



# ACES III SPACE FIREBRANDS

BY HARALD ECKMÜLLER

## //CREDITS

### Aces in Space: Firebrands

a hack by Harald Eckmüller (<https://3w6.fm>)

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**Playtesters** Waldemar, Marcel, Suvidu, Christian, Richie, Mario, Eva, Sarah, Jörg, Sandra, Jean-Michel, Lilli, DeadOperator, Judith, and Christian.

### Version 1.0

You are expressly permitted to play this game live, streaming, recorded, or in any other public format, with no obligation to its creators.

Please share any stories with the hashtag #acesinspace.

If you want to learn more about the novel Ace in Space or it's big brother FATE RPG of Aces in Space, check out <http://acesinspace.com>

## FIREBIRD

Tracer projectiles passed Nneka's cockpit too close to her left. The ringing sound made it crystal clear: two or three of them peppered the stub wings of her Chopper.

Hopefully nothing vital.

She pushed the throttle, pulled the stick, and banked right to evade a deadly volley from her six.

"Woohoo! That was a close call! Can't shake this smashing bandit! Crash Dummy, where are you?"

No answer.

Nneka, callsign Firebird, evaded the attacks from behind her with a crazy dance through the debris field. The impacts from the iron projectiles around her blew smaller pieces of space junk out of existence. The armor of her Chopper could not take a direct hit, but she was doing a good job avoiding damage with her zigzag flying so far. She made sure her tail cam was streaming, then activated a second window for her followers and addressed the Datanet crowd.

"Hey folks, look at this bandit on my tail. They have a hard time shooting me down. I bet most of you don't want to swap seats with me right now. Hope you'll see this guy in my guncam soon, if my wingpal ever decides to join the party! What looked like an easy surveillance mission in the debris field from the Battle of Raman turned out to be a rendezvous with some scavengers. They probably think our Choppers will bring a better price on the market than the junk around me. Let's show them how bad an idea that is. Firebird out"

The Like counter in her head-up display was spinning. If she could manage to survive this unexpected encounter as well as her formidable evasive stunts and the near hits, then her lil' TED talk would deliver some social media credibility.

She adjusted her thrusters and tried to shake the bandit with a barrel roll, G-forces pulling at her. But her opponent was worth their fuel. Sensors still showed a starfighter at her six, the target-lock alarm still ringing.

"Crash Dummy?! I could really need a hand here. Be an ehrenbro and come over here" she screamed into her comm.

"Copy that. On my way, bro. Busy helping out Lobo and Surf'n'Turf." Nneka released her breath. About time. "Firebird, darling, I can't get any firing solution in between these cruiser wrecks. Turn ninety degrees and we sandwich this frakster."

"Hundo P!", she answered and turned.

"Slowly... slowly... yes! Rock One! ... and a hit!" came their voice out of Nneka's comm. "Got this bandit!"

Nneka got some free space to fly an Immelmann and turn around. No visual on the expected fireball. Instead, she saw the bandit running, black smoke from their tail, and Crash Dummy's Chopper on it, guns ablaze.

"Stop it, Crash Dummy. Break and fall back to the squadron. No yolo!"

"No way! I nearly got them. This is my fifth kill, Nneka. This one and you can kiss my Ace ass!"

Smashwit! She was sure that she had seen a third sensor contact when they engaged the scavengers. One was shot down by Lobo, one was skirting, but where was the third one? Maybe it wasn't a Chopper, but rather some supporting mining or cargo vessel not up for a dogfight. Nevertheless, even a support vessel could be equipped with a gun and prepare an ambush.

"Bro, I am your wingqueen, and this is an order! Your followers will have to wait a bit. Break and fall back."

The comm stayed silent. Shit. "Crash, if you don't break this very moment, I swear last night will be the last time we ever smash! Turn your ass around! Do it now!"  
No reaction. She accelerated to follow them. At least they had enough respect not to pull out the old "the comm connection is bad"-trick. Her gut feeling was screaming at her, repeating the word "trap" again and again. The main engines of her Chopper weren't strong enough to catch up. Her machine, a 99er Novablast, was more or less a massive autocannon with mounted cockpit and thrusters. It was all about firepower and maneuverability, not about exceeding speed limits.

However, she had one last trick up her sleeve. Nneka texted into her trusted followers channel.

*Raman debris field.*

*Any stream aside from the Intentionals squadron?*

Maybe some of those scavengers were dreaming of becoming a wannabe Chopper Jockey or a gramstar. And the first step in doing that was by streaming a guncam feed. This happened on quite a regular basis among pirates and scavengers. Unlike real Jockeys, however, they often didn't know when to switch off their stream—making themselves vulnerable to stream sniping by Nneka's followers, who in turn would hunt for and analyse recorded head-up display data to get some viable information for the Jockey they loved and supported.

And indeed, there it was! SneakPeak87 transmitted position data of a vessel, hiding on the hull of a drifting corvette. Her computer interpolated the flight vectors of the bandit, Crash Dummy, and the firing angle of the ambushing vessel.

Nneka screamed warnings into her comm, but Crash seemed to have switched off their comm for real. Her two other bros were on their way, but they were still some clicks behind her. Too late to intervene.

Six seconds till catastrophe.

No direct line of fire for the gun. No missiles left.

Five seconds.

The hull of the corvette was damaged and Nneka's gun was massive. A good aimed shot could punch through it and destroy a target behind the obstacle.

Four seconds.

The time left would only allow for one volley. This attack had to hit! She charged the magnetic rails of her autocannon for maximum impact.

Three seconds.

She aimed carefully with the nose of her Chopper. Manual aim. Her sophisticated targeting NAI system had been recently destroyed by the Reaper virus, on the hunt for computer systems becoming too smart.

Two seconds.

Nneka touched her lucky charm—the small fat unicorn figurine given to her by her older sister, pinned in front of her—and activated her guncam stream.

"Rock One!"

She released the bound magnetic energy, accelerating pieces of iron—which peppered the hiding enemy ship. The resulting explosion made Crash Dummy break off their pursuit. Finally. Her Like counter made some serious jumps again.



"Sorry, queen." Crash's voice from the comm. A bit sheepish. They had better be! "Don't tell the president, okay?"

She stayed silent, angry. Let them wait a bit.

"Affirmative", she answered eventually. "But we all know who'll scrub the Choppers of the whole squadron next week, don't we?"

"We all know" answered Crash. "... and Nneka? Thank you!"

## //INTRODUCTION

The Future: Earth is uninhabitable. Humankind has fled to the stars, living on faraway planets and space stations; the only ruling power left are mega-corporations.

In a lawless section of space, called the Kobeni Belt, aberrant pilots roam among the stars. Like motorcycle gangs from the past, but tattoos and leather jackets are replaced by cyberware and pressure-suits. Starfighters are lovingly called Choppers, Jockeys are their pilots, and Highways go faster than light.

Jockeys do not shy the limelight either. Every daring maneuver, dogfight, and coup is broadcasted live on the Datanet, making and breaking the social media celebrities of the future. Not even the mega-corps are opposed to good social media publicity and sometimes they even endorse it.

You are such a Jockey, a dashing space pilot belonging to one of these gangs. You'll fight bandits in daring dogfights, pull off heists against overpowering mega-corps, and talk about it all—live on your social media feed.

The only thing that counts is being the Kobeni Belt's next Gramstar. And there is plenty of opportunities for the aspiring Jockey to deliver the Belt's best feed. Mega-corps are launching minor assaults, while space stations send out concert invitations. The Gater cult is getting stranger and stranger, and rumors whisper of an artificial intelligence armada at the edge of the system.

The world's been burning since the galaxy's been turning—the only question is: will you become the next Gramstar, or go down in the flames of glory!?

## //GAMEPLAY

### /SETTING UP

To play **ACES IN SPACE: FIREBRANDS**, you will need yourself, 2-3 friends (affectionately called Bros, including all gender identities), some index cards, pencils, tokens to keep score, coins to flip, and at least two copies of this document, or as many as you have players. You will also need about an hour per Bro to play a session.

### /HOW TO PLAY

**ACES IN SPACE: FIREBRANDS** is made up of 13 nano-games that you will lace together to create your story. Play them in any order you like and as many times as you like. Each nano-game has its own rules and a list of prompts or questions that you will ask other Bros.

To play the game, you will take turns around the table. You will freely choose any nano-game and one or more Bros to play it with on your turn. Go around the table at least once or as many times as you want!

Each session of **ACES IN SPACE: FIREBRANDS** should feel like of a space-opera. You might find a satisfying conclusion at the end of one session, or you might link together multiple sessions to create an entire season.

### /GUIDING PRINCIPLES

**Be Curious:** Ask questions about the things that interest you. Follow the things that excite you.

**Be Respectful:** Always let the other players make their own decisions for themselves.

**Be a Fan:** Cheer the other characters on. Support their choices.

**Play Loose:** Play easy and keep the fiction fluid. Invent things on the fly and leave space for ideas to come.

**Get Messy:** Throw yourself headlong into foolish actions, scandalous liaisons, and hasty allegiances.

### /SAFETY

This game puts individual toxicity center stage. But you will also touch topics like friendship, collaboration, and vulnerability, including themes of romance, sexuality, diversity, and violence.

Therefore, this game is designed with the informed consent and emotional well-being of the players in mind. Its design allows you to engage with the other players at your own level of comfort, safely establish your own boundaries, and play unguardedly without crossing others' boundaries. Still, don't intentionally introduce themes or imagery that other players will find troublesome.

Like other games of this kind, **ACES IN SPACE: FIREBRANDS** wasn't designed to require safety tools, but it was designed to be compatible with them.

As a baseline, we suggest creating a list of boundaries together before the game starts. These can be things that you feel might come up in play or preferences you have. Some examples are, "I don't want to have any sex in this session." Or "I don't want to go into detail about bugs." It's okay if you don't have any.

During the game, anyone can call to check-in if they feel they want to re-frame or remove an element of the story you are telling or add a boundary.

The above-described tools are Lines & Veils by Ron Edwards and the X-Card by John Stavropoulos. You'll find even more tools on the internet, like Brie Sheldon's Script Change, Tayler Stokes' Support Flower, and CATS by Patrick O'Leary.

Remember, you and your friend's safety and happiness are worth more than any story you are creating.

## /PLAYING THE NANO-GAMES

You can always just read out what's written, verbatim. Fill in any blanks from your imagination. You can ad-lib instead if you like. You should convey the thrust of what's written and try not to contradict what's written. Either way, you can always elaborate freely.

Should you miss a rule or misplay a nano-game, try to go along with the other Bros and do what seems most fair. You can work out what should have happened later when you aren't playing.

If you don't know which nano-game to choose, take a look at "The Nano-Games" list on page 13. There you find all the nano-games with a short description and sectioned with common themes so you can easily pick which game to play next.

Start the session with »Previously On« and continue play to find out what happens. Whenever anyone asks you a question about your character or the current situation, answer it. If you don't know the answer, make something up. You can ask for suggestions if you're stuck.

After each game, look at the current »Newsfeed« to figure out how to continue the story. If the recent story offers no apparent direction, you can play »Previously On« to introduce new elements to the story.

For a good rhythm, cycle between nano-games from the "Space" or "Action" sections, and the "Personal" section. It doesn't matter if it gets chaotic, storylines are left unanswered, and it looks like a stew of disconnected scenes. It's all about the characters and their personal stories and dramas. Lean into that for the best sessions.

For longer sessions, you can also play through all the nano-games in one section: For example, start with a »Dogfight« that leads to a »Chopper Duel« and ends in a »Trench Run«. Always end the session with »Gramstar«.

## /GETTING STARTED

Begin by creating your characters and introducing them to each other. Once you have done that, whoever has watched a space-opera most recently will introduce the nano-game »Previously On« on page 20.

## //YOUR CHARACTER

Complete these steps in whichever order you like and then take turns to describe your characters to each other. The only thing you should discuss beforehand is Gangs because it's a good idea to have each of the four Gangs represented in a game. However, you should feel free to experiment with different combinations, or—if you dare—even have two characters that belong to the same Gang!

### /YOUR CALLSIGN

First, choose a callsign that will be easy to remember. The callsign is a nickname that expresses how your character sees their own true nature as a Jockey or how their fellow squadron members see the character.

**Callsigns:** Ardbeg; Bacon; Blank Stare; Eyegle; Garuda; Candy; CAPSLOCK; Chestnut; Cloudburst; Crimson; Glitchwitch; Icarus; Kami; Maddog; Marauder; Maverick; Oida; Photon; Polaroid; Popsicle; Princess; Putzi; Prophet; Silence; Spin; Stargazer; Suckerbum; Supernova; Switch; Tentacle Goose; Yokai; Viole(n)t; Vortex; Wendigo  
Now choose your own pronouns and consider the whole spectrum. Because in this future, even the lowest-ranked Jockey respects others pronouns.

### /CHOOSE YOUR GANG

Your Gang will supply your character with motivation and some goals to pursue. Each Gang also has some questions to think about and answer as you build your character.

## /ASPECTS

Give yourself one Aspect from the list of your Gang. Then go around the table. In turn, everyone chooses an Aspect for you, either from the list below, or freely invented. Duplicates are fine.

**You are:** athletic, beautiful, bold, brash, bright, cheerful, courageous, courteous, devout, educated, energetic, good-hearted, graceful, gracious, handsome, kind, light-hearted, musical, patient, practical, resourceful, shy, steadfast, tall, thoughtful, witty.

## /TOXICITY

Your Toxicity is a part of your life and story, complicating your existence regularly. Choose one for yourself, or let the others decide for you.

**You are:** trigger-happy, attention seeker, adrenaline junkie, narrow-minded, mansplainer, smartass, overbearing, complainer, always distracted, never apologize, constantly interrupt others, downplay others achievements, jump to conclusions, gossip, jealousy, drama queen, egoist, lack empathy, judgmental, bad-tempered.

## /FOLLOWERS

Every character starts with 1k Followers. During play, your Followers may grow (see »Newsfeed« on page 18 for more details). At the end of the session, they will determine who becomes the Kobeni Belt's next »Gramstar« (see page 48).

## /INTRODUCTIONS

Take turns introducing your characters. On your turn, announce your Gang and your callsign, and briefly describe your Aspects and Toxicity. Write your details on a tent card so that everybody can see them and remind themselves who you are. If you play online, change your name to your character's and use a character keeper to present your character to your fellow Bros.

## //SOLAR GRINDERS

You are a Jockey of the Kobeni Belt's most notorious and followed Gang of entertainers.

Supposedly led by a triplet of siblings known as the Heartthrob, the Nerdy, and the Bad One, the Solar Grinders are all about the limelight. They have a sixth sense for where the most dramatic shit is going down and are always in the thick of it. Besides that, luck is the trademark of this Gang of posers extraordinaire.

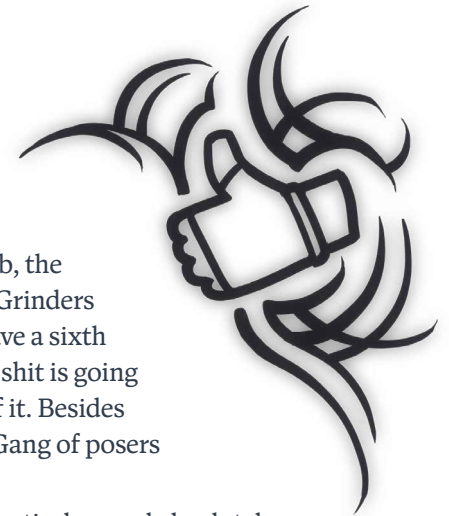
Your Gang is undisciplined, democratic, lax, and absolutely terrifying in a flamewar. They know neither reserve nor half-measure.

As a member, you will work hard to create 'gramable moments, ridicule your rivals, and unearth your enemies' scandals. You will do anything for fame.

The Gods of Hellfire are your favorites, the Mink Oil Relics are your rivals, and the Stromseekers are your enemies.

**Choose one Aspect that describes you:** fiery, generous, funny, sweet, fashionable, musical, radiant, enthusiastic, cultured, romantic.

**Ask who wants to answer this question:** With which other character have you recently been shipped with by your fans?





## //GODS OF HELLFIRE

You are a Jockey of a widely feared Gang mercenaries—maniac serial killers or defenders of the oppressed, depending on that week's contract.

Led by a Jockey who's profile describes themselves as "the most aggressive offspring of a tough cyber-bulldog the Kobeni Belt has ever seen", the Gods of Hellfire are muscles or generals for hire. You might not like their tactics, but they are the last line of defense of the Kobeni Belt's way of life.

Your Gang is disciplined and well tested. The GoH is the largest organized army the Kobeni Belt can muster when it comes down to it.

As a member, you will dutifully fulfill your contract, make out with your rival as soon as the contract is done, and do anything to conquer your enemies. You will do anything to show dominance.

The Mink Oil Relics are your favorites, the Stromseekers are your rivals, and the Solar Grinders are your enemies.

**Choose one Aspect that describes you:** brave, striking, intense, stubborn, cool-headed, unpredictable, brash, tough, intimidating, violent.

**Ask who wants to answer this question:** Who is your gym buddy, you are sparring and training with regularly?

## //MINK OIL RELICS

You are a Jockey of the Kobeni Belt's most infamous Gang of smugglers.

Lead by a charming Jockey whose signature style is always wearing a Fedora—even in the cockpit they render it in—the Mink Oil Relics are all about business relations. They have been a staple of entertainment coming out of the Kobeni Belt, being featured in web-shows like "Raiders of the Lost Brometheus". The only thing you should never do is depend on their moral compass.

Your Gang is wealthy and well ordered, with many large and small ships. But most importantly, your whole fleet it looks entirely unassuming.

As a member, you will work hard to find new clients. Be curious about your rival's precious treasures, and take advantage of any opportunity to rob your enemies. You will do anything to enrich your Gang.

The Solar Grinders are your favorites, the Stromseekers are your rivals, and the Gods of Hellfire are your enemies.

**Choose one Aspect that describes you:** smart, resourceful, flexible, adventurous, peaceful, friendly, bold, empathic, considerate, charming.

**Ask who wants to answer this question:** Who helped you out once by hiding contraband for you?







## //STROMSEEKERS

You are a Jockey of the most mysterious Gang of infiltrators the Kobeni Belt has ever seen.

Lead by a mysterious Jockey who always wears his helmet and speaks through a voice synthesizer, the Stromseekers are the Belt's best infiltrators. With the Kobeni Belt still fractured, this young Gang finds many opportunities to collect secrets and use them against anyone who gets in their way.

Your Gang is disciplined and discreet, but also the smallest. What it lacks in numbers, it makes up in cutting-edge technology like cloaking devices.

As a member, you will work hard to find secrets, spy on rivals, and infiltrate enemy compounds. You will do anything to get information that could shift the balance of power.

The Mink Oil Relics are your favorites, the Solar Grinders are your rivals, and the Gods of Hellfire are your enemies.

**Choose one Aspect that describes you:** skilled, determined, perceptive, mysterious, detached, cautious, vigilant, solitary, focused, thoughtful.

**Ask who wants to answer this question:** Who is a childhood friend you always played hide-and-seek with?

## //THE NANO-GAMES

### /SETUP

**Newsfeed – page 18**

When you want to introduce a rumor about your character.

**Previously On – page 20**

When you want to introduce a new element to the story.

**Flashback – page 24**

When you want to establish a relationship with another character.

### /SPACE

**Dogfight – page 26**

When you want to show off your piloting skills.

**Chopper Duel – page 28**

When you want to save your honor or nurse your bruised ego.

**Trench Run – page 30**

When you unite to fly against a bigger threat, no matter the sacrifices.

### /ACTION

**Beatdown – page 34**

When you want to punch someone in the face.

**Flamewar – page 38**

When you want a public disagreement and interstellar humiliation.

**Tetherball – page 40**

When you want to settle matters in a more athletic (and horny) way.

### /PERSONAL

**Dance Off – page 42**

When you want to say something, but not outright.

**Spa-Day – page 44**

When you want to get more personal while talking business.

**Intimate Moment – page 46**

When you want to get personal, though it's up to you how much.

### /FINISH

**Gramstar – page 48**

When you want to close the session and elect the next big influencer.

## // NEWSFEED

### / SETUP

If you choose to, this game can be played alongside every other nano-game.

### / TAKING ACTION

If you do not actively participate in a nano-game, you can take the role of the social media audience. As such, comment on events either verbally or in written form. If you need inspiration on what to post, look at the suggestions below.

### / ENDING

At the end of whatever nano-game was just played, those who haven't played decide who was most admired by the audience. If you can't agree, flip a coin.

If everyone played, the current Fan Favorite (see »Previously On« on page 20) decides. Afterward they hand the title of Fan Favorite to another Bro.

Whoever earns the admiration of the audience, gets +1k Followers. To finish up the nano-game, they write a single short post in the Newsfeed to summarize the events of the nano-game.

Put the Newsfeed somewhere everyone can see it, so all Bros have a common understanding where the story is heading and how to tie the next scene into the unfolding story.

## / SUGGESTED POSTS

- ✂ “I would do anything to fly Sozius with \_\_\_\_!”
- ✂ “Can \_\_\_\_ and \_\_\_\_ be my new parents?!”
- ✂ “Anyone wanna join for a watch-and-swoon over \_\_\_\_’s arms...?”
- ✂ “I can’t believe \_\_\_\_ always pronounces [regular word] that way still.”
- ✂ “Wow, how does \_\_\_\_ always brighten my day?!”
- ✂ “\_\_\_\_ knocked it out of the Belt (again)!!”
- ✂ “Boots! I always learn something new from \_\_\_\_”
- ✂ “FINALLY, the \_\_\_\_ content we DESERVE!!!”
- ✂ “When \_\_\_\_ smiles my day brightens to 5600K, the sun rises, the clouds break, and a chorus of wing queens sing.”
- ✂ “I CAN’T GET ENOUGH OF THAT GIGGLE”
- ✂ “Dear Gods, \_\_\_\_ is SAVAGE today!!!!”
- ✂ “\_\_\_\_!!! I love it when they pop up in \_\_\_\_’s feed!”
- ✂ “I’d say I can’t believe \_\_\_\_ did this, but who am I kidding? They are the only Madbro who could pull it off!”
- ✂ “Sees video length. Oh no \_\_\_\_, oh nooo”
- ✂ “Hahahahaha \_\_\_\_’s eyelashes are so cute”
- ✂ “I just want to sit at \_\_\_\_’s feet and absorb all their [insert Aspect]”
- ✂ “Quality \_\_\_\_ face as usual :j”
- ✂ “...Okay, where did \_\_\_\_ get this tattoo????”
- ✂ “Right, \_\_\_\_, just a classy haters gonna hate...”
- ✂ “Looks like \_\_\_\_ will start singing ‘wasn’t me’ any moment now...”
- ✂ “Our future is #HOPE \_\_\_\_, you Lowbro!”
- ✂ “\_\_\_\_ thinks they are @TechnoSmurf, pulling this stunt.”
- ✂ “Get famous \_\_\_\_ or die tryin’, Bro!”
- ✂ “\_\_\_\_ is my Bro from another Queen!”
- ✂ “Yo \_\_\_\_, let’s have a Meet&Gram with me and \_\_\_\_ in the spa!”
- ✂ “Hey \_\_\_\_, do you always waste your ammo? #TooHotShot”
- ✂ “\_\_\_\_ has a pizza oven! Turflix & Chill?! #nofomo!”

## //PREVIOUSLY ON

### /SETUP

Play this at the start of the session. First, agree on who is the current Fan Favorite. They get +1k Followers.

### /TAKING ACTION

Everyone chooses one of the entries from their Gang section below. In turn, read each pick aloud to the other Bros. Then answer its question together.

This will introduce items, events, and actions that will give your story a new direction and a driving conflict. Whatever comes up, everyone should feel free to claim it as connected to their character.

### /ENDING

Take a few moments to think about how your character and your Gang might react to previous events, and consider which one sparks an idea for the next nano-game.

Finally, the Fan Favorite picks the starting player. After that, continue clockwise around the table.

## /SOLAR GRINDERS

- ✧ Another gang has sent word they will host the infamous Burning Bro festival. What is this year's theme?
- ✧ A local fixer claims to know the Prez of a famous Gang. They can get you an audience, for a fee. What strange payment do they want?
- ✧ Rumor says the legendary Flypal of your rival Gang has been kicked out, and you want to recruit them. Why were they thrown out?
- ✧ Logtubers reported that the reactor of the space station you call home is losing power rapidly. How can your Fans help you?
- ✧ The famous toxic-trash-talk rapper "Sista Machista" has gone missing. What did they brag about wanting to find out there?
- ✧ A Hadronic officer has defected and wants an audience with your President. How do they show they are trustworthy?

## /GODS OF HELLFIRE

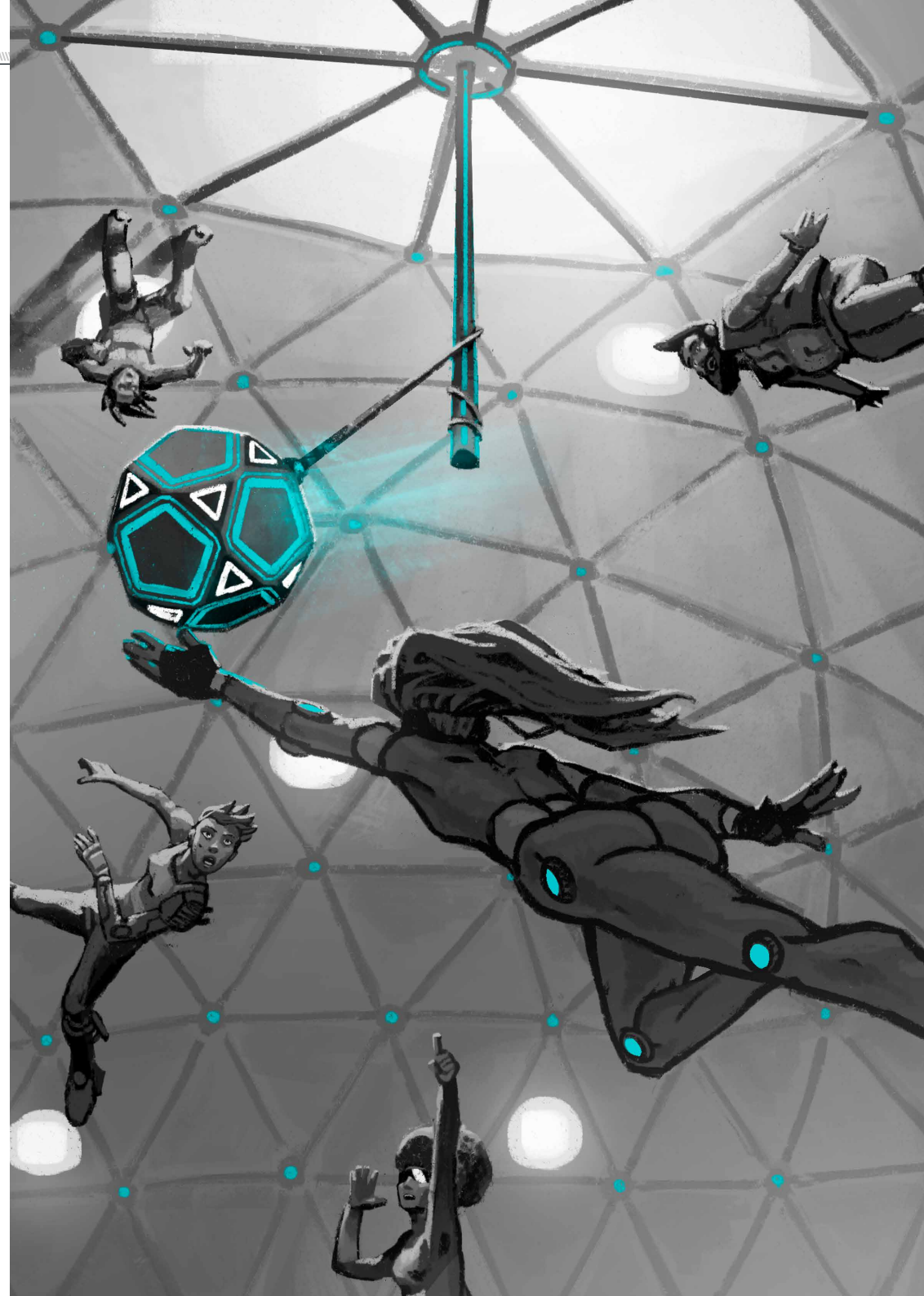
- ✧ One lonesome Jockey is looking for help tracking another lonesome Jockey. Is it for a gang feud, or does it seem personal?
- ✧ Another Gang has been stealing resources from the fringes of your territory. What have they been taking?
- ✧ An isolated research station is being tormented by genetically uplifted animals called Michtims. What are they like?
- ✧ The defense perimeter of the Ame-no-Uzume habitat has been sabotaged. What could repair it?
- ✧ Mega-corp Bulldoxx's corvettes have been seen advancing on the hospital station Ixchel. How ready are the space station's dwellers?
- ✧ A recent skirmish has left your Gang's home-base wide open for attack. What advantage do the remaining prospects have?

## /MINK OIL RELICS

- ✧ An asteroid sized cave on a small moon is sectioned off by a crazy AI. Its advanced tech is protected by an ancient pop culture reference pass phrase. How do you plan to learn it?
- ✧ Some Gaters lost a ship in a nearby nebula and are convinced they were attacked by space ghosts. What did they lose?
- ✧ Scanners have discovered seemingly ancient tech on a remote, barren moon. What surprise does it hold?
- ✧ A Hadronic transport carrying valuable Minkowskium has crashed on an asteroid. Where was it coming from?
- ✧ An asteroid with sizeable Minkowskium deposits shows up on our scanners. What is it heading towards?
- ✧ Your Gang has come into possession of a Gater shrine. What forbidden secret does it hold?

## /STROMSEEKERS

- ✧ A Jockey, their Sozius, and Chopper have gone missing. What rumors have you heard about their plans?
- ✧ A crashed AI ship adrift in a nearby nebula has begun to send out radio signals again. What is it saying?
- ✧ A new mercenary gang has started to grab territory and demand protection fees. Are they clever or lucky?
- ✧ Your Gang's Wingqueen has been taken hostage deep in an enemy gang's territory. What are the terms of their ransom?
- ✧ Somewhere in deep space lies an ancient research facility with an AI free of the Reaper virus. What legend have you heard about it?
- ✧ There are rumors about the Gaters, black holes, and their psionics able to tap into them. What will it cost them to do so?





## //FLASHBACK

### /SETUP

Choose one of the other Bros. You're meeting each other now, after having not seen each other for some time. Decide together where you previously met. Choose one by agreement:

- ✧ We met in your or my favorite hangout, as host and guest.
- ✧ We met in another's gang's favorite bar, meeting both as guests.
- ✧ We met en route between two space stations, by chance.
- ✧ We met in formation, as allies during a run.
- ✧ We met as rivals during a cease-fire.
- ✧ We met through social media.
- ✧ I came to you in secret, against my gang's warnings, or you came to me in secret against yours.

Ask your counterpart: When did we last see each other?

During the flashback, anyone may ask for details about the location and circumstances.

### /TAKING ACTION

You go first. Ask your counterpart a question. They will answer it however they like. Then, they will choose a question to ask you. You answer it however you like. Based on your answer, your counterpart will choose one of the closing offers.

While you play, think about the ways your Toxicity might influence the actions you take.

### /ENDING

After the flashback happened, pick another game and play it now. The flashback ends, but your turn continues with the new game.

## /QUESTIONS

- ✧ In the past, we dated on Smouldr and were happy and eager to finally meet. When we eventually did, were you happy or disappointed?
- ✧ We once were friends, but one stupid argument led to another, and we became estranged. When we finally met again, I was nervous to see you. Did you smile?
- ✧ I was so in love with you, but you got Fear-of-Monogamy, and we broke up. When we met again, I wondered if I'll still felt it. Were you still as [name an Aspect] then as you were during our brief relationship?
- ✧ In those days, we fought and squabbled, but I always trusted you. Then something happened, and I questioned my trust. Did you give me the old secret look that reassured me?
- ✧ I used to worship you and follow you around like a puppy. But then I questioned if that was how I wanted you to see me. Did we eventually become equals, or did you always subtly dismiss me?
- ✧ When we last met, I was sure you'd hardly remember your old pal. Were you surprised at what you saw?
- ✧ The last time we met, we had a great time together, which I still remember fondly. But then our followers posted fan fiction about us, and I felt the need to distance myself. Did you reach out, or did you respond in kind?
- ✧ When we last met, I was hard-pressed by gang business and eager to see a friendly face. Did you offer me friendship?
- ✧ Back then, we couldn't settle a matter between us. I was prepared to let it go, but did you raise it again, even inadvertently?

### /CLOSING OFFER

- ✧ Our unfriendly remarks turn into a »Flamewar«. Shall we?
- ✧ Our comfortable talk continues with a »Spa-Day«. Shall we?
- ✧ Our polite conversation turns into an »Awkward Chat«. Shall we?
- ✧ Our intense emotions spark an »Intimate Moment«. Shall we?
- ✧ Let's continue with another game. Which do you suggest?

## // DOGFIGHT

### / SETUP

Only you and your chosen Bro play. Choose which of you is the hunter and which is the quarry. Ask the Bro you chose how the dogfight came about.

During the dogfight, anyone may ask for details about what's ahead, what's behind, and what course the pursuit might take. The Bros not playing are the audience and should comment the dogfight.

### / TAKING ACTION

The quarry conducts the dogfight. First, say where you're going.

Lead the hunter through a series of four challenges and setbacks. Choose freely, except that the third one must be a setback.

During the dogfight, you and the hunter gain momentum, representing how much things are going your way.

While you play, think about how your Toxicity might influence the actions you take.

### / ENDING

After a total of four challenges and setbacks, compare momentum. If the quarry has more momentum than the hunter, they stand victorious. If the hunter has an equal or greater number of momentum the quarry chooses one:

- ✧ I've somehow lost orientation and crash into you.
- ✧ I've come to a temporarily hideout, waiting to escape or rescue.
- ✧ You've driven me into a dead end and have cornered me.
- ✧ Your allies have cut me off, and I'm captured.
- ✧ I ran out of fuel, and you overtake me.
- ✧ You've proven yourself, and I let you catch me.

## / CHALLENGES

- ✧ I know this asteroid field well. Flip a coin. On tails, you plunge heedlessly into danger, and I won't have to choose any setback at all.
- ✧ I race along the tail of a giant comet. Flip a coin. On tails, you have to pick your way carefully, and I gain momentum.
- ✧ I press through a narrow gap. Flip a coin. On tails, you must slow down, and I gain momentum.
- ✧ I plunge through a vast debris field full of frozen excrements. Follow me if you want, but you'll suffer the ridicule of your followers.
- ✧ I push my afterburner into overdrive for a steep climb. Flip a coin. On tails, your engines stall. I gain momentum.
- ✧ I reach open space and break away. Flip a coin. On tails, you need a moment to orient, and I gain momentum.
- ✧ I lead a dizzying course between other ships, asteroids, and debris. Flip a coin. On tails, you're lost, unable to find your way back.
- ✧ I pull a high risk maneuver. Follow me if you dare, but flip a coin. On heads, you gain momentum. On tails, the dogfight ends now with you at my mercy.

### / SETBACKS

- ✧ I don't know this asteroid field well, and hesitate. Flip a coin. On heads, you rush to overtake me, and gain 2 momentum.
- ✧ My engines stall in the fumes of a comet's tail. Flip a coin. On heads, you overtake me, and gain 2 momentum.
- ✧ I steal a glance back, and you're closer than I thought. Flip a Coin. On heads, you put on a burst of speed, and gain 2 momentum.
- ✧ I risk going into a new and uncharted debris field to hide while you race past. Flip a coin. On heads, you spot me and gain 2 momentum.
- ✧ I've led myself into a dead end and have to dash past you to break free. Flip a coin. On heads, you head me off, and gain 2 momentum.
- ✧ I push my engines for a dangerous climb but hesitate, steeling myself. Flip a coin. On heads, you race up behind me and gain 2 momentum.
- ✧ There are other enemies ahead and I must suddenly change course. Flip a coin. On heads, you gain on me, and get 2 momentum.

## //CHOPPER DUEL

### /SETUP

Only you and your chosen Bro play. Decide together who is the attacker and who is the attacked. Ask your chosen partner how the battle came about. The attacker and attacked should declare their objectives in the fight if it makes sense to have one.

Both of you are here to do battle, with or without your Wingpals. But if you and your partner agree, either or both of you can invite other players to join your side. No one can enter uninvited.

During the duell, anyone can ask anyone for details about the location and circumstances.

### /TAKING ACTION

Take turns, starting with the attacked. On your turn, choose a target, an action, and a cost. Your target dictates how hurt or damaged they are by your action, but you decide the cost's magnitude. Describe you maneuvers like an 80s action movie, and feel free to interpret the action broadly.

While you play, think about the ways your Toxicity might influence the actions you take.

### /ENDING

The duell ends after each player has taken three turns, or when either has one has fled. If the participants agree that there is a winner, each winner should say how their position is strengthened. The loser should explain how their situation is weakened. If there is no clear winner or loser, both participants should describe how their circumstances have worsened.

### /ACTIONS

- ✖ I pull a high G maneuver, trying to incapacitate you...
- ✖ I fly a maneuver never seen before, trying to surprise you...
- ✖ I push my engines to the brink, trying to outflank you...
- ✖ I charge my vast array of weapons, trying to intimidate you...
- ✖ I shoot at the environment, trying to trap you in the debris...
- ✖ I coordinate an insane squad maneuver, trying to impress you...
- ✖ I create a false sensor reading of an AI attack, trying to horrify you...
- ✖ I hide behind an asteroid or cloaking device, trying to confuse you...
- ✖ I send my social media troll brigade after you, trying to distract you...
- ✖ I send a wave of drones at you, trying to overwhelm you...
- ✖ I use your own maneuver against you, trying to outsmart you...
- ✖ I mobilize every last ounce of power reserves, trying to destroy you...

### /COSTS

- ✖ ...but it backfires, and I too am caught in my own attempt to show-off.
- ✖ ...but it destroys a nearby ship, as its occupants desperately evacuate.
- ✖ ...but you deflect it, severely damaging a random chopper nearby.
- ✖ ...but my systems fail, and I must abort quickly.
- ✖ ...but it's too much for my chopper, and it nearly shuts down.
- ✖ ...but I draw the unwanted attention of an enemy, arriving soon.
- ✖ ...but it does substantial damage to our surroundings.
- ✖ ...but civilians are caught in the crossfire and hurt gravely.
- ✖ ...but my own body is too frail to deal with the stress, and I black out.
- ✖ ...but one of my own allies is hit, and I fear they may not survive.
- ✖ ...but I miss entirely and destroys a valuable asset.

## //TRENCH-RUN

### /SETUP

If you have reached a point in your story when all the Bro's are allied against a common enemy, then it is time to play this game. Together, you will take the fight to the enemy or stand in defense against them. Everyone plays.

Decide together where you are and what you are attacking or defending. Then ask each other, What do I notice about you?

During the game, anyone may ask for details about the situation.

### /TAKING ACTION

Go around the table. You start.

On your turn, choose another Bro's character and give them a challenge. They answer it freely.

If a challenge fits the general action you want to take but doesn't fit your story's context, please re-frame it to fit your story.

While you play, think about how your Aspects might color the actions you take during the Trench-Run.

### /ENDING

Go around the group at least once, but you can go around up to three times if you wish.

At any point after the first round, anyone may announce that it is time to choose an ending. Discuss and decide together. Choose the conclusion that best fits the action up to this point.

After the Trench-Run, remind everybody that if the battle has left them with unfinished business they should bring it into their next game.

## /CHALLENGES

- ✧ I pull off an incredibly impressive maneuver, weaving destruction with a dancer's grace, and end it with a perfect corkscrew through a wall of flames. Can you top that? How?
- ✧ There is a surveillance satellite, and I move to take it out. However, I am spotted and showered with suppressing fire. Can you shield me from harm? How?
- ✧ My chopper is gravely damaged by a chain of explosions. Can you make it across the battlefield to send some repair drones and get me back into the action? How?
- ✧ A cloaked chopper taking aim high above the battlefield could be right in my reach if I had a little help triangulating him. Can you help me? How?
- ✧ It's time for you to enact that ridiculous plan you've been plotting for weeks. What is it? How do I help you? Do I withstand its danger?
- ✧ I strike \_\_\_\_\_ with all I got, the likes of which hasn't been glimpsed in the Kobeni Belt since the last war Great War with the mega-corps. Am I outdone by you? How?
- ✧ I let my passions get the best of me and begin violently leveling everything that stands in my way with little regard for collateral damage. Do you calm my fury? How?
- ✧ Parts of a capital ship collapses, and you are the only one who can shield me from the fiery debris. Can you save me and remain unscathed? How?
- ✧ I am cornered by an enemy formation, and a capital ship has sunk its grappling hooks into my chopper to tow me in. Do you cut the ties that bind me? How?
- ✧ I am overwhelmed by too many attacks and begin to lose my resolve. What memory between us can I call upon for strength?
- ✧ I am feeling conflicted about this fight. Can you inspire me to face it with confidence? How?
- ✧ I take one blow too many, and I fall in battle. How do you save me from death's embrace?



## / ENDINGS

- ✧ Despite all of our efforts, we are driven off. What was our downfall? How do we muster the strength to stand again and return home?
- ✧ All of us fall into formation and pull off an epic maneuver, all guns blazing, hacking, distracting, evading, baring down on our target—it stands no chance. Is our feed exhilarated or mortified? Do we keep together after we prevailed?
- ✧ The opposing forces signal defeat and start the peace talks immediately. What demands do we make?
- ✧ We spend everything we have on the fight, and it shows. Do we scrape out a victory despite it? Was it worth the cost?
- ✧ We win the fight and come away, reveling in the challenges we overcame. What lesson does each of us carry with us into the future?



## // BEATDOWN

### / SETUP

Only you and your chosen Bro play. Decide together how the two of you came to be standing alone, Mano-a-mano.

During the scuffle, anyone can ask anyone for details about the location and circumstances.

### / TAKING ACTION

The less experienced combatant begins. If you don't know who that is, flip a coin.

To open the brawl, ask a leading question.

Then, take turns asking leading questions, back and forth.

At any time after the third leading question, either of you can choose to ask one of the closing questions instead.

If a question fits the general action you want to take but doesn't fit your brawl's context, please re-frame it to fit your story.

While you play, think about the ways your Toxicity might influence the actions you take.

### / ENDING

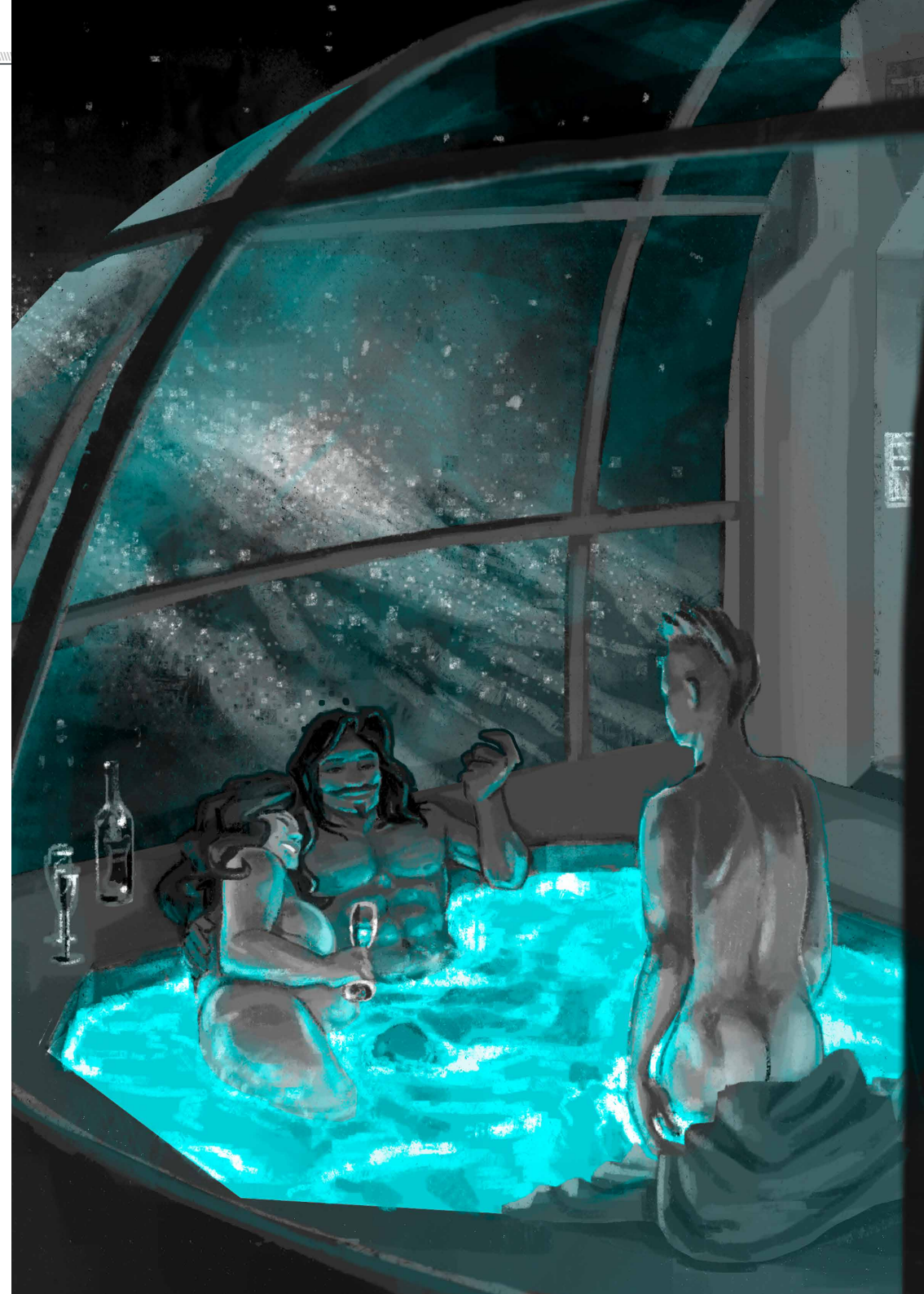
Some of the leading questions might end the brawl, and some of the closing questions might allow the melee to continue, depending on the answer. Just keep asking questions back and forth until an answer ends the brawl.

## / LEADING QUESTIONS

- ✧ You get inside my guard and punch me in the ribs. Do you press your attack or give me a moment?
- ✧ I have my hands around your throat. Do you submit, or do you twist away to rejoin the fight?
- ✧ We lock arms, and your mouth is near my ear. What do you say to me?
- ✧ I hit, almost breaking your jaw. Do you withdraw and run, or do you rejoin the fight?
- ✧ I pretend to falter and lower my guard. Do I draw you out, or do you recognize the ploy and hold steady?
- ✧ I launch a sustained attack with my full weight behind it. Do you give ground readily or grudgingly?
- ✧ I overreach slightly, and you have an opportunity to slip in a dirty little punch. Do you take it?
- ✧ We circle, guards up, fists between us. What do you say?
- ✧ You punch perilously close to my face. Do you rip my skin? Where?
- ✧ I catch your wrist in my hand and draw you close to me. Do you let me, or do you shove me away and fight on?
- ✧ I hammer into your guard, and you barely hold it, a fraction slower, and you'd been wide open. Does it exhilarate you or chill you?
- ✧ I throw a high swing, wild but powerful. Do you duck quickly back, or do you stand unrattled?
- ✧ I mess with your cyberware's weak points, surprising and confusing you. Do you stand rattled, or get angry and press your attack?
- ✧ I pull a hidden weapon, threatening to turn this into a deadly fight. Do you surrender, or does it exhilarate you?

## /CLOSING QUESTIONS

- ✧ You take a chance, and it gains you the upper hand. If you continue your attacks, you will knock me out. Do you continue, or do you allow me to step back and recover myself?
- ✧ I bring you to your knees, and you are at my mercy. Do you submit or flee?
- ✧ You knock me silly for a moment. Do you allow me to recover, or must I submit?
- ✧ I punch you so hard, you feel something tear inside yourself. But in so doing, I leave myself open to retaliation just as serious. Do you deliver it?
- ✧ I turn tail and run away. Do you chase me or let me leave?
- ✧ I lose my footing on a ledge and begin to fall, but you catch my hand. Do you pull me back to my feet, or do you let me go?
- ✧ I seize momentum and initiative and drive you backward. If you stand, flip a coin. On heads, you hold me back; on tails, I hurt you very badly. Do you stand, or do you allow yourself to be driven?
- ✧ I hurt you very badly and then realize that you need urgent medical attention. Do you accept my help, or do you fight me off?





## //FLAMEWAR

### /SETUP

Everyone plays. Decide with your chosen Bro what is the matter of your disagreement, where you are holding your discussion, and who else is present.

Ask each other: What awful rumor have you heard about me?

You both state your position. Everyone else takes the part of your audience, real or on social media.

During the discussion, anyone can ask anyone for details about the setting, occasion, and circumstances.

### /TAKING ACTION

The audience conducts the discussion.

Audience members, you take turns posing challenges to the position holders. Both position holders must answer each challenge. You decide who goes first or let one of them volunteer.

Once both have answered, award momentum to the one who you think gave the best answer. You have to choose.

If either position holder goes on too long, you can cut them off (hoots and boos optional), and award momentum to their counterpart, or else just ask them to kindly wrap up.

They are absolutely not allowed to interrupt or dispute one another. If either position holder interrupts the other or tries to get in a rebuttal when it's not their turn to answer, cut them off at once and award momentum to their counterpart.

While you play, think about the ways your Toxicity might influence the actions you take.

### /ENDING

After three challenges, compare momentum. Whoever has more momentum has the acclaim of the audience.

## /CHALLENGES

- ✂ Express your position in the form of a meme, easily remembered and repeated.
- ✂ Explain how your position is best for most people.
- ✂ Explain how your position carries the weight of tradition, law, and social order.
- ✂ Explain how your position is the most urgent and practical.
- ✂ Explain how your position best serves the neglected interests of a minority.
- ✂ Express your commitment to your position, even in the face of your opponent's truth or rightness.
- ✂ Explain how your position is the most popular and profitable.
- ✂ Explain how your opponent's position has merit and is worth real consideration.
- ✂ Make a personal attack on your opponent's character.
- ✂ Challenge your opponent to a »Tetherball Match« or a »Pub Brawl«. If they decline your challenge, yours is the better answer. If they accept it, theirs is.
- ✂ Threaten a »Chopper Duell« over your difference in opinion.



## //TETHERBALL

### /SETUP

Choose one of the other Bro's to be your opponent in the Zero-G Tetherball match. Decide together how you two came to be playing with one another.

Ask each other: How do you look to me? What's your ambition?

During the match, anyone can ask anyone for details about the setting, occasion, and circumstances.

### /TAKING ACTION

Take turns asking and answering each other questions.

The worst Tetherball player asks the first question, or another Bro choose who asks the first question at a whim.

The audience's should comment like sportcasters, and award points for each exchange back and forth.

While you play, think about the ways your Toxicity might influence the actions you take.

### /ENDING

When one of you reaches three points, the match ends. The Bro who didn't start, chooses a closing question.

Despite the match having an obvious outcome, the audience still gets to decide who won the admiration of the audience.

#### WHAT IS TETHERBALL?

Zero-G Tetherball is a game for two opposing players (or, sometimes teams). It is played in a geodesic sphere with low or no gravity. Extending toward the center of the sphere is a stationary pole, from which is hung a mid-sized ball from a rope or tether (see page 23 for a visual).

The two players face each other on opposite sides of the pole. Each player tries to hit the ball one way; one clockwise, and one counterclockwise. When one player winds the ball all the way around the pole so that it is stopped by the rope, they score.

### /QUESTIONS

- ✧ You surprise me with your serve, and I start to fall behind. Do you keep mixing it up, or do you let me catch on to your strategy?
- ✧ You're faster than I expect, catching me off guard. Do you press on and take a decisive lead, or do you see me struggle and back off to give me a chance?
- ✧ My ball has come to rest in front of my face. Do you touch the ball, or my face?
- ✧ I lunge to hit the ball, and expose a scandalous strip of skin. Do you let it distract you, or do you keep your focus on the ball?
- ✧ I'm winning and beginning to get over-confident. Do you take advantage of my carelessness to overtake me with a surprising move?
- ✧ I take a moment to trash talk you. Do you let it get to you, or do you shrug it off?
- ✧ I miscalculate my momentum and crash into the arena walls. Do you rush to me to make sure I'm okay?
- ✧ You have the opportunity to draw me close and hold me for a moment. Do you take it?
- ✧ I'm a moment from winning when you see the opportunity for a dirty trick to push you into the lead. Do you take it?
- ✧ You try to stop me from scoring. Do you injure me in the process, or do you let me score instead?
- ✧ You have a chance to get a stunning photograph for the media's coverage of the game. To you take it while I score?

### /CLOSING QUESTIONS

- ✧ We're tied, with just one point remaining to end the match. Do you let me win, or do you snatch the victory for yourself?
- ✧ Before the match ends, you get a call from someone important. Do you step away to take it and leave the game, or do you keep focused on the match—and on me?
- ✧ When the match ends, will you stand with me or rush away?

## //DANCE OFF

### /SETUP

Ask your chosen Bro how you came to be dancing together. Other Bros may join freely, if it makes sense for their characters to be present at the dance.

Ask each other: What Aspect you notice about each other? Are you awkward, or self-assured?

During the dance, anyone may ask for details about the setting, occasion, and circumstances.

### /TAKING ACTION

Take turns asking each other questions. The worst dancer asks first.

Each of you may ask two questions, taking turns, before the dance ends.

If other Bros join the dance, everyone may ask two questions total, choosing which dance partner to ask for each question. Take turns around the table as the dance brings you from partner to partner.

### /ENDING

Once every dancer has asked two questions, the dance ends.

## /QUESTIONS

- ✧ My hair falls across my face and into my eyes. Do you brush it aside?
- ✧ You lean your head on my shoulder, your mouth barely brushing my ear. What do you say?
- ✧ We break apart from each other, briefly separating. When I pull you close again, do you shy away?
- ✧ I lose the rhythm briefly, stepping out of time. Do you let me stumble, or coax me back to the beat?
- ✧ Something about me catches your eye, and your look lingers. What is it?
- ✧ You have the opportunity to draw me close and hold me there for a moment. Do you take it?
- ✧ Our bodies press in close, sharing warmth with each other. Do you lean subtly towards me, or subtly away?
- ✧ You have the chance to place your hand on my shoulder, waist, hip, or elbow. Which do you choose?
- ✧ A fast song bleeds into a slow one, or vice versa, changing the mood of the room. Do you stay and dance with me, or make an excuse to go?
- ✧ I slip my hand into yours, looking for closeness or comfort. Do I find it?
- ✧ At this moment in the dance, you laugh or smile secretively. What did I do to amuse you?
- ✧ You break away from me to dance with someone else. Who? When you return to my side, are you pleased or disappointed to be back?
- ✧ A moment in the dance allows me to step close to you and linger there. Am I welcome to?

## //SPA-DAY

### /SETUP

Choose one of the other players to be your Bro in the conversation.

Decide together how you came to be relaxing at a space spa to have that talk, and who else you've invited. Those players can accept or decline to join in.

Ask each other: How do you look to me? What's your mood?

While at the spa, anyone can ask anyone for details about the setting, occasion, and circumstances, whether they're present in person or not.

### /TAKING ACTION

Take turns with the other Bros present. The Bro that's the greenest jockey takes the first turn. If this isn't clear, have another Bro choose who takes the first turn at a whim.

On your turn, choose one or more of your conversational partners and choose an action:

- ✧ Ask a topical question.
- ✧ Engage in verbatim, impromptu conversation.
- ✧ Pass, and say something about the spa instead.
- ✧ Leave the conversation, or signal that you'll no longer be taking part.

While you play, think about the ways your Aspects might influence the actions you take.

### /ENDING

End the conversation either when:

- ✧ Everyone has passed in a row.
- ✧ It feels like a good place to cut away.
- ✧ Everyone has left the conversation but one.
- ✧ Any Bro declares it over, and any other Bro affirms it.

## /TOPICAL QUESTIONS

- ✧ I make an ignorant social blunder. Do you ignore it, or hold it against me?
- ✧ I'm feeling expansive. What do you want to know about me?
- ✧ I'm feeling generous. What favor do you ask me?
- ✧ I hope you don't bring \_\_\_\_\_ up. Do you?
- ✧ I need you to come clean about \_\_\_\_\_. Do you?
- ✧ I accidentally spill the secret that \_\_\_\_\_. I cover it gracefully, but do you pick up on it anyway?
- ✧ Something gives you away. What?
- ✧ I hope to find common ground with you about \_\_\_\_\_. Is there any?
- ✧ I need you to reassure me about \_\_\_\_\_. Can you?
- ✧ I hope to convince you that \_\_\_\_\_. Can I?
- ✧ I hope to get you to commit to \_\_\_\_\_. Can I?
- ✧ I remind you of the promise you made. Can you confirm?
- ✧ I hope you don't hold me accountable for \_\_\_\_\_. Do you?

### POSSIBLE TOPICS

Feel free to bring any of these topics into the conversation, or else invent your own:

- ✧ The events of »Previously On« or any other game.
- ✧ The influence of mega-corps money on recent events.
- ✧ The strange and unfathomable behavior of the Gater cult.
- ✧ The virtues of the need-for-speed, of loyalty, and a passionate heart.
- ✧ The recent acts of treachery, murder, ambush, or assassination in the Belt.
- ✧ The whereabouts of the legendary concert ship Brometheus.
- ✧ The involvement in amoral violence and sabotage by someone's Gang.
- ✧ The tragic and gruesome death of last cycle's social media superstar.
- ✧ The unknown identity of a notorious revolutionary Jockey.
- ✧ The longstanding exploitation of the free-turf by the mega-corps.

## //INTIMATE MOMENT

### /DECIDING THE CONTEXT

Yes, making out is explicitly part of this game, but not every intimate moment is about sex. If you wanted, you could use it to comfort a troubled friend with a kind embrace, or offer a helping hand to someone in need, or maybe even apply first-aid to a rival who's been injured.

Before you start, talk to your chosen Bro about the tone and outcome you would like from your scene.

### /SETUP

Only you and your chosen Bro play. By default, this is the only Nano-Game where the »Newsfeed« isn't active. Except, if the active Bros decide together that it is.

Decide together how you two came to together, and what you notice about each other, or rumors you recently have heard about each other.

During the action, anyone can ask anyone for details about the location and circumstances. For instance, many jockeys prefer a space spa's intimate yet public environment to smash some.

### /TAKING ACTION

Chat as you like, naturally. During the talk, either of you may, whenever you want, begin an exchange by making an advance. The other then makes a reply to conclude the exchange. Return to conversation or advance into the next exchange as you like.

While you play, think about the ways your Aspects might influence the actions you take.

### /ENDING

At any time after the third exchange, any Bro may interrupt you by having someone else enter the scene. Otherwise, continue your conversation and exchanges until you part or cut to black.

If there's a risk that you'll be caught together, then any player may have you flip a coin after any answer. On heads, you are caught in the act.

## /ADVANCES

- ✧ I hold my arms out to hug you. May I?
- ✧ I put my arm around your back. May I?
- ✧ I sit beside you. May I?
- ✧ I lean against you. May I?
- ✧ I reach for your hand. May I take it?
- ✧ I touch your wrist or fingertips. May I?
- ✧ I touch your tattoo or cyberware. May I?
- ✧ I brush away a strand of your hair. May I?
- ✧ I touch your lips. May I?
- ✧ I reach to place my hand over your heart. May I?
- ✧ I move a lot closer to you. May I?
- ✧ I touch your thigh. May I?
- ✧ I touch your \*\*\*\*. May I?
- ✧ I loosen your spacesuit or clothing. May I?
- ✧ I loosen my own spacesuit or clothing. May I?
- ✧ I do not only touch but kiss you. May I?

## /REPLIES

- ✧ You may.
- ✧ You may, but first, I want you to do \_\_\_\_\_. Will you?
- ✧ You may, but first, I want to do \_\_\_\_\_. Do you mind?
- ✧ You may, but only for a moment.
- ✧ You may, but only for a moment, and then I withdraw to a less charged distance.
- ✧ You may, but only for a moment, and then I break off and depart.
- ✧ You may, but at this moment, we're interrupted.
- ✧ You may, and let's draw a curtain upon what follows.
- ✧ You may not, but instead, I make an advance. May I?
- ✧ You may not, and I withdraw to a more comfortable distance.
- ✧ You may not, and I break off and depart.



## //GRAMSTAR

### /SETUP

**This is the last game of the session, and everyone plays.**

Pick one other character and flip a coin. On heads they get +2k Followers, on tail they get +1k Followers.

Now everyone reveals how many Followers they have. The character with the most Followers is the next big Gramstar.

The character with the least Followers gets a chance to troll the Gramstar.

If you have a tie for either spot, do an arm-wrestling tournament to figure out who is on top. Each Bro picks a side of a coin, then flip it. Then act out the arm-wrestling according to the coin toss' result. If there are multiple people with the same score, continue until one Bro has won the most (for the Gramstar) or lost the most (for the Troll) arm-wrestling matches.

### /THE GRAMSTAR

Gramstar, answer these questions:

- ✧ What is the nature of your victory party?
- ✧ Which Gangs are invited to attend? Which are forced to attend?

Anyone can ask for further details.

Other Bros, answer by show of hands:

- ✧ Which of us personally attends the party?
- ✧ Which of us personally supports the Gramstar?
- ✧ Which of us will publicly diss the Gramstar?

### /THE TROLL

The Bro who picks the Gramstar's fate can choose what happens within one year:

- ✧ The Gramstar vehemently divides the public, and violent conflict erupts in the Kobeni Belt.
- ✧ The colonies and space stations of the Kobeni Belt hate the Gramstar's guts and try to nag them at every opportunity.
- ✧ The Gater's faith takes hold among the common people of the Kobeni Belt. Everyone blames the Gramstar.
- ✧ A blockade by the mega-corps starvs the Kobeni Belt. Everyone blames the Gramstar.
- ✧ The Gramstar falls seriously ill and can no longer bask in the limelight.
- ✧ The Gramstar bankrupts their own Gang and must go begging to other Gangs for support.
- ✧ A new social media superstar arises, with a much more compelling content strategy.
- ✧ The Gramstarr is assassinated, but nobody is sure whether it was an inside job or the mega-corps.

Anyone can ask for further details.

### /EPILOGS

Bring up any unresolved question you have about your characters' fate. Say what you think the possible outcomes could be. The other players can contribute possible outcomes as well.

## //THE END

## / KOBENI BELT SLANG

**AnsVi:** The quantum entangled technique for instantaneous data transfer.

**Bandit:** Confirmed enemy spacecraft.

**Bogey:** Sensor contact of unknown identity.

**Boots:** This is a way to say "very" or "a lot" and it's added after the verb or adjective. "She's fomo boots!"

**Bro:** A fellow gang member (regardless of their gender).

**Chapter:** Squadron of a gang which operates independently.

**Chopper:** Modified starfighter.

**Jockey:** A professional starfighter pilot belonging to a gang.

**Corp-turf:** A section of the galaxy controlled by a mega-corp.

**Ehrenbro:** Gang member of honor, also used in "Be an Ehrenbro": do me a favor.

**Enforcer:** Boarding crew member. Similar to marine.

**Fomo (Fear of Making Out):** Someone whose sexual orientation or traditional view on love and relationships leaves out a lot of opportunities. Symbolising at the same time the open-mindedness and toxic rejection of stable relationships within the Chopper Jockey culture.

**Frakster:** Someone who casually shoots down bandits like it's no big deal. Describing someone who thinks they are cool but really isn't (think Hipster).

**Free-turf:** A section of space not controlled by a mega-corp.

**Gang:** Criminal entity consisting of one or more Chopper squadrons and assigned crew.

**Gramstar:** Someone popular on the social media platforms.

**Heartbro:** Someone very special.

**Highway:** Wormhole which allows FTL space travel (faster than light)

**Hundo P:** Affirmative.

**Lit up:** Term for "very cool", derived from when the afterburner kicks in. "Have you seen his Chopper? That mod is so lit up!"

**Lobro:** Someone with a comparatively low follower number. Usually used to mock or insult.

**Milking:** Hunting for likes.

**Mink-Oil:** Hallucinogen based on Minkowskium.

**Minkowskium:** Drug which allows navigating and traveling on Highways without getting lost in folded spacetime. Apply it as eye drop.

**No Yolo:** A phrase used as slang at the end of a sentence to assert the statement spoken by the speaker had no intentional sexual implications. Also: Order for stopping dangerous showing-off flight stunts.

**Prospect:** Candidate gang member.

**President (or Prez):** Number one in gang hierarchy.

**Road Captain:** Chief Highway navigator.

**Rock:** Firing Chopper weapons. Rock I: Guns; Rock II: swarm of missiles; Rock III: Anti-capital-ship-torpedo.

**Run:** A Chopper squadron on a patrol or mission

**Sergeant-at-Arms:** A sort of Sheriff within the gang. Also responsible for weaponry.

**Sexual Salvation Warrior (SSW):** Someone publicly living an open-minded sexual identity. Opposite of Fomo.

**Skirt:** Get lost. Escape from a space combat.

**Smash:** To have casual sex.

**Snack:** An attractive person (no matter the gender).

**Sozius:** Pillion/Co-pilot.

**Swole:** Extremely buff or physically fit.

**Tetherball/Broball:** Slang term for a popular sport among Jockeys.

**Wingpal/Wingbro:** Wingmate.

**Wingqueen:** Squadron or flight lead (regardless of gender).

/ CALLSIGN, PRONOUNS & GANG

ACRES  SPACE  
FIREBRANDS

/ TONICITY

/ FOLLOWERS

1K	2K	3K	4K	5K	6K	7K	8K	9K	10K	11K

/ ASPECTS

/ NOTES