemies – Juggers, Vat Thralls, Nissian Dragoons, Matriarchy Jihadists, etc. - ran out of time.)