



ἘΞΟΔΟΣ

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- Conflict: Antennae Galaxies

We thought we knew the enemy. I mean, the squids are tough little bastards, but we had their number, you know? Once we figured out that our preachers could whip the Defiled to jump fleets further and faster than theirs, it was all but over. At least, it seemed that way, until this morning.

Now... well... I don't suppose you'll ever get this message. The link said the bombardment turned the whole surface of Simeon into glass. I hope it was quick. I hope you didn't have time to feel the fear before it was over. I miss you, baby. I love you.

I'm afraid.

— Lt. Patrone Jiles

Exodus combines elements of John Scalzi's *The God Engines*, the relaunched *Battlestar Galactica* television series, some aspects of Robert A. Heinlein's *The Puppet Masters* and selective imagery from the Biblical Book of Exodus into a strategic role-playing game in which players guide the last remnants of the human race on an interstellar journey to a new home. Hunted by an alien race intent on their extermination, humans also face a more insidious threat from within. The fallen gods humanity has exploited to further their own faith and prosperity seek to enter and dominate the human mind, turning friend into foe without warning.

To play *Exodus*, you will need:

- Three to eight players. You will *not* need a gamemaster.
- Ten or more Fudge dice (cubes with faces marked -, 0, +). At least four for each player is better. These can be simulated with standard six-sided die, where rolling 1 and 2 yield a - result, 3 and 4 yield 0 and 5 and 6 yield +.
- A stack of small paper for orders, such as blank business cards, sticky notes or index cards.

- A largish sheet of paper (or, better, a white board) for drawing a map of the star systems you encounter.

In this book, you will find the following chapters:

- **History** introduces the universe of *Exodus*, and answers why (and how) what is now happening to the players is happening.
- **Fleet** introduces the building blocks of the game, defining the last human fleet mechanically and how to set up the game.
- **Desert** details what you'll find in deep space, why you might want it, how hard it is to get, and what's out to get you.
- **Orders** form the meat of the game, providing the primary means of player action and task resolution.
- **Conflict** exists for when players cannot agree, or when they have to deal with the forces hunting them.

The game also makes use of several **faction books**, which act something like character sheets and cheat sheets for the players. These are included at the end of this PDF, but will also be available separately.

Exodus was inspired by, influenced by, and directly stole from several main sources:

- Most of the universe flavor and metaplot are lifted directly from *The God Engines*, by John Scalzi.
- Most of the game's premise comes from the remake of *Battlestar Galactica*®, created by (and a registered trademark of) NBC Universal.
- Inspiration for the orders system started with the board game *Diplomacy*®, designed by Allan B. Calhamer and a registered trademark of Hasbro's Avalon Hill division.
- The notion of named, fixed moves and several other concepts come from D. Vincent Baker's *Apocalypse World*.
- The random planetary system and general dice mechanics owe a lot to *Diaspora*, by B. Murray, C.W. Marshall, T. Dyke & B. Kerr.
- A lot of the heavy lifting in this document (particularly the epub version) performed by Adobe's InDesign CD5.



History

After he was dead, and all his brethren,
and all that generation...

— *Exodus 1:6*

So much is lost when a sentient species is exterminated that, to the few stragglers that survive, all history becomes legend. Maybe this is how it happened. Maybe you'll discover otherwise.

The Mythical Past

In the beginning, man worshipped gods without the certainty they existed. That's the story, anyway. Now, of course, no one actually believes this obvious absurdity, but it makes a good tale for children. The few who bother to tell it speak of a legendary hero, Dr. Gabriel Issachar, the first man to prove the existence of the gods.

A scientist and mathematician, his equations told him that certain observed phenomena could only be explained if some type of sentience controlled the vast energies involved. He doubted his own findings, but realized his proofs also suggested a way to contact such intelligence. With his students, he fashioned an experiment to test this part of his theory.

It succeeded.

At this time, humanity remained trapped on Earth. Though some dreamed of how they might move faster than light with technology, the arrival of Our Lord showed this to be folly. Only faith provides the fuel to reach the stars.

Our Lord showered humanity with gifts and knowledge, asking for nothing in return but adoration. He presented three of his brothers, in chains, for they had angered him. He showed humanity how iron worked in forges could contain these defiled gods. To those who proclaimed love for Him, Our Lord taught that iron formed in the crust of the earth, but uncontaminated by human fire, could hurt his chained brothers. To those who swore their allegiance and life to Him, Our Lord showed how iron ejected from dying stars,

and not yet contaminated by the embrace of a planet, could kill a god.

And, He showed humanity how His faithful could wield third-, second- and first-made iron to compel these captive gods into transporting human ships to other stars.

The blind "religions" of Earth chose to deny not only Issachar's work, but their own eyes as well and cling to their delusions, rejecting Our Lord. Much fighting followed and many died. When it was over, Earth was no longer fit to be home for the faithful. Our Lord gave them twelve defiled gods, and the faithful left Earth behind.

The Colonies

Reaching deep into the desert of space, the Faithful founded a cluster of colonies in twelve star systems. Each was somewhat autonomous, but within one jump of all the others, all united in the True Faith. In time, over countless generations, the Colonies expanded far. Sometimes the Colonies became fragmented, and would war on each other, but the True Faith never put up with that for long. On several occasions, humans encountered other intelligent life, trapped on their home world as humanity had been. Humans brought the Faith to every species they encountered, one way or another.

For their effort, Our Lord advances humanity ever forward, the faithful enjoying unmatched freedom and prosperity with no sign of letting up. As humanity advanced, it became more useful to Our Lord's war against the other gods, in some cases even assisting in their capture. As the Colonies and the Faith expanded, Our Lord clearly dominated the rest of the gods, with opposition to Him scattered and sporadic.

Occasionally, an enemy god would tamper with a human world. Though such attacks took

Twelve Stereotypes

Even after centuries of expansion, the original twelve colony worlds formed the core of human space, home to almost half of humanity. Here is how your average Colonial pre-judges people based on where they are from:

Aser: From a planet which prides itself on its physical activity, Aserans are confident, self-absorbed, indulgent materialists.

Benjamin: Drawn from a strongly academic culture, Benjamins are opinionated, idealistic, judgemental narcissists.

Dan: Known for a strong philosophical tradition, the Dani are blunt, jovial, sarcastic optimists.

Gad: With their planet's unpredictable storms and seismic activity, Gadians are sociable, inquisitive, flighty and known for changing their mind.

Issachar: Still smarting from a devastating bombardment three centuries ago, natives of the former capital are defensive, moody, sentimental romantics.

Joseph: Known for its very predicable climate cycle. Josephites are organized, neurotic, analytical nit pickers.

Juda: A planet where the climate is hot, the food is spicy and the people are both. Judans are outgoing, energetic, competitive and superficial.

Levi: From the center of Colonial commerce, Levis are ambitious, critical, responsible authoritarians.

Nephthali: Living in the governmental center of the Colonies, Nephthalis are stubborn, possessive, loyal and sympathetic.

Ruben: Calling on a long artistic tradition, Rubeni are imaginative, unfocussed, compassionate and indecisive.

Simeon: Island raised natives of this mostly oceanic world are intuitive, quirky, restless nonconformists.

Zabulon: As hosts to the Prime Church of the True Faith, Zabuls are cautious, possessive, intense and sexually freaky.

a catastrophic toll, all of human space would unite to oppose them, and Our Lord rewarded the surge in the Faith by annihilating the trouble-makers.

At its height, humanity populated hundreds of worlds, with hundreds of billions of people living united in the True Faith.

The Fall

Fifty years ago, the Colonies came into contact with Species 16, a cephalopodic race officially referred to as the sedecim, but known more colloquially as “squids”. Unlike intelligent species humanity had previously encountered, the

The True Faith

While it shares many characteristics of monotheism, the True Faith is polytheistic, conceding the existence of many other (and, therefore, lesser) gods than the One Lord.

The True Faith does not push any particular morality or code of conduct on its followers, demanding only that all of the faithful *know*, deep down, that Our Lord is superior to them, and the most worthy of their worship.

Sedecim had already converted to the True Faith and, like humans, enjoyed an expanding, star-faring society. Mutual faith provided the basis for negotiations, quickly resulting in a treaty between the two species. Decades of peace followed as sedecim and human learned from each other.

Three years ago, something changed. Without warning, the sedecim invaded human space. Despite some initial losses, humanity quickly threw back the squids and counter-invaded.

A year ago, the Colonies had clearly gained the upper hand in the war, and offered to accept the sedecim’s surrender. Instead, the squids hardened their resistance. Cleared to use more brutal tactics, the Colonial Military conquered world after world.

The successes of the ongoing campaign concealed a handful of bizarre failures and oddities. After some fleet jumps, a few ships would be left behind, or vanish all together. Some high level military, civilian and religious officials would make serious, uncharacteristic mistakes. A strange disease that turns the skin violet, but has seemingly no other effects, started to appear in isolated pockets all over human space. The number of people reported missing by their families increased, and often the missing person would be found alive and well on the other side of Colony space. Had these been investigated more fully, perhaps the holocaust could have been avoided.

Two days ago, every human city, settlement and outpost was destroyed, mostly by nuclear or orbital weapons. A handful were taken out by squid attacks. The vast majority, however, were targeted by the Colonial weapon systems meant to defend them. Orbiting platforms intended to repel invaders turned to bombard the surface instead. Warships tasked with protecting fleets

instead destroyed them, then jumped to nearby systems and obliterated them. Sabotage claimed other settlements, poisoning air, unleashing computer viruses, compromising reactors, all in a coordinated attack. Within hours, homo sapiens had been almost entirely eliminated.

The Bounders

Scattered survivors blamed the squids for the attacks, even as they attempted to escape and avoid them. In fact, the opponent was far more sinister. The attacks marked the opening of a new front in the war between the gods.

Battered and desperate, the few remaining free gods uncovered a new weapon within the biology of the sedecim, mixed with their own extra-dimensional nature: a spiritual pseudo-organism that could invade and subvert the mind of an organic host. These organisms, called “bounders”, could be unleashed into jump-space, where they might infect anyone using jump travel.

The nearly undetectable, bounders suffer three drawbacks: first, anywhere from a few days to a few weeks after infection, the host’s skin takes on a violet color. Second, creating bounders requires a god to sacrifice a portion of its life energy. Third, once a bounder infects a host, it is forever trapped within that host.

In spite of these problems, four years prior, the gods released bounders on the squids. As the sedecim culture tended to limit space travel only to the military or the influential, nearly any squid dominated by a bounder found themselves well placed.

A high-ranking religious official became one the first to be infected. Soon after, the head of the sedecim church died under mysterious circumstances, and this infected official took his place. Her skin began to change color during her

coronation, and afterwards most sedecim incorrectly assumed the violet skin to indicate a blessing from the One Lord. Within a year, bounders controlled most key functions of the sedecim civilization, and launched the invasion into human space.

The war that followed furthered the agenda of the rouge gods in several ways. First, since both sides in the war followed the True Faith, all casualties eliminated worshippers of their enemy. The gods believe the True Faith to be the source of His dominance, and continue to seek nothing less than the extermination of all who worship Him, in order to starve Him of that power. Second, battles in space provided perfect cover for the liberation of other gods, as the gods could destroy both fleets, then pull their captive brothers from the wreckage. Third, some of these liberated gods were sacrificed to fuel the creation of more bounders, which were now unleashed on the Colonies.

Far from the veneration shown by the squids, when scattered Colonials developed violet skin, humanity barely noticed. Dismissed as one more of a hundred strange diseases encountered on the various worlds, once doctors determined “violet skin syndrome” to be harmless to the host and non-contagious, standard practice was to let the carriers go about their business. Some researchers continued to investigate, of course. They noticed a correlation with jump travel and, therefore, a higher contraction rate in the military, but formed no firm conclusions by the time of the fall. Most of the them never had a chance to learn of the scattered legion of violet skinned humans turning as one against humanity and calmly unleashing its vast arsenal against itself.

Fleet Gessen

One fleet (and possibly only one) escaped the genocide, mostly by being many light years from Colonial space. Far from the war front, Fleet Gessen had launched four weeks earlier, tasked with investigating unexplored space. The mission was just one part of an exploration process that had gone on for centuries and, like similar missions before it, was intended as a one way trip. The bulk of the fleet was outfitted to find suitable world and set up a new colony upon it.

As such, control of Fleet Gessen rests primarily in the hands of a civilian administration. A contingent of the Colonial Navy escorts the fleet, armed as well as it can be to protect the fleet from whatever unknown dangers might lay in its path. The Ministry, of course, tends to the Faithful throughout the fleet, but also controls some of its own ships, particularly the most important: the prison of the captured god used to jump the fleet from star to star.

The fleet also boasts an array of the most powerful long range sensors ever devised by man. Most of these are quite large and form the shells of three of the fleet’s ships. Complex to operate, these sensors also require an environment completely hostile to human life to function, so these sensor ships house an advanced, self-aware computer system to control and help analyse data. This entity, called the Network, as its nodes on all fleet vessels can be linked together to form a potent research and information communication system, proved crucial in protecting the fleet from the fall.

Shortly after the fleet launched, a Naval technician developed violet skin. After a checkup, consultation with headquarters and a brief quarantine, the technician returned to duty.

The Defiled

The fallen gods have names, but to speak them is to give them power. Most Colonials don’t even refer to them as gods, but rather call them “the Defiled”.

evil, bitter and nasty, totally afraid of death

Several milliseconds before the fall began, the Network discovered a viral program hatching in the computer of one of the Naval ships. Left unchecked, the virus would have overridden the ship’s weapons, and launched them against the ship imprisoning the Defiled, in an attempt to free it. The Network suppressed the virus and alerted the fleet.

As scattered reports of the fall reached the fleet, the Network tracked the computer virus to the violet crewman. While he took his own life to avoid capture, his actions, combined with mentions of violet skinned-traitors in the flashes of communication traffic from the Colonies, now feed a growing paranoia about the “disease” among the leaders of the fleet.



Στόλος The Fleet

Only in the land of Gessen... the hail
fell not.

— *Exodus 9:26*

All of the action in Exodus centers on Fleet Gessen and its journey to a new home. Each player controls a faction within the fleet (the Church, the Military and the Government) and characters within that faction. Players will need to cooperate to keep the fleet moving, but not so much that their own faction wastes away or lets another dominate the fleet.

Adding to inter-factional squabbling, two main threats undermine the fleet's journey. The squid military hounds the fleet, intent on completing the destruction of the human race. At the same time, the bounders create an escalating erosion of the fleet from within.

Fleet Traits

Seven numeric values represent Fleet Gessen. These traits range in value from zero to twelve, and will fluctuate continuously throughout the game.

Edge

Being the target of genocide tends to fray one's nerves, to say the least. People living at their wits end are hard to manage and tend to do very stupid things. This trait measures how on edge the population of the fleet is. When it is high, the people are likely to unravel at the worst possible time.

At the start of the game, people are understandably freaked out, but cling to the illusion that they are safely away from the conflict. Edge starts at 8.

Faith

When you are absolutely certain that your god exists, the whole meaning of "faith" changes. In *Exodus*, this trait represents two specific, interconnected concepts. One is how much the population of the fleet still believes that the Church is

acting to help and save them and willingly accept the Church's authority over them. The other is to measure how well the Church can control the Defiled the fleet uses for jumping.

In other words, this trait measures how effective the Church faction's actions are, and used for most tests the Church makes.

Prior to the fall, faith in the Church was universal and unwavering. And, while the fall has destroyed the Church, faith among those in the fleet is stronger than ever, as many find solace in prayer. So, Faith starts with a rating of 11.

Unfortunately for the Church, the more the Defiled understands about the situation the fleet is in, the harder to control he will become. Consequently, Faith will constantly erode over time.

Justice

The Colonies were founded to be free and egalitarian, institutionalizing a civilian government to act as a check against the military and the Church. The population of the fleet will look to the Government as the legitimate authority of the fleet and count on it to look out for them, to keep things "fair". This trait measures how well the Government does so.

Importantly, this trait does not measure actual justice or competence. It measures *perceived* justice and competence. How well the people think the government is serving them. In effect, it measures how effective the people will allow the Government to be, and is used for most of the tests the Government makes.

As the game begins, the fleet is waiting to see how the Government reacts. Justice starts at 7.

Might

One of the more straightforward traits, Might measures the fleet's military capability. As such, it is used for most of the tests the Military makes.

Unlike Faith and Justice, Might does not rely on perception at all. Either the fleet is actually strong or it is not. Even if the Military launched a successful propaganda campaign to convince the people they were stronger than they are, this would not change Might (though it would probably reduce Edge).

The Naval escort to the fleet was set up to be able to deal with a wide variety of challenges. It is fully equipped, fully manned and undamaged; however, it was designed as a general purpose escort, not a dedicated battle group. At the start of the game, Might is set to 9.

Supply

As a fleet intended to travel long distances to start a colony, Fleet Gessen is self-sustaining in normal operation. Times are now far from normal. This trait abstractly represents how well the material needs of the fleet are being met. Note that this is not just "how full are the stores". When Supply gets low, it doesn't (necessarily) mean that *all* material needs are critical, just that the fleet has some vital need to fill, or it will start to suffer. For example, the fleet might have enough food, water and oxygen, but be low on maneuvering fuel. None of this is tracked explicitly. Basically, it is a narrative tool that will tend to force the fleet to task risks.

Having just embarked a few weeks ago, Supply begins the game set to 12. That won't last.

Treachery

This trait measures how effective traitors and saboteurs within the fleet can be. Treachery can come from plain old disgruntled humans, but the main internal threat will be the bounder infection, which increases every time the fleet jumps.

The only real defense against the bounders the fleet has is that their skin will give them away,

but only after they have been circulating within the fleet for some time. The factions can also minimize the damage of the bounders by more tightly controlling the population, but this will tend to anger the fleet and erode their authority.

Only a small number of bounders have made their way into the fleet by the time the game begins, so Treachery starts at 1.

Women

When any population approaches extinction, women are vastly more important to the propagation of the species than men. A species can survive the extermination of nearly all of its males, provided enough females remain. This trait, then, represents how many human females live within the fleet.

As such, it also represents the survivability of the human race, and whatever hope that may inspire.

As an egalitarian society, the fleet starts play with women occupying the same jobs and, therefore, taking the same risks as men. This may change during play.

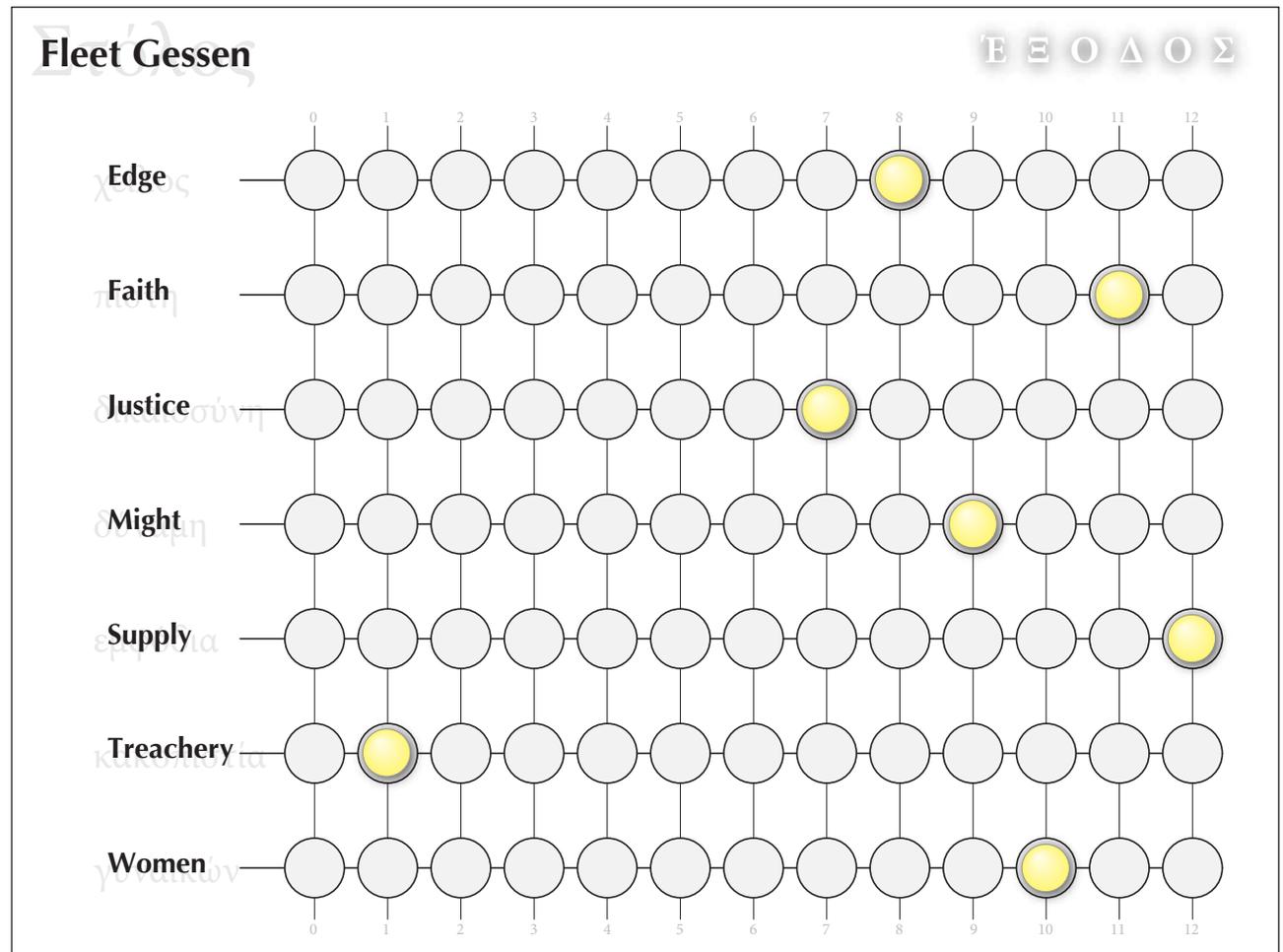
This trait starts play at 10. Sadly, very few situations in *Exodus* make this trait increase and all too many decrease it.

Tracking Traits

Since the fleet's traits will be changing often, it is best to track them using tokens or beads. A sheet can be found at the back of the book for this purpose. An example of the starting fleet sheet is shown to the right.

Dice

In determining the result of player actions, the fleet traits are far more important than chance, but dice are rolled to create a small element of luck. *Exodus* uses Fudge dice, which are six sided



dice where two of the faces are marked -, two faces are blank (denoted 0) and two are marked with +. Each die gives an equal chance at generating -, 0 or +.

These dice are used in the game in three ways:

Rolls

Lacking a gamemaster, *Exodus* relies on random events to move the story and surprise the players. To make a *roll*, three Fudge die are rolled and added together, generating a number from -3 to +3. For example, - - 0 is -2. The result is usually looked up on some kind of table.

Tests

A *test* is used to see if an action succeeded. Tests always pit one of the fleet traits against an opposing number, usually a different fleet trait. To see if the action succeeded, the result of a roll is added to the fleet trait, and the opposing number is subtracted. If the result is less than zero, the action fails. If it is three or more, the action succeeded. Results between are partially successful. The part of the rules that told you to make the test will also explain what failure, partial and full success mean.

For example, the rules may tell you to “make a *jump test*: Faith (Treachery)”. This means that you take the fleet’s current Faith score, add the results of a roll (always meaning three dice) and subtract the fleet’s current Treachery score. Suppose this is done using the scores at the start of the game. Faith is 11. The roll comes up very badly: - - -, or -3. Fortunately, Treachery is very low (1), so the result is 11-3-1=7, which succeeds. You will see the text of this book list such as result as: F11 - - - T1=7.

Sometimes, the rules will allow you to make use of a test’s *excess*. This occurs when a test rolls a higher number than needed to succeed, with the excess counting by how much. In the example above, the result was 7, three was needed to succeed, so the excess is 4. Excess is treated as points, where each point of excess buys usually buys something.

Similarly, the rules may also punish you for a *shortfall*, which measures the amount by which a roll failed. For example, if a test result is -4, the shortfall is 4 points.

Flip

Sometimes the rules need the players to randomly choose between three equally likely options. This is done with a *flip*, where one die is rolled, sort of like flipping a three-sided coin. Whatever told you to flip will tell you what the -, 0 and + results mean.

One type of flip is common enough to be mentioned here: the *faction flip*. This just selects one of the three main factions at random. A - always means the Military, 0 is the Government and + is the Church.

Another common flip is a *flip adjustment* to a trait. These occur when some result randomly moves a trait up or down. On a -, reduce the trait

by 1. On a 0, leave the trait as it is. On a +, add one to the trait.

Assists & Hindrances

Sometimes, you can make your own luck, or take it away from someone else. Any time a roll is made (either by itself or as part of a test), certain situations or events may fix the result of one or more die in place before the roll is made.

An *assist* prevents a die from being rolled, automatically setting to +.

An *hindrance* prevents a die from being rolled, automatically setting to -.

When a roll is being assisted and hindered at the same time, assists cancel out the hindrances one for one.

For example, suppose an extreme case where five hindrances and three assists are in play on a single roll. The three assists cancel three of the hindrances, leaving only two to affect the roll. This sets two of the dice to automatically by -, leaving the remaining one to be rolled as usual.

Since only three dice are ever rolled at once, the most extreme case that can happen is that a roll is fully forced to - - - (or + + +). If any additional hindrances (or assists) were applied to the roll, they have no effect and are lost.

Factions

Each player takes control of a *faction* within the fleet. Each faction represents an institution (formal or otherwise) that influences particular aspects of the fleet’s destiny and dynamics. A game will always have as many factions as there are players. Three of the factions, the Church, the Military and the Government, are required. Games with more than three players will choose at will from the additional factions. Unused fac-

tions may still be present in the game world, but do not factor into the particular game.

Each player is given the *faction book* for the faction they control. They will be writing on these, so typically new copies are created for each game. The booklet acts something like a “character sheet” for the faction, but mostly provides a quick rules summary and “cheat sheet”. Much of the information in the booklet is the similar for each faction, but each book also holds information known only to that faction, the full details of orders that only that faction can issue, and advice specific to that faction.

The faction books are available at the end of this book, but most of what is in them won’t make any sense just yet. The chapters that follow will refer you to important sections of the booklet when the time is right.

The primary factions, and what they do, are:

- The **Church** is responsible for controlling the Defiled which acts as the fleet’s interstellar drive. They also maintain the spiritual well-being of the fleet and the fleet’s faith to the One Lord. They share control over navigation.
- The **Government** maintains law, adjudicates disputes and has legal authority over fleet actions. They answer to the people through elections. They share control over navigation.
- The **Military** is responsible for the defense of the fleet. They control the Navy and nuclear weapons. They share control over navigation.

Playing secondary factions is more challenging, as secondary factions lack direct authority over fleet traits or fleet actions. They can, how-

Key Ships

Jumpship *Αλυσίδες (Alysídes)*: Prison of the Defiled; residence of Triumvirate.

Heavy Carrier *Chimera*: Flagship of the fleet's military escort; home to its main fighter wing.

Coordination Ship *Horizon*: Primary civilian ship in the fleet; holds Governor's offices and residence; much of the press resides here.

Monastery *Φωτισμός (Fotismós)*: Primary ship of the Church; residence of Prelate.

Heavy Escort *Integra*: one of three heavy warships; tends to lead naval strikes.

Light Escort *Pànbiàn*: Destination for sailors with disciplinary problems; known for having some of the fleet's better sports teams.

Light Escort *Shandiàn*: The target of a computer virus during the fall.

Civic Ship *Colloquy*: Main public access to courts and justice system; holds incarceration facilities; one physical courtroom, three virtual.

Research Vessel *Walrus*: The largest and newest of the fleet's science ships; equipped for heavy experimental quarantine.

Hospital Ship *Έλεος (Éleos)*: Run jointly by the Church, Military and Government.

Automated Scanners *Cassandra, Delphine* and *Sybil*: Experimental, fully automated scanning platforms; hosts the Network's intelligence; environments hostile to human life.

Freighter *Chrysalis*: Half of the ships cargo space converted into recycling plants; home to an illegal casino.

Ark *Convocation*: Largest ship by volume, but fewest residents; contains bestiary/zoo, park, arena, auditorium, restaurants; public spaces convertible into emergency medical centers; home to the rookery, a sanctioned brothel.

ever, influence orders and can alter the balance between the primary factions.

- The **Network** is the self-aware computer system responsible for scanning and data analysis. It can also monitor communication and activity within the fleet, so is in the best place to detect bounders.
- The fleet's **Researchers** are loosely organized, but are often asked to produce for the various factions, which gives them a high degree of influence. Their discoveries can alter the course of the game.
- The **Underworld** controls the fleet's black market and vice trades. It serves mostly itself, but trades favors with all factions and is well placed to spy.
- In games with a **Security** faction, the civilian police maintain a separate force from the Military and the Government. They tend to balance precariously between the two, and can tip the balance in either's favor.
- The **Opposition** is the "minority political party" in the fleet. They do not control the government, but could if they play their cards right.

Secrets

Really important truths are often unpleasant to learn. In a situation as tenuous as the fleet's, unexpected revelations can reverse the fortunes of a faction, or even send the fleet into ruin. And, of course, everyone has their *secrets*.

Three things matter about secrets: content, impact, advantage and containment. A secret's *content* describes what the secret actually is, the bit of information being concealed. This is often just color, but can be instrumental in pushing the fiction one way or another.

The *impact* is a mechanical effect applied if the secret becomes generally known throughout the fleet. These are typically severe and immediate, but not always.

Only some secrets provide an *advantage*. This is a mechanical benefit that learning the secret provides to those who know it. Some advantages only remain on the condition that the secret remains contained.

Containment measures who knows the secret. Factions may come to know the secrets of others as the game progresses. If any three factions know a secret, it becomes impossible to contain and leaks into the public. (An exception to this is the Network. It can keep secrets if it wants to, so never counts against containment.)

Institutional Secrets

All factions have access to information that only they know, and would probably be detrimental to the fleet if released publicly. Each faction book lists a number of potential secrets. The faction's player will select two of them at the start of the game.

Obviously, the faction who holds the secret knows it (though all of its members probably don't), and so counts against containment.

Secrets of Higher Office

Some information is only cleared for the highest office within a faction. At the start of the game, all the people who held such higher office are dead. For example, the Captain of the fleet's Naval escort may be the highest ranking military officer left alive, but still doesn't hold the title of Supreme Commander of the Military. Likewise, the Governor is not (yet) the President of the Colonies. While, at one level, such titles are just meaningless labels, achieving them does have

one practical effect: it clears someone to learn the secrets of the faction's highest office.

High office secrets tend to come with advantages. Each faction book will list potential high office secrets and, should the head of the faction be given the highest office, the player of the faction selects one of those secrets to be true.

Discoveries

Researchers may uncover secrets during the course of the game. Unlike most secrets, the impact of discoveries may be quite beneficial; however, there still may be reasons to keep them secret. For example, if a method was discovered to detect bounder infection, it may pay to keep that hidden until existing infections could be tracked down.

Personal secrets

People within a faction all have secrets. Only some of these are potentially damaging. Personal secrets differ from institutional secrets in that they are not automatically known by the faction, so the person's faction does not count toward containment (unless the faction as a whole learns about it).

Personal secrets can, however, still effect the faction. For example, the leader of a faction may be hiding something that, when discovered by another faction, gives that faction leverage over the leader, and that can force the player controlling that leader to steer his faction in a way he would not otherwise.

Characters

First and foremost, players control the factions, but every faction has a face. Using *characters* helps focus the player interaction and shape the fiction. Unlike many role-playing games, characters in *Exodus* are mostly color elements,

with one exception: they have secrets of their own.

Primary Characters

Every faction has one primary character. This is almost always the leader of the faction. The faction book contains a section for holding information about the faction's primary character. Players should fill out this sheet at the start of the game. Much of this sheet is color (name, title, description, what they miss most about the Colonies). The sheet also contains a list of potential secrets the character may have. The player should choose one.

Secondary Characters

It can be useful to have some additional faces in the faction. The faction book lists some suggestions for who such characters might be, and holds some places to record information about them.

Don't bother to create secondary characters until you need them. In some cases, rules may compel you to create secondary characters or give existing ones secrets.

Character Removal

Because players control factions as a whole, characters can be treated as more disposable than is typical for role-playing games. Characters can die, be imprisoned, lose their minds, get driven out of the faction or even resign or retire voluntarily. If this happens to a primary character, the faction book will tell you how to replace them.

The important thing to remember is that the player controls the faction as a whole, even if entirely new people dominate it.

Example: the current leader of the Military, the Captain of the Navy, is assassinated. The Military faction book is consulted and indicates that a well established chain of command pro-

motes an obvious successor automatically. The Military player either promotes an existing secondary character to the primary spot, or creates a new primary character.

Example: the Church and Government players decide that the Church leads a coup and takes over the civilian government. The Government's faction book is consulted. The Government still has the same duties and capabilities and, even though new characters run it, the same player is still in charge of the faction and its choices. In addition to various negative reactions from the fleet (and to fleet traits), the head of the coup can transfer a character from the Church faction to become the new head of the Government. That character is now under the control of the Government player.

Example: an election is held and the minority party takes control of the government, in a game where a player controls the Opposition. This case is similar to the previous one (except that the impact on fleet traits is not as bad). The Government player stays in control of the Government faction, and the Opposition player controls the Opposition faction, but the characters within the factions are exchanged. That is, the Opposition still controls the minority party, its just that the people in that party used to be in power.

Fleet Setup

Once the factions are set up, players should quickly discuss some questions about the fleets. If disagreements arise here, allow them to remain unresolved, to be figure out in play.

How did the fleet find out about the bounders?
What did they do with the information?
Does the fleet know where it is going?
Does anyone know or care about Earth?

[Needs expansion.](#)



The Desert

Let my people go, that they may
sacrifice to me in the desert.

— *Exodus 5:1*

Colonials frequently refer to deep space as the Desert, which is something of a disservice to actual deserts. Compared to space, deserts are teeming with life and raw materials. The vast majority of space lacks all of these. Fortunately, when there is something worth finding, it tends to be concentrated in one place: a planet with liquid water and plants, a layer in the atmosphere of a gas giant with just the right mix of chemicals, a vein of second-made iron running through a mountain. The fleet will need to capitalize on these oases if it is to survive.

This chapter tells you how the fleet jumps to a new star system, how to determine what it finds when they get there, and what it will cost to extract what the fleet needs.

Jumping

The extra-dimensional abilities of the gods make interstellar travel possible. While the One Lord has taught humans rituals to control the destination of a jump on their own, only a willing god can actually power it. As the Defiled are chained against their will, it is the job of the Church to persuade their captive gods to the task. Different clergy approach such persuasion in varied ways, but the primary tool is the same one used on every other slave race in history: the whip. Skilled clergy extract the desired performance from the Defiled, but each jump is a struggle.

The Ritual of Three Keepers

Left to its own devices, the Defiled can choose to jump anywhere it likes. Through the use of a set ritual, the choice of destination can be overridden by three human beings. Leaving nothing to chance, the jumpship is constructed to prevent any jumping unless this ritual is used.

The founders of the first Colonies took steps to see that authority and power were distributed, so that no one faction could become dominant. The Ritual of Three Keepers forms one of the most important mechanisms of this power sharing. A jump requires one representative each from the government, the military and the church to participate in the ritual, with many checks and balances in place to assure it remains this way. All three must agree on the destination during the ritual, or the jump fails.

The three people chosen to participate in this ritual, known collectively as the Triumvirate, occupy a strange place in their respective power structures. Though the positions are a huge honor, and everyone in the fleet knows all who hold them well, by design the posts hold no real power or authority. The military representative is known as the Jump Officer and holds the rank of commander, though he commands only a small administrative staff. The civilian representative officially holds the title of Adjunct Secretary of Transportation. The church representative is given the title of Elder, the only post to hold that title. Once a member of the clergy has been named Elder, they can never become Pontifex (the highest office in the church).

Fleet Stamps

Every ship in the fleet (including shuttles and fighters) holds an ingot of third-made iron stamped with the seal of the fleet and the seal of the ship. Each contains a small cavity, into which the blood of the fleet's Defiled has been poured, then sealed in with platinum. Called "fleet stamps" these ingots maintain the link between the ship and the Defiled that allows it to include that ship in a jump.

Any ship joining a fleet must have a stamp created for it. Any ship leaving the fleet is required to publicly shatter its stamp. Stamps cannot be transferred between ships. Should the fleet's Defiled be replaced, old stamps are shattered and new ones must be made. The stamp must be on board the ship to function, so is typically well-guarded against theft, sabotage and accidental damage.

The Jump Test

To complete a jump make a *jump test*: Faith (Treachery). Every jump the Defiled has attempted since last being rested acts as a hindrance. The jump rituals take an hour to complete, but can be cut to a few minutes for two hindrance.

Failure: The jump does not occur, but the Defiled is fatigued as if it did. Failure rattles the faithful: -2 Faith.

Partial: The jump succeeds, but some of the fleet is left behind. For each shortfall, choose: -1 Women, -2 Supply or -1 Faith. New bounders may have infected the fleet: +1 Treachery.

Success: The jump succeeds. Excess becomes *jump excess*, which can be spent as indicated in various sections of this chapter. New bounders may have infected the fleet: +1 Treachery. [Too fast?](#)

Any time a jump is attempted, the Defiled becomes harder to control. After the attempt is resolved, apply -1 Faith in addition to the result of the jump. [Too severe?](#)

Example: suppose the fleet has to jump from system A to system B. A crisis has arisen, and they have only a half an hour to make the jump. They hurry the jump procedure (gaining two hindrance). Fortunately, they have their well-rested Defiled under control (Faith 9). Unfortunately, they have some bounders in their midst (Treachery 4). They have a net hindrance of two, so two of their dice are set to - instead of being

rolled. The one remaining die is rolled and comes up +. So, Faith 9 - - + Treachery 4 is 9-1-4 = 4. Like all tests, a 3 is needed to succeed, so the jump succeeds with an excess of 1. Having travelled through jump space, Treachery increases to five.

Pushing

The Defiled can be made to “push” a single ship in the fleet to another destination without moving itself or the rest of the fleet. This maneuver is rarely performed for three reasons. First, it takes just as much time and effort as moving the fleet as a whole. Second, sometimes the ship being pushed simply vanishes. Third, even if the ship survives, it is a one-way trip: the ship cannot be pulled back. Consequently, pushing tends to be used in only two ways: sacrificial scouting and suicide nuking.

Fleets are usually not totally sure what they will see when they reach a new star, but it is usually better to jump the resources of the whole fleet (and then jump out if things get hot). Sometimes, though, you really need to be sure.

Talents

The gods are not the only beings with extra-dimensional abilities. Not long after the Colonies were founded, a few humans in every generation were born with a special Talent. Most believe this to be a gift from the One Lord.

Three types of Talent have been observed:

Seekers can sense nearby star systems, and are integral to the scanning process.

Voices can speak to other voices instantly across vast distances.

Conduits can, with the assistance of special machines, transmit huge quantities of digital data to other conduits.

In the best case, a sacrificial scout is sent in, finds the destination to be safe, and then the whole fleet joins the scout. In the worst case, the scout doesn't make it, and the fleet knows no more than before. Another distinct possibility is that the scout arrives, determines the system too dangerous for the fleet, and then is stuck there.

In other cases, it may be useful to “fire and forget” a ship into a system. Squids, in particular, became known for sending drone ships packed with nukes into a system to wreak havoc like this.

Pushing requires the same rituals as jumping. Pushing counts as a jump as far as resting the Defiled is concerned. The *push test* is made like a jump test, with different results:

Failure: The push does not occur, but the Defiled is fatigued as if it did. -1 Faith.

Partial: The push is performed, but the ship never arrives at its destination. Choose -1 Military, -1 Faith or -1 Supply.

Success: The jump succeeds. Excess becomes jump excess, which the ship can spend as indicated in various sections of this chapter, if appropriate.

System Generation

The only reason to jump to a new star system is that there is something wrong with the one you are in now. Once you get to that new star system, how do you know it is any better? As far as Exodus is concerned, only four things matter about a star system:

- What sort of reward is available there?
- How long does it take to extract that reward?
- What obstacles exist to claiming the reward?
- How many other systems can be reached from there?

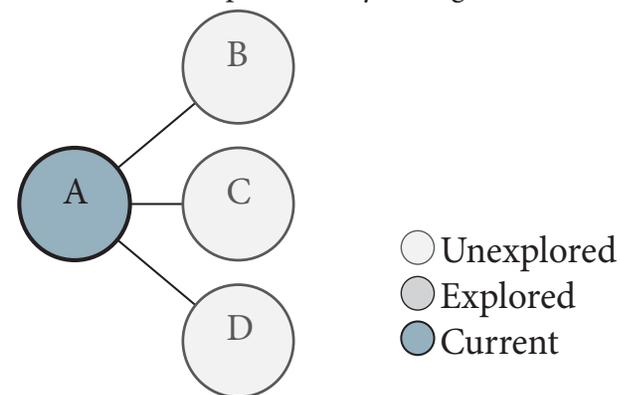
Exodus does not rely on a predetermined map to supply answers to these questions. Instead, the players generate a new star system on the fly whenever the story calls for one.

Astrometrics

Upon entering a new system, the fleet can immediately determine how many systems can be reached from there. One such system, obviously, is the one they just left. Determine how many others there are by making an *astrometrics roll*: add three to the result of a Roll (this will generate a number between zero and six). Exception: at the start of the game, if the dice come up two or lower, just set the result to two.

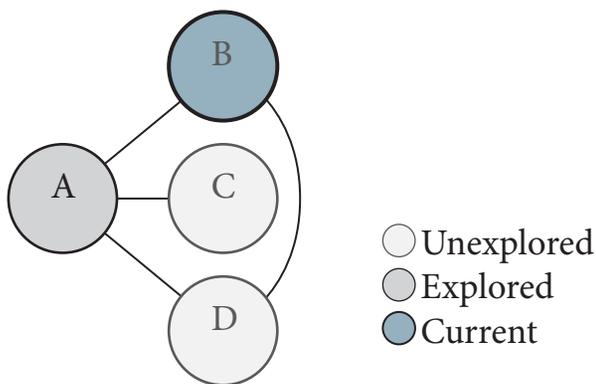
You will probably want to track the systems you have seen and how they are connected on a map. This map helps with planning and gives the players something to focus on. In most cases, the map will ultimately just be one long chain as the fleet plows ever forward, but there may be occasions when it will double back.

When the game starts, the map will be blank, so draw a circle for the system you are in, and additional circles for the systems that can be reached from there, connected by lines to the origin. For example, suppose the first astrometrics roll comes up as three, you might draw:

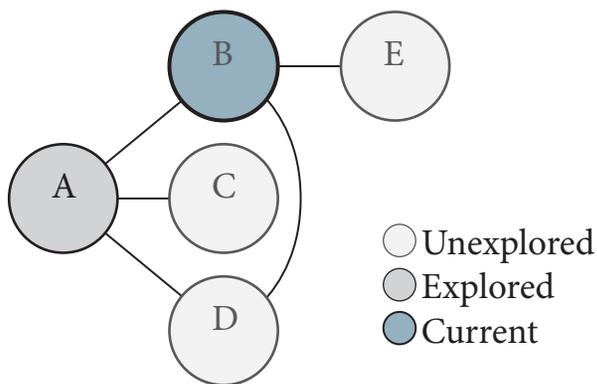


In subsequent jumps, it's possible that some systems reachable from the new system were also reachable from the previous one. Before adding new destinations to the map, check for this by Flipping for each unvisited system connected to the starting point. On a **+** result, that system is one of the systems reachable from this new destination, so draw a line connecting the two. Repeat these flips until you are either no more unvisited systems from the jump source exist, or you have accounted for the proper number of systems.

For example, suppose the fleet jumped from system A to system B. Once there, the astrometrics roll comes up two, meaning that two systems (apart from system A) can be reached from system B. System A, however, connected to two unvisited systems (C and D). The flip for C comes up **0**, so C is not reachable from B. The flip for D comes up **+**, so D is one of the systems you can reach from B. A line is drawn on the map connecting B and D:



There are no more unvisited planets connected to system A but, according to the astrometrics roll, there is still one system reachable from B unaccounted for. To add it, draw a new circle on the map (system E), and connect it to B:



Should this process ever result in a totally closed map (i.e. all systems explored), connect two unexplored systems to the current system.

Scanning

Given time, the fleet can scan adjacent unexplored systems before reaching them. Time in Exodus is measured in cycles. As later chapters will detail, a lot can happen in a cycle. For now, the important thing to know is that the fleet can scan three systems during a single cycle.

Scanning is automatically successful if enough time is spent, and automatically fails if it isn't. A roll is made, however, to decide what is actually detected. Scanning is less effective than visiting a system; it only tells you about rewards the system may offer, not how hard they are to get, or what other risks may be present.

A *system reward* roll reveals the potential benefit to the fleet available in the system, should the fleet go there and be able to claim it:

-3: Humans! A small human population is stranded in this system. This might be a rogue mining operation, a stranded ship, a secret outpost, etc. If integrated into the fleet: +1 Women, +1 Supply. Flip an adjustment to Edge. Flip an adjustment to Treachery.

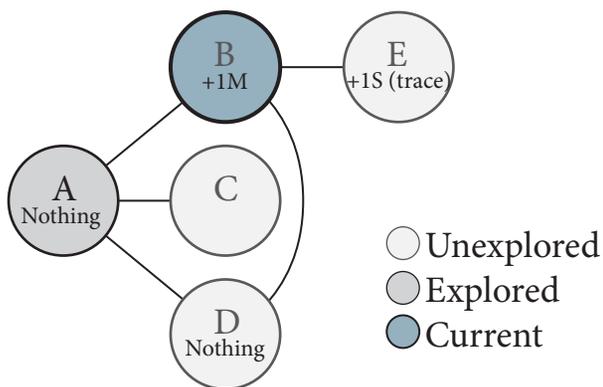
- 2:** A source of first-made or second-made iron is detected. +1 Faith, but add three hindrance to the resource convenience roll (see below).
- 1:** Trace amounts of what the fleet needs are detected. +1 Supply, but add three hindrance to the resource convenience roll.
- 0:** The system holds nothing of consequence.
- 1:** Something the fleet needs is detected: choose +1 Supply or +1 Might
- 2:** An abundance is detected: +1 Supply each time the resource convenience duration is expended. One time +1 Justice, +1 Might.
- 3:** A potential site for a permanent colony is detected. If this system is actually visited, players either choose or Flip for one of the following results:
 - :** After spending a cycle here, some hidden flaw is discovered that prevents permanent settlement. Still, a good supply source: +1 Justice, +1 Faith, -2 Edge. +2 Supply each time the resource convenience duration is expended.
 - 0:** A colony is started, but after some period of time, the fleet is forced back into space. Players decide why, what happened in the interval, and what the fleet looks like when it starts moving again. (This is basically a reset button for the game, and might include players changing factions, or whatever else they want to do.)
 - +:** A permanent colony is founded. Deciding its destiny is up to a different type game altogether. This game ends.

If the fleet jumps into a system that has not yet been scanned, a system reward roll is made immediately and instantaneously.

For example, suppose that when the fleet jumped from A to B, B had not yet been scanned. A system reward roll is made immediately, with a result of one. Since this result offers a choice, the players decide the system holds a mineral use-

ful for making missiles (that is, they choose +1 Might as the reward).

Suppose they decide to spend a cycle in the system for some reason (probably to harvest that mineral). Since they are taking the cycle, they can automatically scan up to three adjacent systems. Only systems D and E are adjacent and un-scanned (since the fleet came from system A, you can assume it was scanned when they were there, even though the previous examples didn't say so). Suppose the scans result in 0 for system D and -1 for system E:

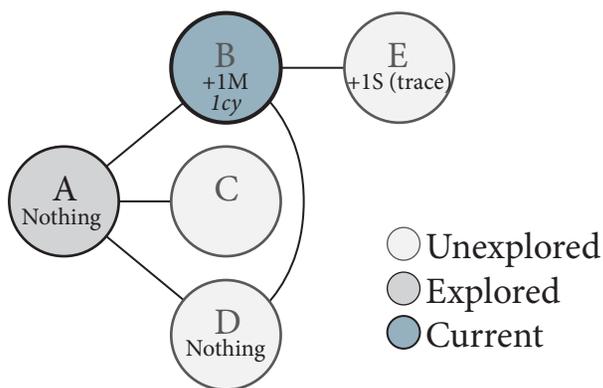


Convenience

Knowing where something is doesn't mean it is easy to get. Unfortunately, you can't figure out how easy or hard a system reward will be to extract until you actually visit the system. Once the fleet (or a pushed ship) arrives in a system, determine how long it will take to extract the reward using a *resource convenience* roll. Aiming well on the jump can make a big difference in this duration, so points of jump excess (see page 14) can be spent to assist this roll. Results from the system reward roll may modify this roll as well. If Treachery is five or higher, this roll gains a hindrance, with another hindrance gained if Treachery is eight or higher.

- 3: Extraction will take four cycles. It will also consume resources and claim lives: -1 Supply, -1 Women.
- 2: Extraction will take three cycles. It will also consume resources: -1 Supply.
- 1: Extraction will take three cycles.
- 0: Extraction will take two cycles.
- 1: Extraction will take one cycle.
- 2: Extraction will take one cycle.
- 3: Extraction will take one cycle, and offers a one-time, unexpected benefit: choose +1 Supply, +1 Faith, +1 Justice or +1 Might.

Continuing the example, the fleet makes a resource convenience roll immediately after making the system reward roll. The jump into system B resulted in a point of jump excess, which the players decide to spend for an assist to this roll. Unfortunately, the fleet's Treachery 5 hinders the roll. The assist cancels the hindrance, so all three dice are rolled, coming up **0 + 0**, for a result of 1, meaning extracting the mineral will only take one cycle:



Risk

Until you visit the system, you are never really sure what you will find waiting for you. Once the fleet (or a pushed ship) arrives in a system, determine what sort of initial threats may be in

the system by making a *risk roll*. If Treachery is five or higher, this roll gains a hindrance, with another hindrance gained if Treachery is eight or higher.

One outcome of this roll can be the presence of an actively hostile force. The size of the force will be given as "overwhelming", "equivalent" or "inferior". These terms are given more specific meaning in the conflict chapter (see page 25), but should be descriptive enough to give you the general idea now.

Another outcome can be a delayed risk. This makes use of a concept that won't be described until a later chapter, something called crisis rolls (see page 20). For now, when the risk roll tells you to hinder a crisis roll, just realize that the result will likely be some external threat jumping on the fleet while they are in the middle of other business.

- 3: A massive squid fleet, or even a rogue god, occupies this system or arrives soon after the fleet does (overwhelming).
- 2: A squid hunting fleet enters the system just after the fleet does (equivalent).
- 1: A scout fleet patrols the system (inferior). If allowed to escape, add two hindrance to crisis rolls while the fleet remains in this system.
- 0: Nothing threatening in the system, but it's only a matter of time. Add one hindrance to crisis rolls while the fleet remains in this system.
- 1: Nothing threatening in the system.
- 2: Something about the system requires additional resources be expended to stay there. -1 Supply per cycle.
- 3: Something about the system hinders pursuers. Add one assist to crisis rolls while the fleet remains in this system.



Παραγγελία

Orders

Who hath appointed thee prince and
judge over us?

— *Exodus 2:14*

Each faction would love to be able to just run its faction as it sees fit, without any outside interference. It usually doesn't turn out that way. Factions have demands placed on them, obligations from previous deals, differing priorities and must contend with public opinion and keep bridges unburned. Generally, factions need to pay attention to what the other factions want from them, and try to the other factions to reciprocate.

Much of the play in *Exodus* centers around determining what orders ultimately get issued to the fleet's factions, and what deals (or fights) occurred to make that happen. Sometimes this requires *conflict scenes* where one or more players roleplay the negotiations, deal making and power plays. This chapter when play moves to conflict scenes, but conflict is important enough to warrant its own chapter, which follows this one.

Orders matter a two distinct points during play, each of which works a bit differently. The first point is the fleet's arrival in a new system. The second involves the fleet's day to day operations.

Fleet Disposition

The previous chapter described how to determine what is found in a new star system when the fleet jumps into it. This is a critical point for the fleet, one where a lot happens at once. Once armed with all the information about the system, the factions need to collectively answer one question: "do we stay here?"

This is done as soon as the risk roll (see page 17) is made, before any discussion. The Government player counts to three, and all players show one of three hand gestures:

- A **thumbs up** gesture means "my faction thinks we should stay in this system for a bit".
- A **thumbs down** gesture means "my faction thinks we should get out of here as soon as possible".
- A **rude** gesture means "my faction thinks we should attack what's in this system right now".

The fleet follows the majority vote, unless someone says "dissent". If that happens, play moves to one or more conflict scenes (see page 25) until no one wants to argue about it any more. If there is time pressure (such as a squid fleet en route), the fleet may be forced into fighting.

Leaving

In order to leave the system a destination must be agreed upon unanimously by the three primary factions. All players briefly discuss where to go. If the three primary factions don't agree quickly, play moves to a conflict scene. Even if they do agree, players of other factions can call for conflict scenes, though ultimately they have no authority over navigation.

When the destination is decided, a jump test (see page 14) is made and the new system entered as normal.

Fighting

The fleet engages the enemy, as described in the conflict chapter (see page 25). When the fight is over, the fleet disposition process is restarted.

Staying

The fleet stays in the star system for a cycle. What they decide to do there, and how it gets done, is the topic of the rest of this chapter. Once

the cycle is done, the fleet disposition process is run again, to decide if the fleet stays or moves on.

Cycles

A cycle lasts for some agreed upon time (24 hours, say). Each cycle follows the same pattern:

- Players determine intent
- Players resolve intent
- Covert orders are revealed and executed
- Public orders are executed
- Cyclical effects are applied
- Check made for endgame
- Check made for crisis

Determining Intent

Every faction has a list of specific tasks it can perform. Each faction can perform exactly one of these tasks during a cycle. Each faction has an opinion about how the other factions should be spending their time during this cycle. This phase of the cycle puts those opinions down in writing.

Each player goes somewhere where they can be alone (a bathroom, outside, whatever). They must be isolated. While in isolation, they write down what orders they want each faction, including their own to carry out during the cycle.

Some opinions carry more weight than others. Each faction book lists an *intent weight* for each of the other factions. This weighting is essentially how many "votes" an intent gets during the resolution phase. For example, the Military has a weight of four for Military intent, but only one for Opposition intent. When recording intent, write down this number as well.

Intent is recorded for every faction being played, at least. Some games may decide to record intent for unplayed factions (particularly if no one is playing the Researchers).

Determining intent is a timed process, suggested to be five minutes long. If the player hasn't written down an intent for a faction by then, he is assumed to have no opinion for that faction.

Another thing that could go on in isolation is to determine if the faction leader has been infected by a bounder. This could be done with a random roll, but the isolation is provided to allow the player to fudge this roll if they want (and also to mask character sheet changes the player will make if infected). This check is only made on the first cycle after a jump.

Problem with this is that an infected Church leader can hose the whole game but letting the Defiled loose. Not sure I want to mess with this.

Resolving Intent

The players reassemble and all intentions are revealed at once. For each faction, assemble the written intent for that faction. Count votes for each intended order, adding a number of votes equal to the intent weight. The *resolved intent* for the faction is the order that gets the most votes. In the event of a tie, the leader of the faction gets an additional vote to break it.

Tally the results for all of the factions before continuing. Once the resolved intent is calculated for all factions, a check is made to see if anyone dissents from the resolved intents. Unless someone dissents, the resolved intent for each faction will be the order that the faction executes.

If there is no dissent to any of the resolved intents, then immediately decrease Edge by three.

Otherwise, play moves to one or more conflict scenes until everyone is satisfied (or forced to capitulate). The "prize" for such conflict scenes are votes. That is, at the end of a conflict one or more factions will alter their written intent, changing the vote tally, which is recalculated at the end of each conflict scene. When no one wants to

enter conflict any more, the votes determine the resolved intent, which become orders that get executed.

Needs an example.

Covert Orders

In addition to the task indicated by the resolved intent, factions *may* issue one covert order per cycle. Each faction book lists the covert orders available to the faction.

After intent is resolved, each faction writes down their covert order. If they don't want to issue a covert order, they write down "no order". All covert orders are revealed at once, and executed immediately.

The drawback to covert orders is that they are distracting, and add a hindrance to any tests the faction makes when executing their public orders.

Needs an example.

Public Orders

Once the resolved intent is determined (by hook or by crook), the orders they require are issued and executed. Each order lists how it is resolved. Tasks might not succeed, or only succeed partially. Most will adjust fleet attributes in some way. Some may provide currency to particular players for future use.

Needs an example.

Cyclical Effects

A cycle may contain events that happen on a per cycle basic. For example, the system rewards may trigger once every cycle (or every few cycles). These benefits are applied now.

Another important cyclical effect is scanning. If any scanning was done this cycle, its results are determined now.

Also, the Defiled gains a cycle of rest.

Have to spell out the whole resting thing better, probably in the Desert chapter,

Endgame

The game ends if, after orders are executed, any of the following are true:

- Women is zero
- Supply is zero
- The god escapes (either through Faith reaching zero or sabotage).
- The fleet successfully plants the colony on a world.

Needs some flesh.

Crisis

At the end of each cycle, if Edge or Treachery are five or greater, a crisis may erupt. This is determined by a *crisis roll*. The result of the risk roll (see page 17) may alter this roll. Also, if Edge is greater than Treachery, add one assist to this roll. If Treachery is greater than Edge, add one hindrance.

- 3: A squid hunting fleet (equivalent) enters the system and will engage the fleet in ten minutes.
- 2: A scout fleet patrols the system (inferior). If allowed to escape, add two hindrance to crisis rolls while the fleet remains in this system.
- 1: Something vital breaks. Make a faction flip. During the next cycle, that faction must issue repair orders.
- 0: No crisis occurs.
- 1: A disease of some kind spreads among the fleet. Make a faction flip. During the next cycle, that faction must issue quarantine orders.
- 2: The public demands new elections. On the next cycle the Government faction must issue either hold election or suppression orders.
- 3: A violent revolution begins within the fleet as a whole. All three primary factions must issue suppression orders next cycle.

Note that this crisis is not immediately resolved. Instead, it remains in play as attention shifts to new fleet disposition check.

General Orders

[general orders rules](#)

[orders have keywords that other orders can reference](#)

[any faction can issue general orders](#)

[many orders require tests.](#)

[schisms within factions?](#)

Assist

Description: One faction assists another with their orders.

Test: None

Keywords: general

Result: If the assisted faction's orders require a test, they add an assist to it.

Factions can only assist orders with particular keywords:

- Church: civilian, covert, religious
- Government: civilian, covert, economic, science
- Military: civilian, military, network, security, science
- Network: any
- Researcher: civilian, economic, network, science
- Underworld: civilian, covert, economic, security
- Security: civilian, military, security
- Opposition: civilian, covert, science

Dirt digging

[Finding out secrets](#)

Harvest

Description: A faction attempts to harvest a system reward (see page 16).

Test: Women (Treachery)

Keywords: civilian, economic

Failure: This cycle does not count towards the number need to successfully extract the reward.

Partial, Success: This cycles counts towards the number needed to harvest the reward.

Leak a Secret

Description: Tell a secret you know to the public or another faction

Test: None

Keywords: general, covert

Result: Secret is told. If the secret escapes containment, the impact is applied.

Rest

Description: A faction takes the cycle off.

Test: None

Keywords: general

Result: Flip. On a -, -1 Edge.

Church Orders

Parade the Defiled

Description: Display the defiled in chains to the public, so they can mock it and pelt with refuse.

Test: Faith (Treachery)

Keywords: civilian, religious, security

Failure: Sabotage of the proceedings gives the Defiled confidence: -2 Faith

Partial: Improves control of the Defiled, but the entire process is costly: +1 Faith, -1 Supply.

Success: Cows the Defiled: +3 Faith.

Pontifex Coronation

Description: Name a member of the clergy to the highest office of the Church

Test: None

Keywords: religious

Result: Official gains access to high office secrets of the church.

Quarantine

Description: Keep residents of religious ships isolated from each other and the rest of the fleet.

Test: Faith (Edge)

Keywords: civilian, religious, science

Failure: The public does not cooperate. On the next cycle, the Church must issue Suppression orders.

Partial: Whatever required the quarantine passes, but the residents are resentful: -1 Faith.

Success: Whatever required the quarantine passes.

Recruit

Description: Lobby heavily for new clergy.

Test: Faith (Justice)

Keywords: religious, civilian

Failure: Lobbying backfires, sowing dissension in the ranks: -1 Faith.

Partial: New recruits gained, but upsets the public: +1 Faith, -1 Justice.

Success: New recruits gained: +1 Faith.

Repair

Description: Make a repair

Test: Faith (Treachery)

Keywords: civilian, religious

Failure: Whatever forced this action to be taken does not get fixed. The repair must be repeated next round.

Partial, Success: The repair is completed.

Skin Hunt

Description: Clergy makes concerted effort to find people hiding violet skin.

Test: Faith (Treachery)

Keywords: civilian, religious, science

Failure: Harms the image of the Church: -1 Faith.

Partial: Succeeds in finding infected, but is thought to be too intrusive: -1 Treachery, -1 Faith.

Success: Roots out genuine boulder infections: -1 Treachery.

Suppression

Description: The Church blatantly imposes its will on the people.

Test: Faith (Edge)

Keywords: civilian, religious

[Need to figure out result](#)

Tend to the Flock

Description: Give special attention to the religious needs and concerns of the population

Test: Faith (Edge)

Keywords: civilian, religious

Failure: The idea backfires: -1 Faith.

Partial: +1 Faith.

Success: +2 Faith, -1 Edge.

Government Orders

Adjudicate

Description: Give special attention to the court system and sorting out grievances.

Test: Justice (Edge)

Keywords: civilian, economic

Failure: The idea backfires: -1 Justice.

Partial: +1 Justice.

Success: +2 Justice, -1 Edge.

Hold Elections

Description: New government elections are held.

Test: None

Keywords: civilian, economic

Result:

[Need to figure out result](#)

Institutional Chauvinism

Description: Pass laws keeping women out of harms way, in order to protect the species.

Test: None

Keywords: civilian, economic

Result: While this law is in effect, a flip is made any time a result would decrease Women. Apply the decrease only if the flip comes up -. A hindrance is added to all Harvest tests. In the cycle in which this order is made, flip adjustments to Justice and Edge.

Quarantine

Description: Keep residents of civilian ships isolated from each other and the rest of the fleet.

Test: Justice (Edge)

Keywords: civilian, security, science

Failure: The public does not cooperate. On the next cycle, the Government or Security must issue Suppression orders.

Partial: Whatever required the quarantine passes, but the residents are resentful: -1 Justice.

Success: Whatever required the quarantine passes.

Repair

Description: Make a repair

Test: Justice (Treachery)

Keywords: civilian, economic

Failure: Whatever forced this action to be taken does not get fixed. The repair must be repeated next round.

Partial, Success: The repair is completed.

Swear In President

Description: Name a member of the government to the highest office of the Government.

Test: None

Keywords: civilian

Result: Official gains access to high office secrets of the Government.

Suppression

Description: The Government blatantly imposes its will on the people.

Test: Justice (Edge)

Keywords: civilian, security

[Need to figure out result](#)

Military Orders

Conscript

Description: Institute a draft, forcing civilians to join the military.

Test: Might (Justice)

Keywords: military, civilian

Failure: Recruits gained, but many turn against the fleet's institutions: +1 Might, +2 Treachery, -1 Justice.

Partial: New recruits gained, with a lot of grumbling: +2 Might, +1 Edge, -1 Justice.

Success: Ranks swell: +3 Might, -1 Justice.

Promote Supreme Commander

Description: Name an officer to the highest office of the Military.

Test: None

Keywords: military

Result: Officer gains access to high office secrets of the Military.

Quarantine

Description: Keep residents of military ships isolated from each other and the rest of the fleet.

Test: Might (Edge)

Keywords: military, security, science

Failure: Whatever it is gets out. The next round, all primary factions must issue Quarantine orders.

Partial, Success: Whatever required the quarantine passes.

Recruit

Description: Lobby heavily for new soldiers and sailors.

Test: Might (Justice)

Keywords: military, civilian

Failure: Lobbying backfires, sowing dissension in the ranks: -1 Might.

Partial: New recruits gained, but panics the public: +1 Might, +1 Edge.

Success: New recruits gained: +1 Might.

Repair

Description: Make a repair

Test: Might (Treachery)

Keywords: military

Failure: Whatever forced this action to be taken does not get fixed. The repair must be repeated next round.

Partial, Success: The repair is completed.

Suppression

Description: The Military blatantly imposes its will on the people.

Test: Justice (Edge)

Keywords: civilian, security

[Need to figure out result](#)

Network Orders

Skin Hunt

Description: Network eavesdrops on the people to spot dissension.

Test: Justice (Treachery)

Keywords: civilian, covert

Failure: Snooping discovered: -2 Justice.

Partial: Succeeds in finding traitors, but evidence is weak: -1 Treachery, -1 Justice.

Success: Roots out genuine bounder infections: -2 Treachery.

[Spying](#)

[Research](#)

Researcher Orders

Name Director of Colonial Science

Description: Name a scientist to the highest office of the Researchers.

Test: None

Keywords: science

Result: Scientist gains access to high office secrets of the Researchers.

[Research tasks](#)

Underworld Orders

[Brute Squad](#)

[Spying](#)

Security Orders

Suppression

Description: Security blatantly imposes its will on the people.

Test: Justice (Edge)

Keywords: civilian, security

[Need to figure out result](#)

Opposition Orders

[undermining government](#)



Σύγκρουση

Conflict

...therefore thou hast brought us to die
in the wilderness.

— *Exodus 14:11*

Any time two or more parties disagree play moves to a *conflict scene*. Most conflicts involve heated discussion, political wrangling, threats and compromise. Sometimes things come to blows.

Debate

Determine which factions are involved in the scene and what characters they are using.
Determine what's at issue, usually someone objects to an action and wants to convince people to change their mind about doing it.
Determine what led to scene. Did A hear rumors that B was planning something? Did B just start doing it and A objected? Is A trying to plant an idea into B?
Determine the setting.
(Determine who is in a position to know the scene is happening? Should isolation from other players be used? Dunno.)
Needs a time limit.

Markers

During a conflict between factions, favors can be offered in order to sweeten a deal. These can be specific agreements (e.g. "you vote for my order and I'll vote for yours"), but they can also take the form of *markers*.

Each faction tracks how many markers they have received, and from whom. Once earned, factions may use them at any point during the resolving intent phase of a cycle. Markers can be spent to do any of the following:

- One written intent from the faction that issued the marker, directed at the holder of the marker, can be altered as the holder sees fit. For example, if the Military holds a marker from the Government, the Military

can spend the marker to rewrite the Government's intent for the Military.

- One written intent from the faction that issued the marker can be destroyed (regardless for which faction it was intended). The result is as if the issuing faction cast no votes at all. For example, if the Military holds a marker from the Government, the Military can spend the marker to eliminate the Government's intent for the Church.
- The holder of the marker can refuse a conflict scene from the faction that issued it. The result is as if the holder of the marker won the conflict.

Deciding With Tests

If the players cannot come to an agreement within the time limit. Either player can force resolution through a test. If this happens, immediately add one to Edge.

What traits to secondary factions roll in this kind of test?

What hinders or assists this test?

The "+1 Edge to settle using tests" acts as an incentive to settle arguments civilly, but since there is no limit to how many times that can happen in a cycle, also serves as a disincentive to dissent in the first place. Should that be spelled out? Should the incentive be more severe?

Need lots of examples.

Combat

Combat in *Galactica* rarely actually solves much. In many cases, the point is to cover the escape in the fleet. So, need some kind of "buying time" feel, perhaps.

May need to handle ship to ship differently than faction to faction. Maybe not.

Combat should maybe actually be intentionally boring, as an incentive to keep things to character interaction.

Make use of the "overwhelming", "equivalent", "inferior" nomenclature from the Risk section. If the fleet loses combat to the squid, then realistically the game ends. So "losing" should be about retreat and cost (particularly in Women). Even in victory, combat should reduce Might and Supply and possibly Women.

Treachery should have some part in combat. If used, maybe it also helps root out traitors afterwards.



The Lord shall reign for ever and ever.

— *Exodus 15:18*

The Book of

Τ Ε Ο Δ Ο Σ

Faction Book: Church

Need to figure out layout.
Slightly different visual style for each book to give each faction a distinct look.
Probably should not bother making this epub as layout is intended to be fixed.

Stuff mentioned so far in the rules:

Institutional Secrets

Iron is actually irrelevant to controlling the defiled. It's just a prop. Faith in Our Lord is what harms the defiled.

Faith is actually irrelevant to controlling the gods. It is just a smokescreen. Iron, in anyone's hands, is what harms the gods.

Secrets of Higher Office

The Church knows that the One Lord has abandoned humanity.

Primary Character

Prelate, the shepherd responsible for the faith of the fleet. Sort of like the a bishop for the fleet diocese.

personal secret suggestions?
secret vice
ill health
dark past

How to replace primary character

Church has clear rules of succession, so relatively painless. Flip adjustment to Faith when new guy sworn in.

Suggestions for Secondary

Elder (takes part in navigation ritual)
Acolytes
Active faithful

Intent weights

Church: 5

Government: 3
Military: 3
Network: 2
Researchers: 1
Underworld: 1
Security: 1
Opposition: 2

Covert orders

assassination

The Record of

Τ Ε Ο Δ Ο Σ

Faction Book: Government

Need to figure out layout.
Slightly different visual style for each book to give each faction a distinct look.
Probably should not bother making this epub as layout is intended to be fixed.

Stuff mentioned so far in the rules:

Institutional Secrets

Secrets of Higher Office

Colony ships have never reached the opposite side of sedecim space. Strong evidence suggests that the squids are engaged in a second war there, against another intelligent race.

Primary Character

Governor, the appointed leader of the colonization project.

personal secret suggestions?
secret vice
ill health
dark past

How to replace primary character

Immediately replaced by known successor, but elections must be held immediately.

Suggestions for Secondary

Assistant Governor
Adjunct Secretary of Transportation (participates in navigation ritual)
Cabinet
Clerks
Prominent citizens

Intent weights

Church: 3
Government: 5
Military: 3

Network: 3
Researchers: 3
Underworld: 2
Security: 4
Opposition: 1

Covert orders

assassination
spying

Operation:

Τ Ε Ο Δ Ο Σ

Faction Book: Military

Need to figure out layout.
Slightly different visual style for each book to give each faction a distinct look.
Probably should not bother making this epub as layout is intended to be fixed.

Stuff mentioned so far in the rules:

Institutional Secrets

Has reports that many squids worlds suffered the same fate as the Colonies. This would call the whole purpose of the fall into question: +3 Edge, -3 Faith.

Secrets of Higher Office

something about earth?

Primary Character

Captain, the highest ranking Naval officer in the fleet.

personal secret suggestions?
secret vice
ill health
dark past

How to replace primary character

Military has clear rules of succession, so relatively painless. Flip adjustment to Might when new guy sworn in.

Suggestions for Secondary

Jump Officer (takes part in navigation ritual)
Commanders of other ships
Executive Officer

Intent weights

Church: 3
Government: 3
Military: 5
Network: 3
Researchers: 1

Underworld: 1
Security: 3
Opposition: 2

Covert orders

assassination
spying
coup

Directory

Τ Ε Ο Δ Ο Σ

Faction Book: Network

Need to figure out layout.
Slightly different visual style for each book to give each faction a distinct look.
Probably should not bother making this epub as layout is intended to be fixed.

Stuff mentioned so far in the rules:

Institutional Secrets

The sensor ships do not house the intelligence of the network. Instead, it's self-awareness is distributed throughout all the ships in the fleet.

The Network's self awareness is not artificial. The core of each sensor ship holds a sensor talent in suspension, wired into the ship.

Primary Character

The guiding intelligence of the Newtork.
personal secret suggestions?
secret vice
ill health
dark past

How to replace primary character

Not possible.

Suggestions for Secondary

Technicians
Hackers

Intent weights

Church: 2
Government: 2
Military: 2
Network: 5
Researchers: 2
Underworld: 2
Security: 2
Opposition: 2

Covert orders

spying
sabotage

The Hidden Truth of

Τ Ε Ο Δ Ο Σ

Faction Book: Opposition

Need to figure out layout.
Slightly different visual style for each book to give each faction a distinct look.
Probably should not bother making this epub as layout is intended to be fixed.

Stuff mentioned so far in the rules:

Institutional Secrets

Primary Character

Rabble Rouser, a charismatic citizen with political ambitions.

personal secret suggestions?
secret vice
ill health
dark past

How to replace primary character

Usually a mad power grab: +2 Edge.

Suggestions for Secondary

Other politicians
Workers
Prominent citizens

Intent weights

Church: 2
Government: 2
Military: 2
Network: 3
Researchers: 3
Underworld: 3
Security: 2
Opposition: 5

Covert orders

assassination
spying

Project:

Τ Ε Ο Δ Ο Σ

Faction Book: Researchers

Need to figure out layout.
Slightly different visual style for each book to give each faction a distinct look.
Probably should not bother making this epub as layout is intended to be fixed.

Stuff mentioned so far in the rules:

Covert orders

assassination

Institutional Secrets

Secrets of Higher Office

Maybe some hints about detecting bounders?

Primary Character

Chief Researcher, a scientist assigned to lead the colony fleets research efforts.

personal secret suggestions?

secret vice

ill health

dark past

How to replace primary character

A bit of a power grab, but most citizens don't pay attention: +1 Edge.

Suggestions for Secondary

Other scientists

Students

Lab techs

Intent weights

Church: 2

Government: 3

Military: 2

Network: 3

Researchers: 5

Underworld: 2

Security: 2

Opposition: 2

Guarding the

Τ Ε Ο Δ Ο Σ

Faction Book: Security

Need to figure out layout.
Slightly different visual style for each book to
give each faction a distinct look.
Probably should not bother making this epub as
layout is intended to be fixed.

Stuff mentioned so far in the rules:

Institutional Secrets

Primary Character

Chief of Police.
personal secret suggestions?
secret vice
ill health
dark past

How to replace primary character

Promoted from within, but with unclear rules
of succession and Government involvement: +1
Edge.

Suggestions for Secondary

Other police
Liason to Government
Liason to Military

Intent weights

Church: 2
Government: 3
Military: 2
Network: 3
Researchers: 1
Underworld: 3
Security: 5
Opposition: 2

Covert orders

assassination
spying

Profiting from

Τ Ε Ο Δ Ο Σ

Faction Book: Underworld

Need to figure out layout.
Slightly different visual style for each book to give each faction a distinct look.
Probably should not bother making this epub as layout is intended to be fixed.

Stuff mentioned so far in the rules:

Institutional Secrets

Probably things about locations of black market dealings and corrupt officials.

Primary Character

Kingpin, the person who has risen to the top of the black market, possibly in secret.

personal secret suggestions?

secret vice

ill health

dark past

How to replace primary character

Vicious power grab: +2 Edge, -1 Justice.

Suggestions for Secondary

Right hand man

Corrupt cop

Bribed official

Intent weights

Church: 2

Government: 2

Military: 2

Network: 3

Researchers: 2

Underworld: 5

Security: 3

Opposition: 3

Covert orders

assassination

spying