

ACES III SPACE



CATAPULT QUICK STARTER V1.2

/INTRO

ABOUT THIS CATAPULTSTARTER

This quickstarter is a preview of **Aces in Space** and includes everything you need to run a full session. To do so, it assumes that you are familiar with Fate Core and have a copy at hand for all the basic rules—it just doesn't have the room to explain everything you need to know to master Fate.

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DEDICATION & THANKS

To the Tres Volcanes-Crowd and all the other people who turn the world into a better place by telling their stories

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/ FIREBIRD

Tracer projectiles passed Nneka's cockpit too close to her left. The ringing sound made 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 did a good job with her zigzag flying so far. She made sure her tail cam was streaming, but also activated a second window for her followers and addressed the Datanet crowd.

"Hey folks, look at this bandit on my tail. Has a hard time shooting me down. I bet most of you don't want to swap seats with me at the moment. Hope you'll see this guy in my guncam soon, given my wingpal will eventually decide to join the party! What looked like an easy surveillance mission in the debris field

from the Battle of Raman turned out to become 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 demonstrate 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, this unexpected encounter, as well as the formidable evasive stunts, the near hits, and 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 showing 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 in her com.

"Copy that. On my way, bro. Busy with 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 com. "Got this bandit!"

Nneka got some free space to fly an Immelmann to 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!"

Stupid idiot! She was sure that she saw 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 com stayed silent. Shit. "Crash, when you don't break this very moment, I swear last night was the last time we were smashing! Turn your enby 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 com 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 this 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 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 com, but Crash seemed to have switched off their com for real. Her two other bros were on their way, but 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 massive. A good aimed shot could punch through it and still 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 was recently wracked 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, a present from 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 more serious jumps again.

“Sorry, queen.” Their voice from the com. A bit sheepish. They better were! “Don’t tell the president, okay?”

She fell 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, do we?”

“We all know”, they answered. “... and Nneka? Thank you!”



// WORLD

/ SETTING

The Future: Earth is uninhabitable. Mankind has fled to the stars, living on far away planets and space stations. The only ruling power left are mega-corps.

In a lawless section of space, called the Kobeni-belt, aberrant pilots roam among the stars. Akin to motorcycle gangs from the past, tattoos and leather jackets are now replaced by cyberware and pressure-suits. Space-fighters are lovingly called Choppers, Jockeys are their pilots, and Highways now go faster than light: with the help of a drug called Minkowskium everyone can traverse wormholes to cross the vast distances of space.

Yet, unlike the past, today's petty criminals do not shy the limelight. Every daring maneuver, dogfight, and coup is broadcasted live on the datanet, making and breaking the social media celebrities of the future. Good social media publicity isn't something the mega-corps are opposed to, and sometimes they even endorse it by sponsoring Jockey gangs.

In this Fate game, you play a Jockey, a dashing space pilot belonging to one of these gangs. You'll fight bandits in daring dogfights, pull off huge heists, and talk about it all live on your social media feed. Experience the thrill of stories right in the middle between toxic egoticy and teamwork.



To catch the spirit of this game, think of media such as *Battlestar Galactica*, *Sons of Anarchy*, *The Expanse*, *Space 2063*, *Firefly*, *Full Throttle*, *Top Gun*, *Dark Matter*, *Killjoys* or *Star Wars*.

DARE TO FLY!

HOW TO USE THIS

This Catapult Quick Starter lets you dive into *Aces of Space* in a femto second as long as you already know a bit of Fate.

It contains all information to create a Chopper Jockey: seven different playbooks, four gang types, information on Character Aspects, a list of Skills and Chopper modification Stunts, basic dogfight rules and—for the right Jockey feeling—a l33tspeak guide as well as some warm-up nano games to get into the mood.

In the main book, you will find a detailed setting description, a full set of rules, dogfight guidelines, social media warfare, tons of story hooks, even more nano games, a whole adventure, and much more.

/L33TSPEAK

COMMON SLANG

Language is brand, as any Influencer would say, and nobody got more brand than Jockeys.

Ans-Vi: The quantum entangled technique for instantaneous data transfer.

Boots: This is a way to say “very” or “a lot” and it’s added before or after the verb or adjective. “She’s fomo boots!”

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

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

Professional: Someone who flies Choppers in combat situations, not only for fun.

Brocrastinate: Hanging out.

Chapter: Squadron of a gang which operates independently.

Chicken Hunt: Formalized Chopper duel.

Chopper: Modified starfighter.

Chopper Jockey: A derogatory term for space fighter pilots, kinda like blue-collar worker.

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.

Fomo (Fear of Making Out): Someone whose sexual orientation or traditional view on love and relationship leaves out a lot of opportunities. Symbolising at the same time the open-mindedness and 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.

Gaytorade: Something energizing you drink before getting into a dogfight. “Gaytorade, no yolo!”

Gramstar: Someone popular on the social media platforms of the day.

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

HOTAS: Hands On Throttle And Stick. Warning to make ready for a chicken hunt. Also: get a room.

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!”

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 onto the eyes.

Noob: People which aren’t somehow part of the Jockey culture or are seen as enemies (like cooperate pilots). Civilians.

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.

Queening: Bullying.

Run: A Chopper squadron on a patrol or mission

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

Skirt: Get lost. Escape from a space combat.

Straight fire: Something that is hot or trendy, also: order to use guns and no guided missiles.

Smash: To have casual sex.

Snack: A way to describe an attractive person (no matter the gender).

Sozius: Pillion.

Swole: Extremely buff or physically fit.

Watch your six: Warning about potentially abusive persons in the room. Comes from the warning that a bandit is on the tail of your Chopper.

AVIATION SLANG

Chopper Jockeys not only use their own gang slang, but also terms from fighter pilot slang.

9G Turn: Rapid, tight 180° turn to shoot at a pursuing enemy around the horizontal axis using the maneuver thrusters. Only a few Jockeys can perform this maneuver without passing out.

Aspect Angle: Direction to enemy, given as positions on a clock.

Barrel Roll: Combination of loop and roll maneuver to check a blind spot or to provoke an enemy to overshoot.

Bandit: Confirmed enemy spacecraft.

Bogey: Sensor contact of unknown identity.

Break: Evasive maneuver by a 90° turn.

Combat Spread: Maneuver where the queen presents an easy target, so that the wingpal can make the kill.

ECM (Electronic Countermeasures): System to jamming or misleading enemy weapons and sensors.

Fangs Out: Weapons ready and really hot for a dogfight.

Firing Solution: Aspect angle which allows to shoot at a bandit.

Hawk: staying close to a dogfight without engaging.

Immelpal/Immelmann: Half loop and half roll to switch flight direction by 180°.

Loop: Vertical 360°.

Overshooting: The attacker flies in on front of the defender, thus, the roles of defender and attacker switch.

Skirt: Escape from a space combat. See above.

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

Roll: Spinning the Chopper along the longitudinal axis.

Rolling scissors: Two fighters engaged in a series of barrel rolls to get a firing solution.

GANG TITLES

Although gang titles are very much different from one gang to another, there is a common ground which everybody can use to know who's who.

Enforcer: Boarding crew member. Similar to marine.

Jockey: Chopper pilot.

Gold Member: Deck crew.

Road Captain: Chief Highway navigator.

Prospect: Candidate gang member.

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

Queen: Squadron or flight lead (regardless of gender).

Sergeant-at-Arms (or Sarge): Some kind of Sheriff within the gang. Also responsible for weaponry.

Vice-President (or VP): Number two in gang hierarchy.

Wingpal: Wingmate

Wingqueen: Wing Commander

/ nano Games

A short, physical activity to kick-start the session helps to get the creative juices flowing. That's why we present a few setting-appropriate warm-up ideas here. They take a few minutes only, and help to get into the right mindset at the start of each session.

DANGERZONE

Play the first 80 seconds (up to the guitar solo) of the song Dangerzone from the Top Gun movie soundtrack. Stand together in a circle and high-five each other every time the refrain phrase "Dangerzone" comes up. Or, if you play it online, high five your screen.

ARM-WRESTLING

Get together in pairs—if you have an uneven number of players, the GQ (Gamequeen, as the GM is called in this game) joins the fray. Then toss a coin to decide up front who wins. Now get into the mindset of fighter pilots in space, unabashedly showing off their awesomeness by arm wrestling (go all in on the toxic stereotypes here).

TRASH TALK

Get together in pairs and stand back to back. If you have an uneven number of players, the GQ joins the fray. Start a timer for 60 seconds,

after which the activity ends. Now start by taking turns to show off a bit, to utter some bad one-liners or brags that comes to mind. It doesn't matter if the trash talk is true or makes sense—in fact, the more ostentatious the better.

PROFILE INTRO

After you created your characters, don't just introduce them to your fellow players like you normally would. Instead, turn the introduction into a social media vid or 80s TV-series intro where your characters presents themselves to their interstellar followers.

NAME DROPPING

Let the player to your left pick your name—after all, you're parents didn't ask you either, and you'll can always pick a nickname:

Alton, Alvis, Amos, Arjun, Artura, Bail, Croge, Davin, Diania, Dimi, Dyer, Ezra, Fenn, Frony, Gared, Grisi, Gwen, Hella, Hoban, Inara, Innis, Jana, Jase, Juany, Kal, Kaylee, Ketsu, Khala, Kora, Lissa, Lursa, Mara, Mase, Mila, Nerva, Nyx, Petev, Portia, Raha, Rilia, Ryna, Ryo, Sabine, Sato, Shaddid, Shed, Siana, Søre, Tania, Tano, Taro, Terey, Tilia, Ursa, Yalena, Zoë

CALLSIGN

The callsign is a nickname that expresses how your character sees their own true nature as a pilot or how their fellow squadron members see the character. When a Jockey takes too long to pick a callsign or the callsign does not seem to fit, it is often given by the fellow pilots and it's often unflattering. In the full game, there will also be a nano game to help you find a good callsign, but for now just invent one, or pick one from this list:

Ardbeg; Bacon; Blank Stare; Eyegle; Garuda; Candy; CAPSLOCK; Chestnut; Cloudburst; Crimson; Icarus; Kami; Maddog; Marauder; Maverick; Oida; Photon; Polaroid; Popsicle; Princess; Putzi; Prophet; Silence; Spin; Stargazer; Suckerbum; Switch; Yokai; Violet; Vortex; Wendigo



// RULES

/ ASPECTS

CONCEPT

Your Concept is a phrase that sums up what your character is about—who they are and what they do. It's the most important Aspect of your character, and should tie into your Playbook.

Questions: Who are you, and what makes you different? Are you a veteran Commander who's disillusioned? An ex-con Hot Shot who doesn't talk about his past? Or something different?

Examples: Ex-Con-Flypal; Disillusioned Commander; Hot Shot and Sharpshooter; Media-shy tinkerer; Top-Gun-Sozius

TOXICITY

In addition to a Concept, every character has some sort of Toxicity Aspect. It's a part of their life and story, complicating their existence.

Questions: What stops you from being a good wingman? Your trigger-happy ego? Do you value likes more than bros? Too eager to taste your own drugs? Or something different?

Examples: All Too Trigger-Happy; Likes Are More Important Than Bros; A Taste of Skywards; I Tolerate Just One Opinion: Mine; Life Must Fit Into The Soundtrack; Mansplaining Smartass

If you wish, you may create a few more aspects. These aspects detail further facets of your character, so if you prefer, you can leave any of them blank right now and fill them in later, after the game has started.

CHOPPER

Your Chopper is an integral part of yourself. It's your home, your familiar, and your best friend, all rolled into one.

Questions: What type of starfighter do you fly, and what's special about it? An agile interceptor? A heavy gunship? Nearly invisible? Or something different?

Examples: Agile Sabre-A25 Interceptor; MOG-550 Overlord Brings in The Big Guns; My Gunship is The Only One Who Understands me; TAN.OS AI on Board; Tactical Bomber "Rapier" Without Speed Limit

LUCKY CHARM

A lucky charm might be just that. Or it's a stand-in for something or someone, which saved your ass countless times.

Question: What is your lucky charm and why? A photo of a loved one? Or did you put a paint job on the nose of your Chopper? Is it a thing

from your past? A useful cyber-implant? Or do you have an NPC Pillion on-board your ship?

Examples: The Photo of My Sister; Sprite Airbrush of The Space Acrobat's Guild; Medal of Honor From The Gemini Wars; Direct Cyber-Link Connection For Lighting Reflexes; Spitfire—My Tail Gunner And Best Friend

A GOOD ASPECT IS...

Double edged: They offer a clear benefit, while also providing opportunities to be used to their detriment.

Says more than one thing: Overlap across categories, because than you have more ways to bring them into play.

Concise & clearly phrased: If no one knows what it means, it won't get used enough. Avoid metaphors and implications.

About What Matters & Why: This is your primary compass to choosing the best possible Aspect: what do we really care about here, and why?

Varied: Avoid all Aspects describing the same kind of thing. Look at what your other aspects describe and pick something new or different.

/ SKILLS

COCKPIT

These are Skills every character should have on some level, else you have no place in a Chopper.

Gunnery: Fire mounted autocannons and missiles on board of a Chopper or the battery turrets of a capital ship. Gunnery is the Skill you need when you want to get kills to become a renowned Ace. However, you use Gunnery only for the big, mounted guns. Competence with handheld firearms, melee weapons and in fist fights is covered by the Fight Skill.

Pilot: Fly crazy Stunts and evade attacks with your Chopper or any other vehicle. Pilot is essential to survive space combats and to impress your followers on social media. With this Skill you also navigate Highways. Someone with high ranking in Pilot would be appreciated all over the Datanet and would inspire the classification of aerial Stunts after his name.

Tactics: A Jockey may be an expert pilot or crack-shot with their guns, but they will never become an Ace pilot or survive a lot of dogfights without Tactics. You can use Tactics to bring yourself in an optimal position during a dogfight or to get a firing solution, to identify and seize opportunities and to coordinate with your wingpals. A master in Tactics would be the perfect veteran queen of a squadron.

ACTION

These are Skills characters will mostly use outside their Choppers. Characters can get by without them, but if the plot is action-driven, they'll be relegated to support roles when the going gets tough.

Athletic: Represents your character's general level of physical fitness, whether through training, natural gifts, or cyber-augmentation. It's how good you are at moving your body, and at showing off its strength and endurance. Many Jockeys have this Skill on some level as zero-g tetherball is extremely popular among Chopper gangs.

Fight: This rates your capability in all matters combat outside of a cockpit. Hand-to-hand, including everything from close quarter bare-knuckle to zero-g wrestling. Shooting, with everything from small firearms to heavy rail-rifles. Melee combat, covering all from blades and clubs, to stunners, and thrown grenades. Someone who is skilled in Fight might hold a high rank in a formal martial art, be a big, intimidating brawler, or study swordsmanship or sport fencing.

Nerves: Lets you keep your cool under pressure, to resist the urge to skirt or rush head-on into a fight after being provoked. It

represents your character's general level of mental fortitude, and their capability to resist Stress. Jockeys with good Nerves are often seen as cool as ice.

SMARTS

These Skills are useful no matter whether you are in the cockpit or on the ground. If your character has most of them, it also reflects on their learned nature, instead of being a hands-on guy.

Scan: Rates your perceptiveness and awareness for minor details on one hand and your ability to dig up information on the other. In a Chopper it is used to correctly interpret sensor data and detect enemy ships. A Scan roll can represent everything from a single glance to minutes or hours of work. Someone with a high Scan rating might be a natural prodigy in putting together data.

Security: Covers your character's aptitude for getting into places that are off-limits and doing things you shouldn't. This includes a proficiency in related tech, hacking security systems, disabling alarm systems, and whatnot. Someone with a high Security rating will always know more than they should, and have an aura of secrecy.

Stealth: Allows you to avoid detection.

Both when hiding and trying to move about unseen, inside and out of the cockpit. People with a high Stealth Skill know how to move deliberately and quietly.

Tech: Use it to repair or tinker with Choppers, use the onboard computer systems, or adjust its energy configuration. It also covers everything from mechanics to engineering, cybernetics, and nanotech. Tinkerers as well as engineers and scientist will have a high rating in Technology.

SOCIAL

These Skills are useful when interacting with people and trying to get the most out of social media. Pick them to flesh out your characters concept and try to distribute them among the group, so everyone has a different opportunity to shine.

Deceive: This is about lying to and misdirecting people. Use this as an opportunity to create a story with other people. You can't force them to act contrary to their nature, but you can provide them an interesting opportunity to describe how you get your advantage. Someone with a high rating in Deceive might be an expert weaver of plots.

Provoke: Get someone's dander up and eliciting negative emotional response from them—fear, anger, shame, etc. It's the “being a

jerk” Skill. To use Provoke, you need some kind of justification: you hacked their Chopper's comms or discovered their true intentions with Empathy.

Rapport: Is all about making positive connections to people and eliciting positive emotions. It's the Skill of being liked and trusted. A queen might use it to motivate their squadron and Influencer might use it for creating Likes or for successful negotiations.

Empathy: Involves knowing and being able to spot changes in a person's mood or bearing. It may also be used to create advantages which relate to predict a Jockey's strategy during a dogfight, as long as the character knows them in person. This Skill is not very common among egomaniac fighter pilots. It cannot be selected during character creation, but must be learned by advancements during the game.





LIKES

Each Jockey has an abstract Like rating, representing several thousands of favs, likes or followers on the Datanet. Which, in turn, is a stand in for the transient kind of attention from the masses – your recurring 15 minutes of fame.

Likes can be used in the same way as a Skill (although their rating varies during a session) that describe your character's general level of influence in the world and ability to apply

it. Someone with a high Likes rating is very popular (at least for the moment), or an outright famous and recognized celebrity (with a high base rating).

You can use Likes to create advantages and overcome problems that relate to influence. This way, Likes replace the Skills Contacts and Resources of Fate Core.

ACTIONS				
Gunnery	✖	✖	✖	✖
Pilot	✖	✖	✖	✖
Tactics		✖	✖	
Athletics		✖	✖	✖
Fight	✖	✖	✖	✖
Nerves		✖	✖	✖
Scan		✖	✖	
Security	✖	✖	✖	
Stealth	✖	✖	✖	✖
Tech		✖	✖	
Deceive		✖	✖	✖
Provoke	✖	✖	✖	
Rapport		✖	✖	✖
Empathy		✖		✖
Likes	✖	✖	✖	✖

/ STUNTS

CHOPPER MODS

Automatic Repair System: Once in a dogfight, spend a Fate point to reduce the severity of a Chopper-related Consequence by one level, or get rid of a Mild Consequence completely.

Cloaking Emitters: +2 on Stealth roles to conceal the presence of your Chopper.

Decoy Flares: +2 on Pilot when evading missiles.

Gunship: The heavy autocannons of your starfighter deal 1 additional Stress with each attack.

Interference: Creating sensor-related advantages such as *Target Locked* against you are at +2.

Shiny Armor: Your Chopper ignores 1 level of Stress when attacked physically.

Smuggling Compartments: You can conceal a cubic meter worth of goods in your Chopper, which cannot be detected by any scanners.

Tactical AI: You can use Technology instead of Tactics for positioning yourself on the maneuver screen.

DIY: Design your own Chopper mod or Jockey cyberware Stunt.

/ MILESTONES

ADVANCES

When you marked 5 XP, you gain an advance. Do all of the following:

- 1. SKILLS:** Buy a new one at Average (+1) OR advance an existing Skill
- 2. ASPECTS:** Change one (if you wish to)
- 3. BENEFITS:** Save your advances, or spend it

[1] Gain +1 Permanent Like (max Provoke +2)

[2] Gain +1 Refresh

[2] Gain new Stunt from Playbook, Gangbook, or Chopper Mods

[3] New Stunt from another Playbook

GENERIC XP TRIGGERS

Mark XP when:

- ✦ Your Toxicity Aspect is compelled.
- ✦ You work together as a team.

JOCKEY CREATION

- 1 Choose Playbook:** Use the Playbooks Name in your High Concept.
- 2 Define Aspects:** Decide on High Concept and Toxicity right away. Pick the others during play, when they come up.
- 3 Pick Skills:** Your Playbook will offer you choices to populate one Skill each at: Great, Good, Fair & Average. Pick the remaining one Fair and two Average Skills during play, when they become relevant.
- 4 Miscellaneous:** Determine Stress (2 + Nerves/2). Note down base Likes (1) and Refresh (3).
- 5 Choose Gangbook:** As a group, decide which type of Gang you are playing. Determine the Gang Aspects together.
- 6 Pick Stunts:** Select 1 Stunt from your Play- & Gangbook each. Pick the Chopper Mod Stunt during play.
- 7 Dare to Fly:** Pick a Name, Callsign and after 5 kills, put Ace in your High Concept.

For one-shots, character creation changes in two ways: Don't choose a Gangbook, and pick a Chopper Mod Stunt instead of a Gangbook Stunt.

/ COMBAT

ACTIONS

ATTACK (Gunnery): Make an attack against a ship at your level or below on the maneuver screen. Attack a large target, such as a capital ship, space station, asteroid hideout, planetary base, or similar. A tie grants a Boost.

CREATE ADVANTAGE: Use different Skills to create different advantages, like *Sun In The Back* (Tactics), *Target Acquired* (Technology), *Crazy Zig-Zag Pattern* (Pilot), etc.

DEFEND (Pilot): Use this action to avoid an attack, or prevent someone from creating an advantage against you.

OVERCOME: Use different Skills to negate Aspects, dock your ship, shake off a tail, etc.

FOCUS (Tactics): Roll Tactics against your position on the maneuver screen. On a success, you rise 2 positions; on a tie rise 1; on a success with style rise 3. Or, roll against their Tactics Skill to push an opponent below you down.

SWITCH ZONES: Only take this action if you are in the Transit slot on the maneuver screen. Afterwards, position yourself in the new zone and do not descend at the end of this round. If someone is on your tail, they can follow you to the next zone in the slot above yours. Skirting from a dogfight is also done with a switching of zones.

DUELS

When you have a duel, roll your highest cockpit Skill, but keep the result hidden.

Once both participants have done so, they start a bidding war. Take turns to wager any amount of Likes or Fate points you have available.

At any point, instead of raising your wager, you can fold and concede the victory to your opponent, or call their bluff.

When called, both duelists have to reveal their roll's result:

- ✖ The winner gets 2 Likes, even if this exceeds their Likes limit.
- ✖ The loser is stripped of all Likes and Fate points waged.

TAILING

When you are positioned above your target on the maneuver screen and decide to sink to a position just above them, you can try to create the advantage *On Their Tail*.

Make a comparing Pilot roll. If you succeed, you get one additional free invoke and stay one level above your target as long as you wish and the Aspect remains in play.

DOGFIGHTS

1 Position: At the beginning of the engagement or when you switch zones, place your ship on the maneuver screen.

- ✖ If your ship is yet undetected, give it the *Undetected Aspect*.
- ✖ If your ship is huge or switching zones, place it in the Transit section.
- ✖ Else take an overcome action with Tactics. Place your ship on the resulting number (or lower, if you wish).

2 Action: While engaged in a dogfight, each pilot gets one action per exchange: Attack, Create Advantage, Focus, Overcome, or Switch Zone (you can always Defend).

3 Descend: All characters that didn't Focus this exchange, move down one level on the maneuver screen. After that, start the next exchange.

Pilots and their ships are one. Any damage dealt goes to the pilot's Stress boxes or Consequences (the later can be shared with the Pillion).

This also means that if you get taken out and your ship is destroyed, you will have to change your Chopper Character Aspect with the next Advance.

/ SCENARIOS

Need a simple scheme to quickly improvise a story for a one shot adventure? Just follow these steps!

- 1** Let the players create their characters (page 13). Make sure that they introduce themselves with an Profile-Intro (see page 8) to start right into the action.
- 2** Use a Chopper Duell (page 14) for handling a first dogfight with corp pilots, pirates or a rival gang.
Example: The characters were hired for disabling and boarding a cargo vessel after taking out the corp-fighter escort. A duell with their squad leader settles the matter.
- 3** Ask your players to introduce a complication in the aftermath of the action: some loot falling into their hands, some dangerous demand from a sponsor, or maybe they made a powerful enemy.
Example: Once back at base, the gang checks the cargo. One of the players suggests that they find a strange cryostasis-container in addition to the expected tech.
- 4** Introduce some grounded gang life: meeting the deck crew in the base, a rival gang at a Jockey bar, or some contacts at the spa. Compelling Character Aspects can get the PCs into serious trouble.

Example: Most of the bros celebrate the victory, find some snack or fight over some trouble during the last run, but one of them compels the Toxicity Aspect Curiosity Kills The Cat and opens the cryostasis-container, unleashing a crazed cyborg.

- 5** Use the maneuver screen for a final spaceborn confrontation resulting from the complications before. We recommend to use two zones. Attack a capital ship, fight an Ace pilot, protect a transport shuttle before it reaches a Highway entry point, defend your home base, etc.

Example: After defeating the cyborg, it becomes clear that it hacked the base's systems, switched off all defenses and gave away the position of the gang base to a rival squadron. The Jockeys must defend their base against incoming starfighters.

SAMPLE SCENARIOS

Aces In Space is perfectly suited to play to find out what happens, but if you want some more guidance for your first one-shot, here you go.

AI von Richthofen (for all Gang types)

During a run, the squadron encounters one of the last surviving (and infamously outlawed) artificial intelligences, infused into the systems of a Chopper. A deadly giveaway are ace-level piloting, extremely high-G maneuvers,

and expert hacking attempts. Before they are tracked down and killed one by one, the Jockeys have to survive the encounter, investigate the origin of the AI Ace to find a weak spot, and come back well prepared. Where did this space fighter come from and who is behind its sudden appearance?

Dead President (Mercenaries/Smugglers)

A drive-by shooting (with a tactical warhead) kills the gang's president. Someone inside the base must have given away their location and the sergeant-at-arms seems to suspect one of the PCs. Who is really behind it? Will the PCs fight to see their squadron at the top of the new hierarchy within the gang, or revenge the dead president?

Charity Run (for Specters and Entertainers)

The gang was hired by a group of independent colonists of the moon Sagreslan III to fight against the claim of Hadronic Inc., who wants to drive them out to have direct access to mining resources. The noble cause of the charity run milks a lot of likes and credibility on social media. But as the gang gets to successfully intercepting cooperate bombers and infiltration teams, they get a call from their main sponsor to pull back or lose the contract. Why is their sponsor involved in this? And to which side will the PCs pledge their loyalty?



// PLAYBOOKS

/FLYPAL

Each gang member is a pilot, but only the Flypal is born to fly. They are an expert in flight control, Stunt maneuvering, space navigation and highway routing. Pick this Playbook if you want to perform daredevil barrel rolls and crazy loops.

Media examples: Han Solo, Hoban “Wash” Washburne, Maria “Photon” Rambeau



“I choose to fly, no matter the cost. I can’t explain. I just need to be up there, because even when there are explosions all around me, and things are at their worst, I feel like I’m at my best.”

SKILLS

Choose one at Great (+4) and the other at Good (+3): **PILOT** or **NERVES**.

Choose one at Fair (+2) and the other at Average (+1): **GUNNERY** or **TACTICS**.

STUNTS

WINGS OF GLORY (Pilot): You can use Pilot instead of Tactics for positioning yourself on the maneuver screen.

LEAF ON THE WIND (Pilot): +2 to overcome obstacles on the flightpath such as asteroid fields, flak fire or maneuvering through the core of a space station.

KAMIKAZE (Nerves): Once in a space fight, you can use Nerves instead of Gunnery to attack an opponent (e.g. by ramming them, or hit them with the afterburners).

EXPERIENCE

Mark XP when you:

- ✖ Fly a ridiculously crazy maneuver.
- ✖ Damage a bandit without weapons.

/ HOTSHOT

For the Hotshot, dogfight victories are all what counts. They are an expert for operating small arms, autocannons, as well as targeting missiles and torpedoes. Pick this Playbook if you want to be head and shoulders above the enemy—in space and on the ground.

Media examples: Kara “Starbuck” Thrace, Pete “Maverick” Mitchell, Poe “Black Leader” Dameron



“ That was some of the best flying you’ve seen to date, right, bro? Right up to the part where I almost got myself killed! ”

SKILLS

Choose one at Great (+4) and the other at Good (+3): **GUNNERY** or **FIGHT**.

Choose one at Fair (+2) and the other at Average (+1): **PILOT** or **TACTICS**.

STUNTS

9G TURN (Gunnery): Once per conflict, climb two positions on the maneuver screen and attack.

TRENCH RUN (Gunnery): +2 on large target strikes.

KNIFE TO A GUNFIGHT (Fight): +2 on fight for attacks on close quarters.

EXPERIENCE

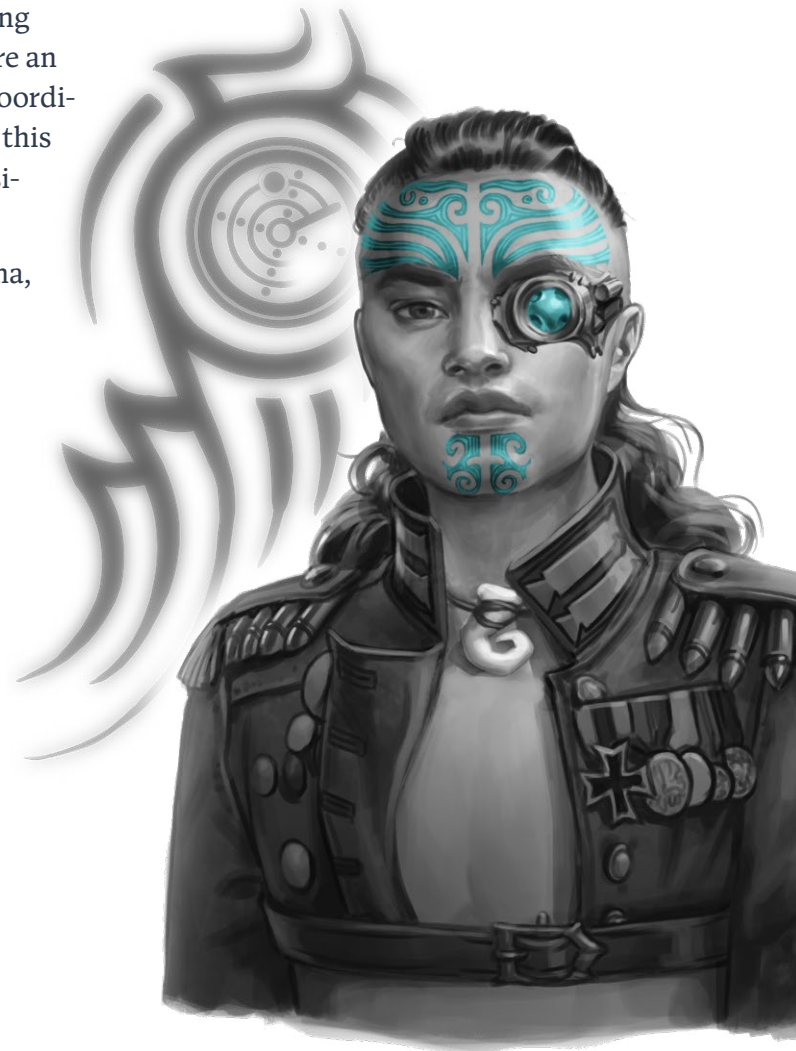
Mark XP when you:

- ✘ Defeat a major NPC in a dogfight.
- ✘ Deal damage while not taking cover.

/ COMMANDER

Forming a team out of the egos of fighter pilots is like herding cats. But the Wing Commander is up for the job. They are an expert for mission planning, group coordination, and reacting on threats. Pick this Playbook if you want to take responsibility for the tactical guidance.

Media examples: Lee “Apollo” Adama, Takashi “Shiro” Shirogane, Hera “Phoenix Leader” Syndulla



“ No time to chat, pals, we’ve got four Bandits closing in! How about a little less attitude and a little more altitude? ”

SKILLS

Choose one at Great (+4) and the other at Good (+3): **TACTICS** or **RAPPORT**.

Choose one at Fair (+2) and the other at Average (+1): **GUNNERY** or **PILOT**.

STUNTS

KOBENI-COBRA (Tactics): Switch position on the maneuver screen with someone one position above you, even they are On Your Tail. You get the Aspect On Their Tail with one free invocation. Using this Stunt costs 1 Fate point.

WATCH YOUR SIX (Tactics): Spend a Fate point to roll tactics after someone in your squadron suffers Stress or Consequences in a space fight to reduce this damage.

WINGPAL (Rapport): +2 on Rapport for creating advantages using motivational speeches or lifting up your comrades.

EXPERIENCE

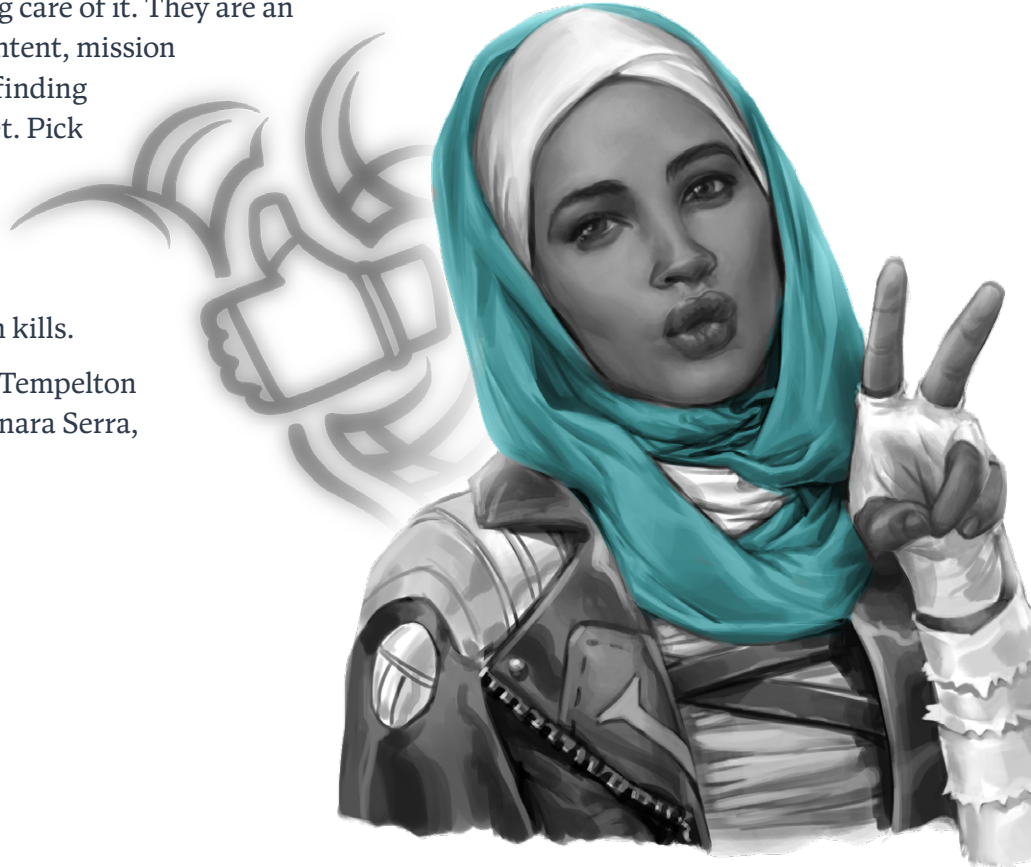
Mark XP when you:

- ✕ Coordinate the gang.
- ✕ Complete a task or assignment for your superior/sponsor/client.

/ INFLUENCER

Style can be as important as substance. Datanet Followers and social media are a viable resource for the gang, and the Influencer is taking care of it. They are an expert for viral content, mission negotiations, and finding gigs on the Datanet. Pick this Playbook if you want to be the face of the gang – looking more for likes than kills.

Media examples: Tempelton “Faceman” Peck, Inara Serra, Gaius Baltar



“ I’ve seen tweets you people wouldn’t believe. Hell replies on fire off the shoulder of Insta. I watched F-hearts glitter in the dark near the Hashtagger Gate. All those retweets will be lost in time like tears in rain. Time to post. ”

SKILLS

Choose one at Great (+4) and the other at Good (+3): **PROVOKE** or **PILOT**.

Choose one at Fair (+2) and the other at Average (+1): **DECEIVE** or **TACTICS**.

STUNTS

GRAMSTAR (Provoke): +2 when performing a soliloquy for your social media audience to generate Likes.

MOCKERY HACK (Provoke): You can attack your enemy with Provoke instead of Gunnery, even if they use private comm frequencies or you don’t know the Jockey inside the Chopper.

TROLL BRIGADE (Likes): When you successfully use create advantage with Likes, you get one more free invoke.

EXPERIENCE

Mark XP when you:

- ⊗ Get at least two Likes.
- ⊗ Play two sides against each other without their knowledge.

/ PHANTOM

Sometimes a job requires a subtle approach. The Phantom is the kind of gang member to carry it out. They are an expert for ECM, tracking, and stealth operations. Pick this Playbook if you want to strike from the shadows – hit and run style.

Media examples: Chiggy Von Richthofen, The Stig, Scar the Cylon



“ There is a greater darkness than the one we fight. It is the darkness of the soul that has lost its way. The future is all around us, waiting to be born in moments of revelation. No one knows the shape of that future. We know only that it is always born in pain. ”

SKILLS

Choose one at Great (+4) and the other at Good (+3): **STEALTH** or **SCAN**.

Choose one at Fair (+2) and the other at Average (+1): **PILOT** or **TACTICS**.

STUNTS

HIDDEN STRIKE (Stealth): You can attack with Stealth instead of Gunnery when *Undetected*.

HIDE & SEEK (Stealth): +2 on Stealth to create an advantage while hiding asteroids, debris fields, or wracks.

DEEP SCAN (Investigate): +2 to overcome rolls with investigate to detect cloaked bogeys.

EXPERIENCE

Mark XP when you:

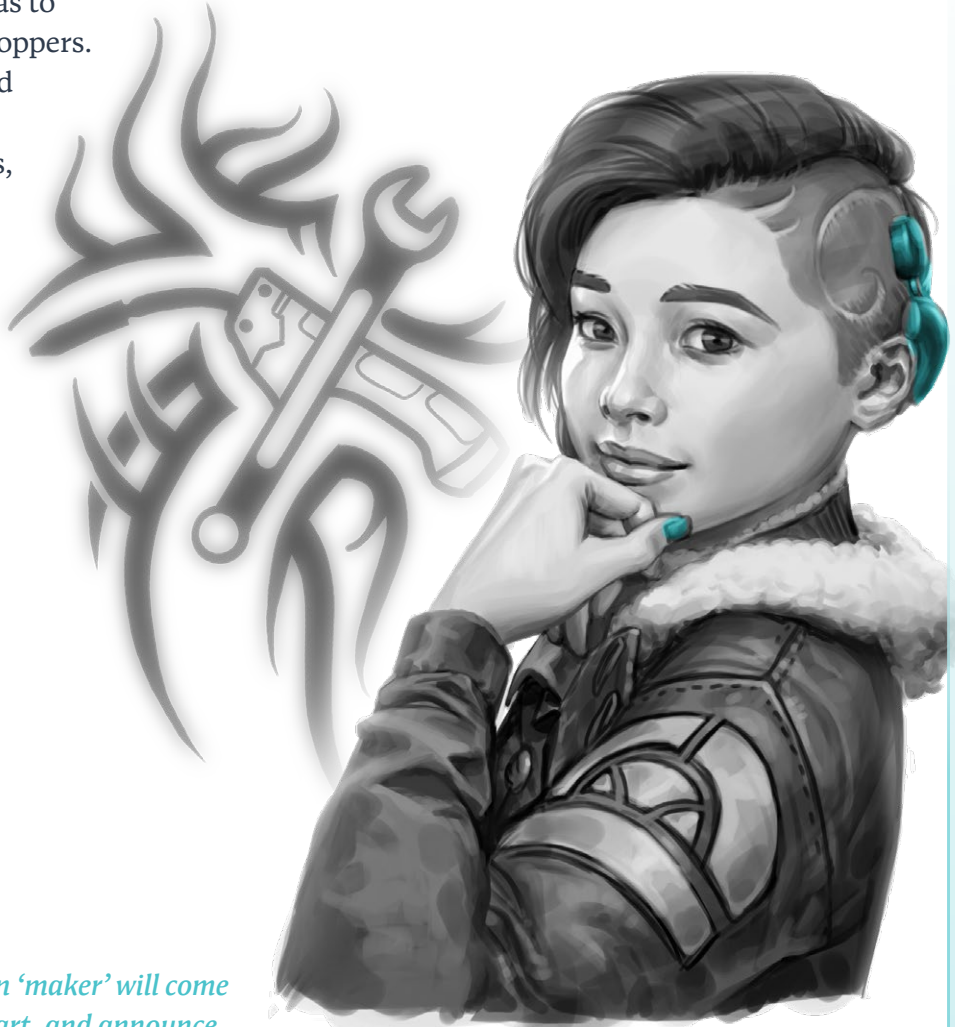
- ⊗ Strike or scan a target unnoticed.
- ⊗ Get in close and solve a problem personally, instead of remotely.

/TINKERER

Bullets, asteroids, crash landings; aside from the deck crew, someone has to take care of the gang's Choppers. The Tinkerer does this and more. They are an expert for modifications, engines, systems and energy management. Pick this Playbook if you want to pimp your Chopper with state of the art hardware.

Media examples: Katie "Pidge" Holt, Rose Tico, Kaywinnet Lee "Kaylee" Frye

"Maybe someday our own 'maker' will come ... haul us away, take us apart, and announce the recall of a defective product. Is there a difference to a machine, if all that's left of the 'real us' is just a couple of lonely brain cells?"



SKILLS

Choose one at Great (+4) and the other at Good (+3): **TECH** or **SECURITY**.

Choose one at Fair (+2) and the other at Average (+1): **PILOT** or **GUNNERY**.

STUNTS

ENERGY REFOCUS (Technology): You gain +2 to create an advantage representing adjusting the energy output of your Chopper systems for a certain task.

POWERBANK (Technology): Cyber-augmented limbs allow you to roll Technology instead of Athletics to perform acts of force.

DATA ACCESS (Security): +2 to create an advantage representing that you have the blueprints of a building or spaceship or similar data at hand. Describe how you got this blueprints in the past.

EXPERIENCE

Mark XP when you:

- ✘ Repair or build something important.
- ✘ Willingly enter a dangerous situation without precautions.

/ PILLION

Not all pilots are lone wolves. Some Choppers run with a crew of two. The Pillion complements their pilot in a symbiotic team. They are co-pilots or gunners, responsible for turrets, sensors, or surveillance. Pick this Playbook if you want to team up with another character and share a Chopper.

Media examples: Chewbacca, Nick „Goose” Bradshaw, Michael Collins



*“ I can fix that ...
I’ m trying transferring auxiliary power to the
secondary tank! When that blows, there will be
pieces of us over three different systems. Ah,
never mind. I bypassed the compressor. ”*

SKILLS

Choose one at Great (+4) and the other at Good (+3): **GUNNERY** or **TECH**.

Choose one at Fair (+2) and the other at Average (+1): **SCAN** or **TACTICS**.

STUNTS

TAIL GUNNER (Gunnery): When you shot at a bandit On The Tail of Your pilot, you deal an additional Mild Consequence on a hit.

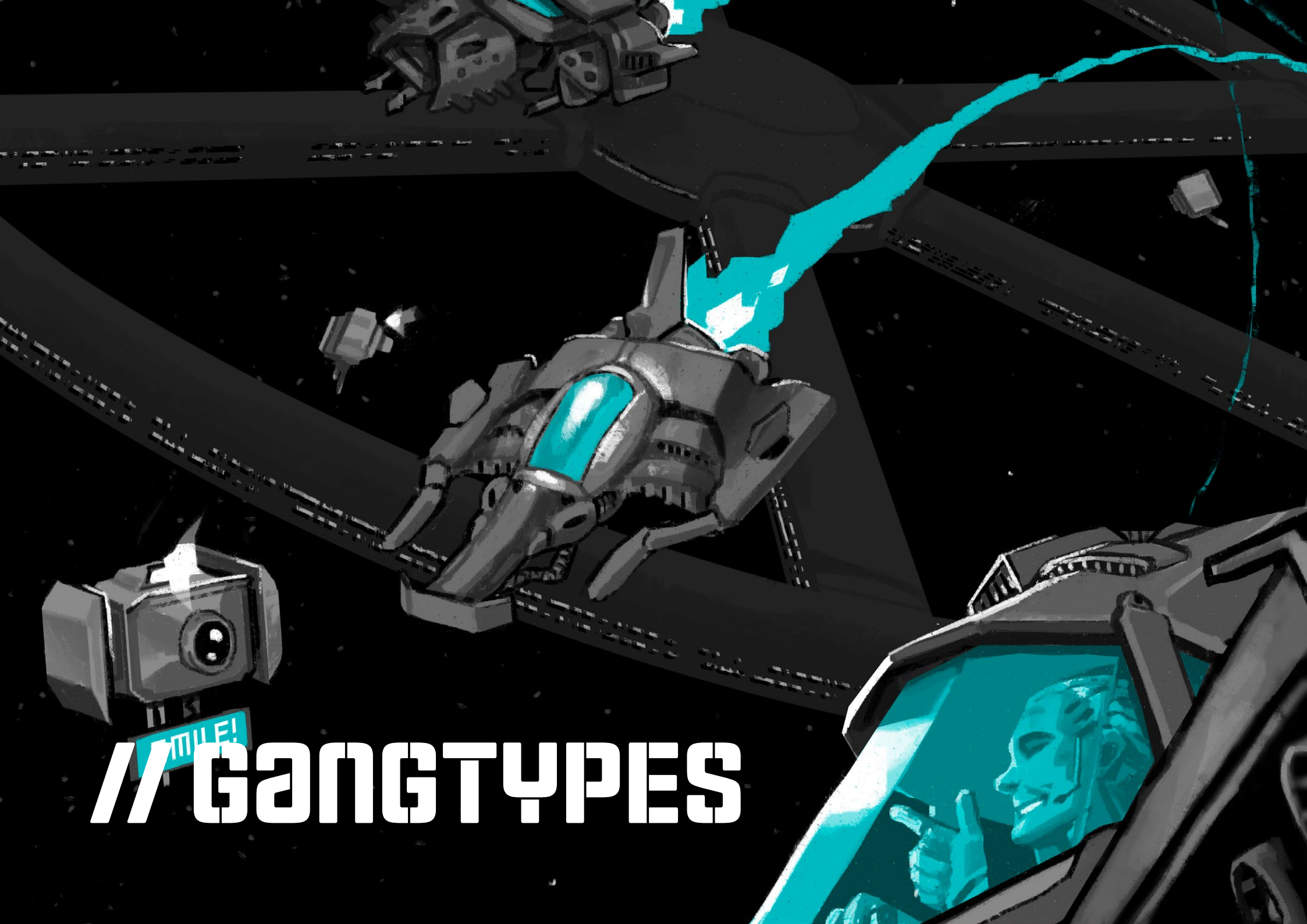
POINT-DEFENSE (Gunnery): You can use your Gunnery Skill instead of the Pilot Skill of your pilot to defend against incoming missiles.

BROMANCE (Technology): When you create a target locked or similar advantage, each member of the squadron can use it to fire missiles. It also has one additional free invoke.

EXPERIENCE

Mark XP when you:

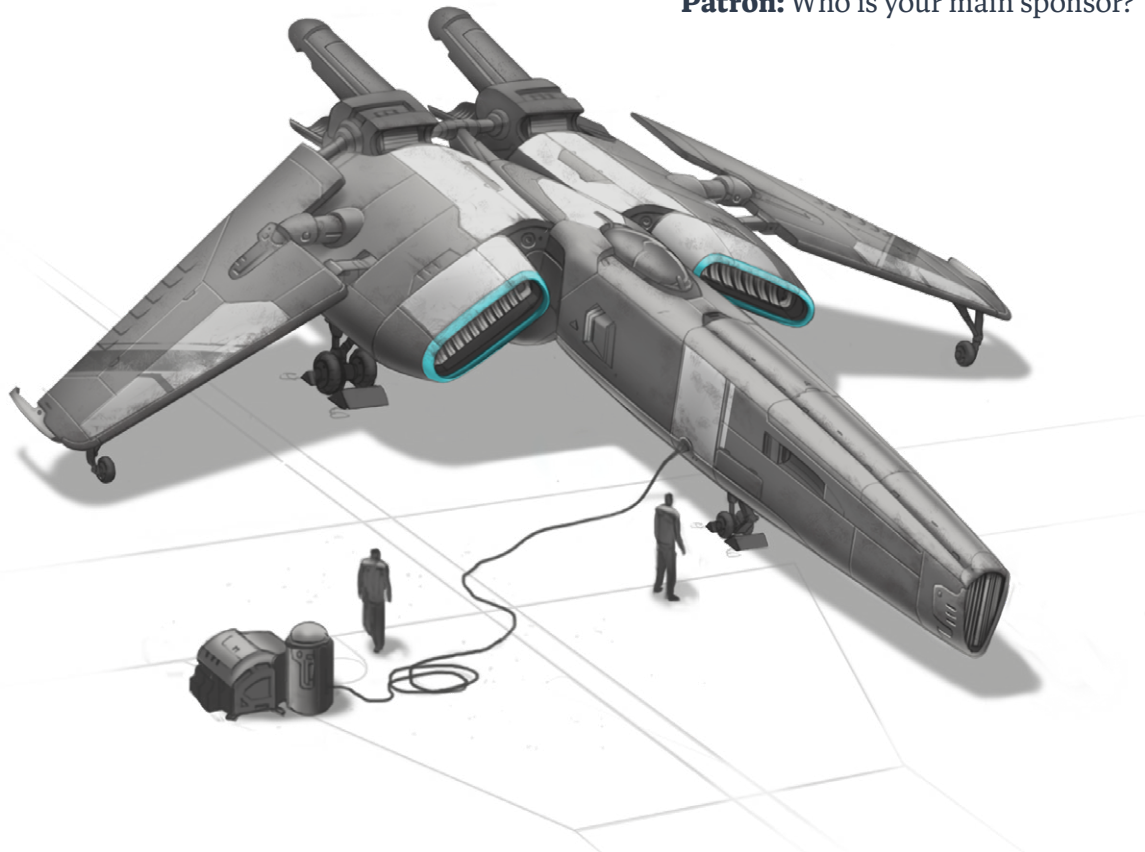
- ✘ Create an advantage in a dogfight without directly interacting with the bandit’s ships.
- ✘ Complete a task or assignment from your pilot on the ground.



// **GANGTYPES**

/ ENTERTAINERS

Others have a job, you have fame. Whatever people call you today, your bills are paid by a sponsor, or maybe many sponsors, and you're slaves to their whims. Your Choppers are nimble, with powerful engines and fancy guns, designed more for maneuverability and looks, than for any serious military work. Your most prized equipment, however, is a stable and broadband Datanet link.



ASPECTS

Base: What is your base of operation. Some station inside an asteroid? An old starfighter carrier? A space casino? Or something different?

Enemy: Who is the biggest enemy of your gang? Another gang? A mega-corp? Or something different?

Structure: Does your gang consist of more than one squadron? Who is the Gang's leader?

Patron: Who is your main sponsor?

STUNTS

BIG SPONSOR (Likes): Because your sponsor is extraordinary generous or powerful, every Jockey with this Stunt can support a Likes roll to acquire an asset with a bonus of two, instead of the usual one.

FLIGHT FORMATION (Pilot): The coordination of spectacular flight actions (e.g. by creating advantages for gang mates) generate one additional Like, as long as all involved Jockeys have this Stunt.

SHITSTORM (Likes): After a space fight, your squadron can attack one surviving opponent using the number of Jockeys with this Stunt and at least two Likes as a Skill rating. This is possible before a fight if the target is known beforehand.

EXPERIENCE

Mark XP when:

- ✘ Every character gets a Like this session.
- ✘ You promote your sponsor in a major way.

/ MERCENARIES

Your specialty is extermination. Whether you blow up things planetside, or attack larger targets like space stations and capital ships. Rarely, your clients ask for more subtlety, to bring back a missing person that needs a bit of convincing, or an item whose current owner is reluctant to part with. Your Choppers do not fuff around either. Heavily armored, with massive autocannons, and excellent sensors when it comes to locking onto targets.

ASPECTS

Base: What is your base of operation. Some station inside an asteroid? An old starfighter carrier? A space casino? Or something different?

Enemy: Who is the biggest enemy of your gang? Another gang? A mega-corp? Or something different?

Structure: Does your gang consist of more than one squadron? Who is the Gang's leader?

Armament: Why do you have superior firepower?

STUNTS

WOLF'S PACK (Gunnery): When at least two members of your gang have this Stunt, you can spend each others' Fate points (if all agree to it) to invoke Situation Aspects in dogfights.

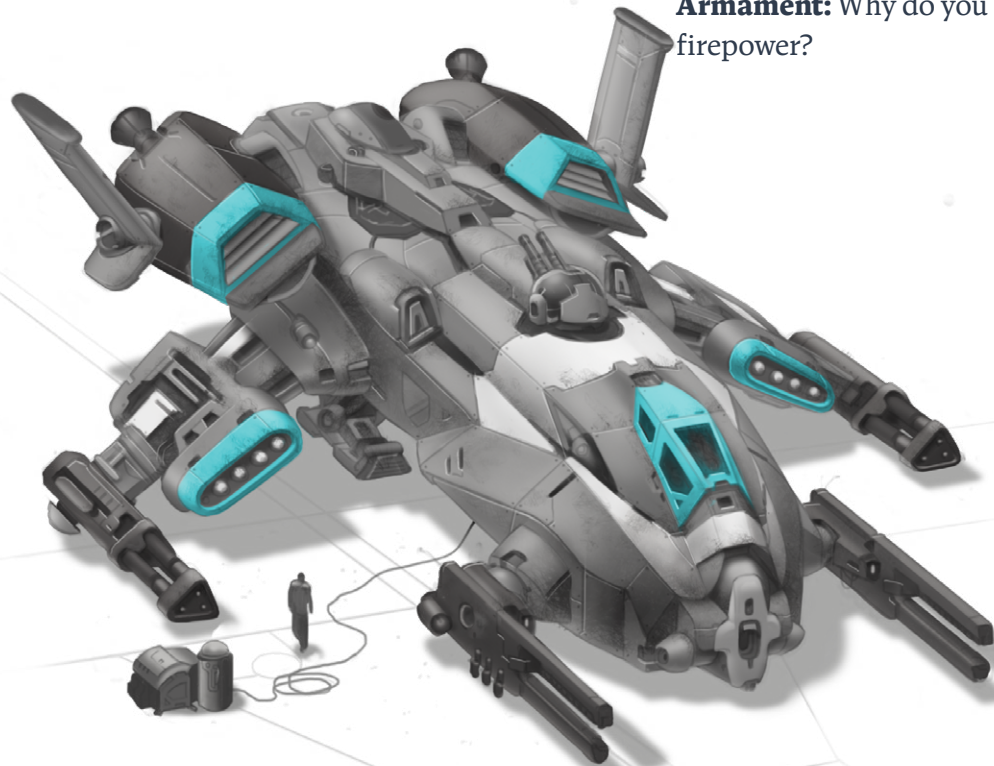
AIR FULL OF BULLETS (Gunnery or Fight): When creating the advantage *Suppression Fire* to support your gang mates, each additional Jockey with this Stunt can take 1 Stress to grant one additional free invocation.

MOST WANTED (Provoke): Because of your notoriety, when you use *Provoke* to create an advantage among criminals, outlaws, and other denizens of the underworld, each gang mate with this Stunt can take 1 Stress to add 1 free invocation to the Aspect created.

EXPERIENCE

Mark XP when:

- ✘ Every character gets a kill this session.
- ✘ Your gang destroys a capital ship.



/ SMUGGLERS

Some call you a legit business, others prefer names like dealer and blockade runner. In truth, the fringe of space isn't very profitable, so your crew is mostly looking to do odd jobs and small thefts for your customers. Your Choppers are equipped to get to places they're not supposed to go and carry things they shouldn't. False ship papers, fake transponders, and hidden cargo spaces are more important to you than fancy maneuverability.

ASPECTS

Base: What is your base of operation. Some station inside an asteroid? An old starfighter carrier? A space casino? Or something different?

Enemy: Who is the biggest enemy of your gang? Another gang? A mega-corp? Or something different?

Structure: Does your gang consist of more than one squadron? Who is the Gang's leader?

Contraband: What illicit goods do you specialize in?

STUNTS

BIG BUSINESS PARTNERS: For every Fate point spent (each Jockey with this Stunt can invest), get a capital ship for backup. The size depends on the number of Fate points.

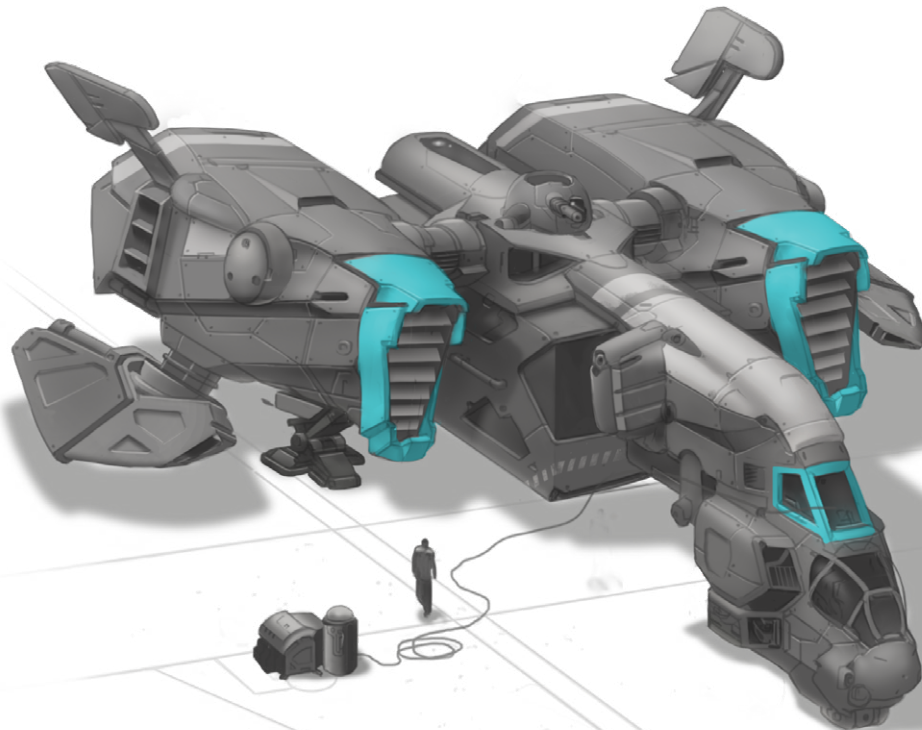
UNDERWORLD CONTACTS (Rapport): Once per session, you can define critical information for your current situation. For every Fate point spent (each Jockey with this Stunt can invest), gain one additional information. Describe in a flashback how you got this information.

MARKET SAVVY (Likes): Because you are masters of buying low and selling high, whenever you use Likes to create an advantage that represents the acquisition of trade goods or valuable commodities, each Jockey with this Stunt can take 1 Stress to get an additional free invocation on this Aspect.

EXPERIENCE

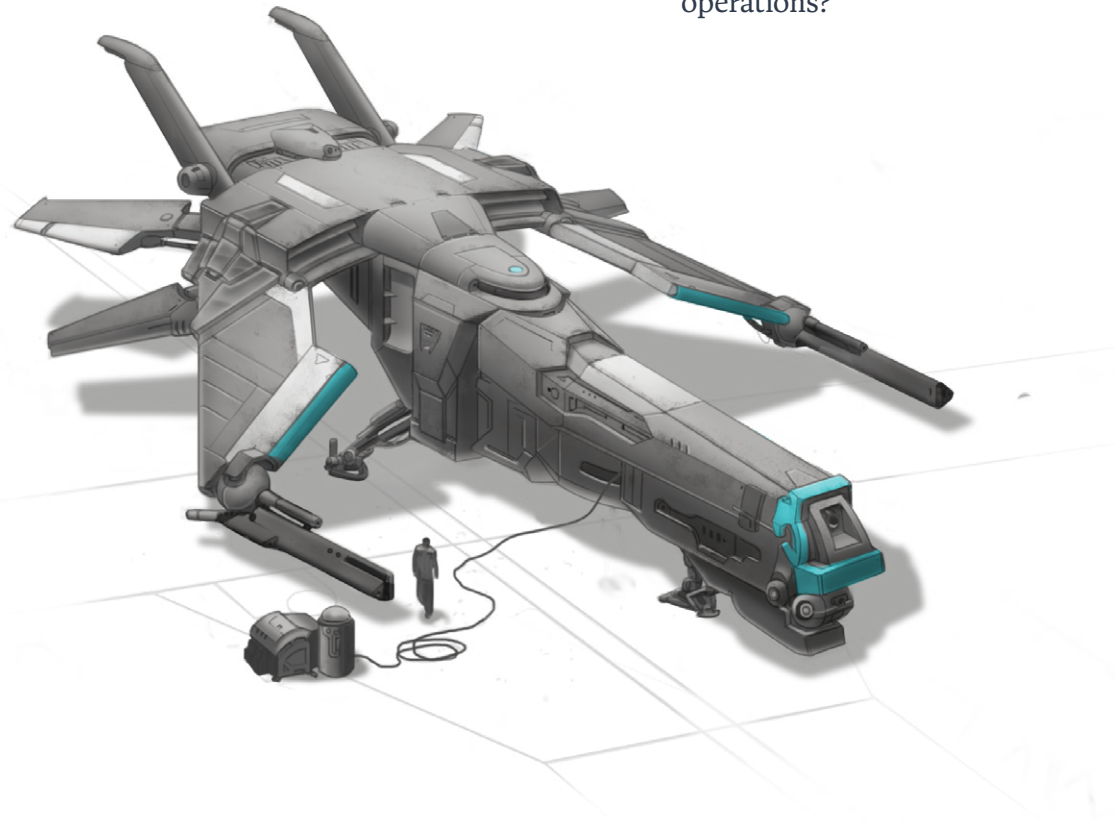
Mark XP when:

- ✘ Every character created an advantage outside the cockpit this session.
- ✘ You bargain a major deal.



/ SPECTERS

Some of you still have a code of ethics, and you fight the system with a rebel yell. Others work as hired assassins or data snatchers. But all of you know how to be ghosts, striking from the vast emptiness of space and hiding in the bowels of their space stations. Your Choppers are invisible to sensors and unremarkable to the eye, with enough processing power to hack any Datanet feed you find.



ASPECTS

Base: What is your base of operation. Some station inside an asteroid? An old starfighter carrier? A space casino? Or something different?

Structure: Who is the biggest enemy of your gang? Another gang? A mega-corp? Or something different?

Enemy: Does your gang consist of more than one squadron? Who is the Gang's leader?

Concealment: How do you cover up your operations?

STUNTS

SNEAK OUT: All Choppers with this Stunt can sit in the Transit section of the maneuver screen without being attacked—as long as there is at least one wingpal left in the fight to distract the opposition.

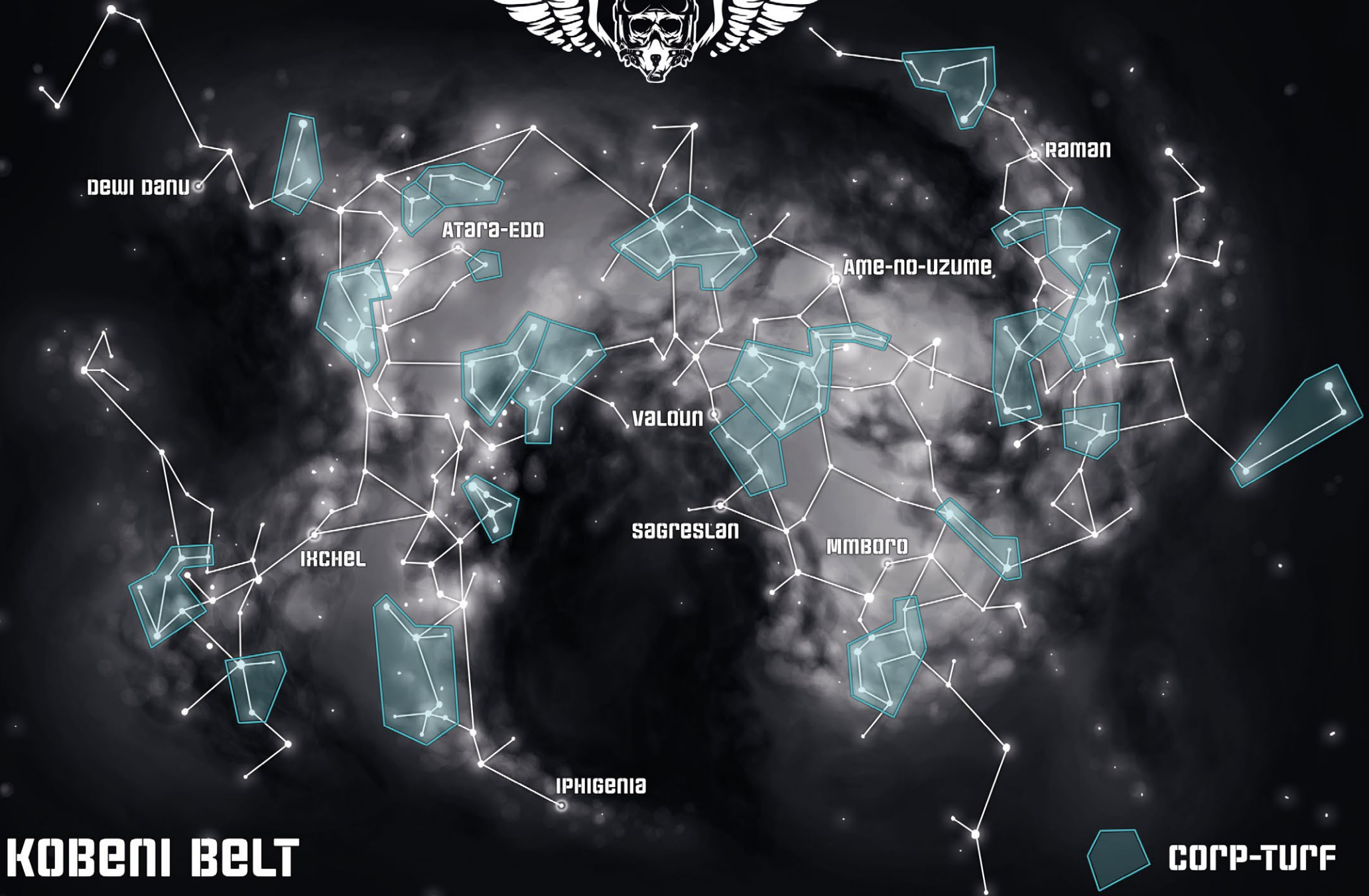
ALL AT YOUR SIX (Tactics): For the first Tactics roll during a conflict to evaluate your position on the maneuver screen, move all Choppers with this Stunt to the position of the highest roll.

EVASIVE TRAINING (Stealth): You may defend with Stealth against Gunnery or Fight attacks, as long as you have suffered no Stress or Consequences during the current conflict.

EXPERIENCE

Mark XP when:

- ✘ The whole squadron escaped a run without being traced.
- ✘ You carry out a successful assault or theft operation.



/ GANG NAME

ACES IN SPACE

/ TYPE

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/ ASPECTS

BASE

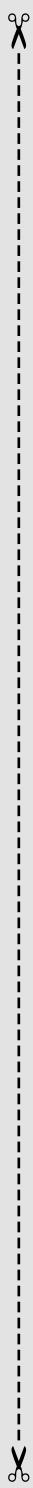
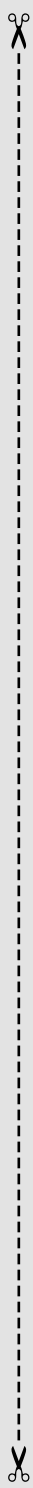
STRUCTURE

ENEMY

FREE

/ NOTES

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/ GANG NAME

ACES IN SPACE

/ TYPE

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/ ASPECTS

BASE

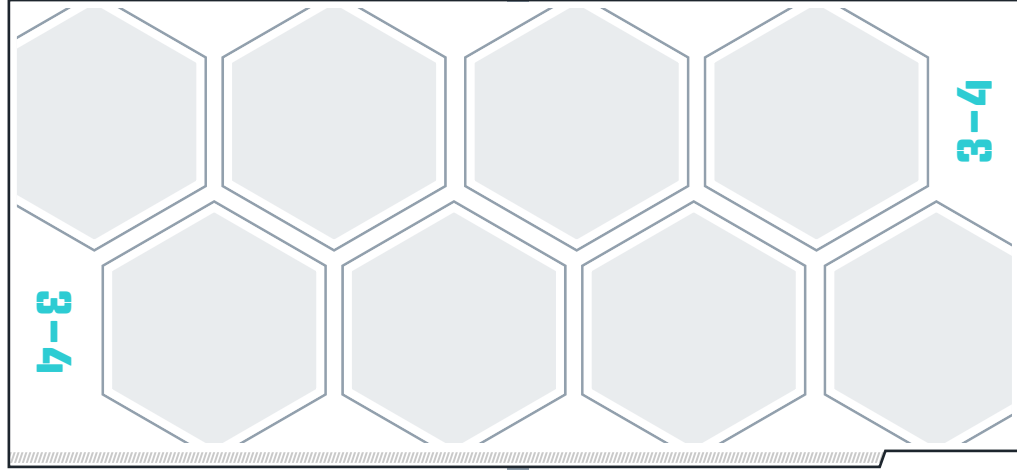
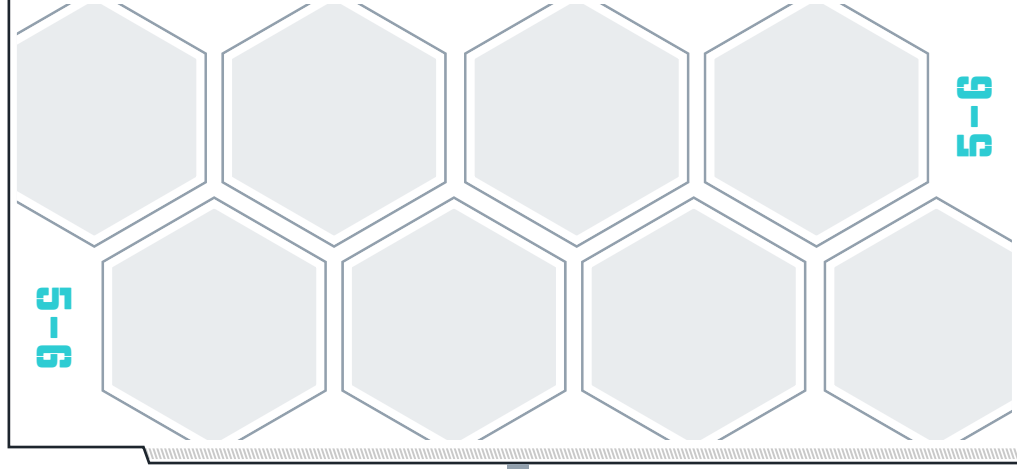
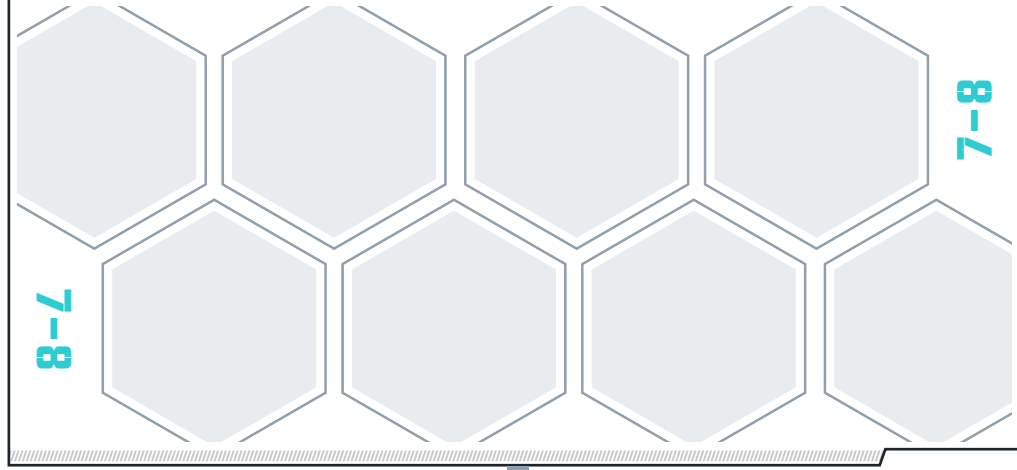
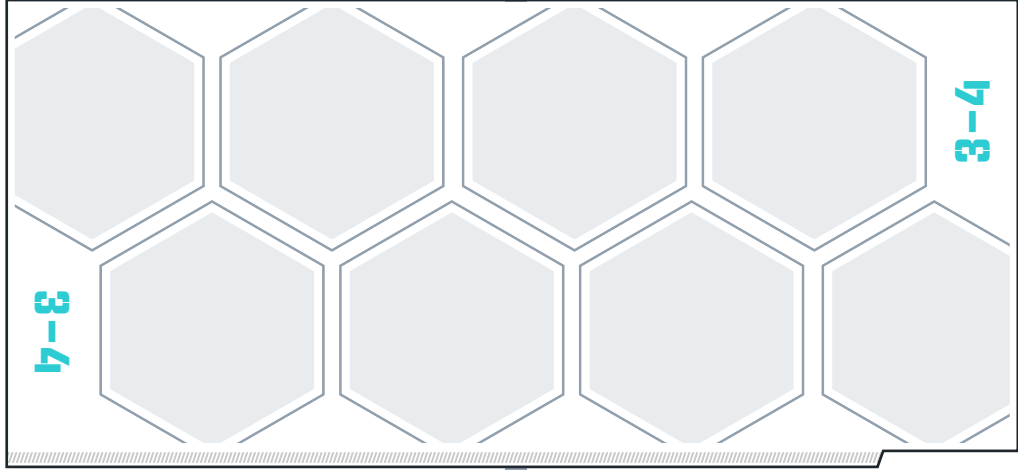
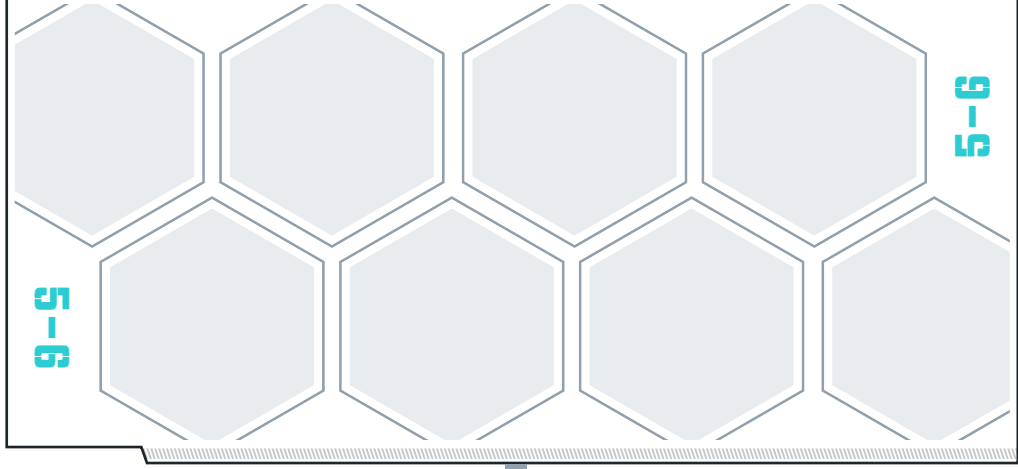
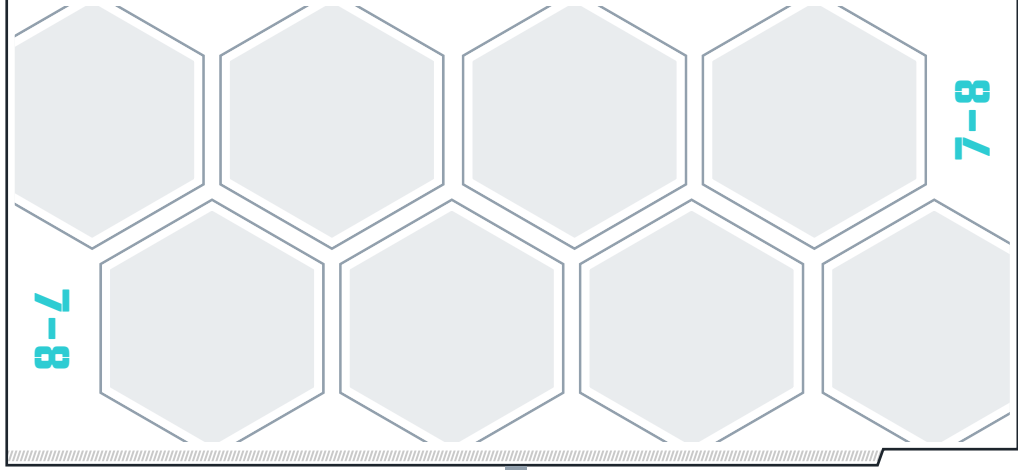
STRUCTURE

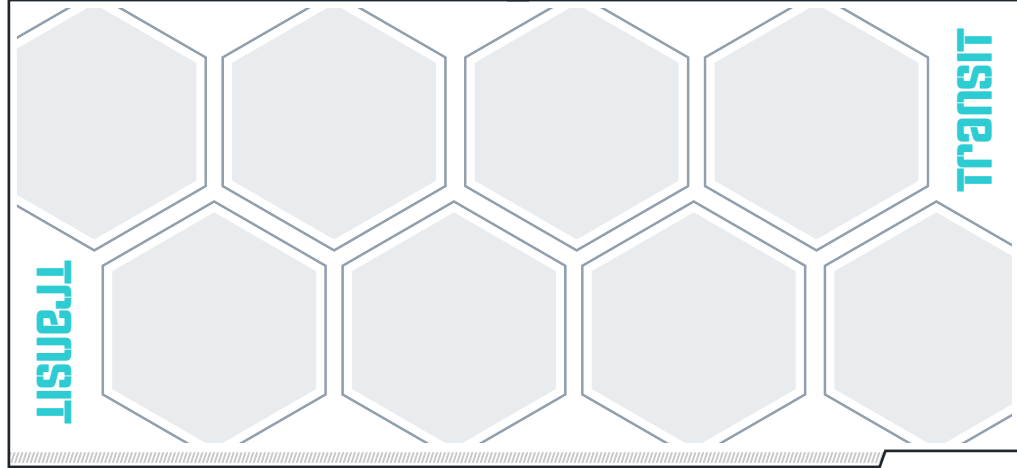
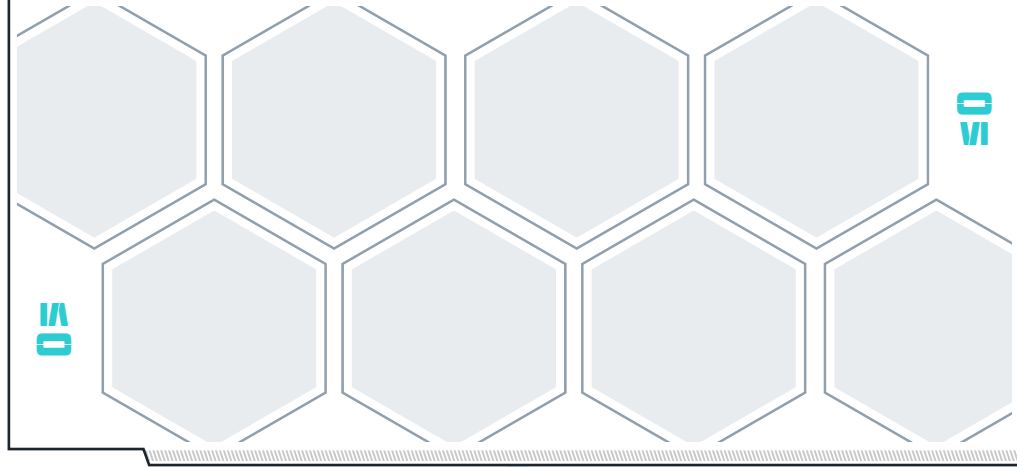
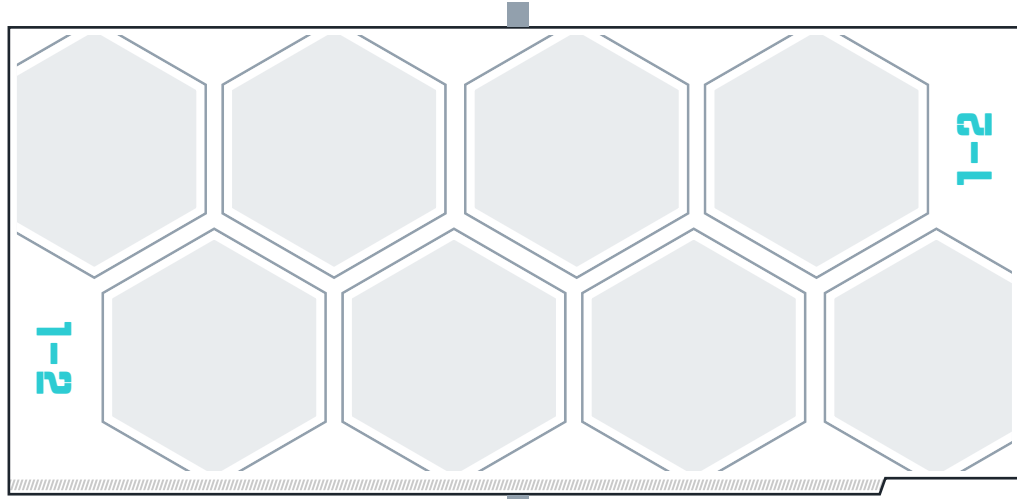
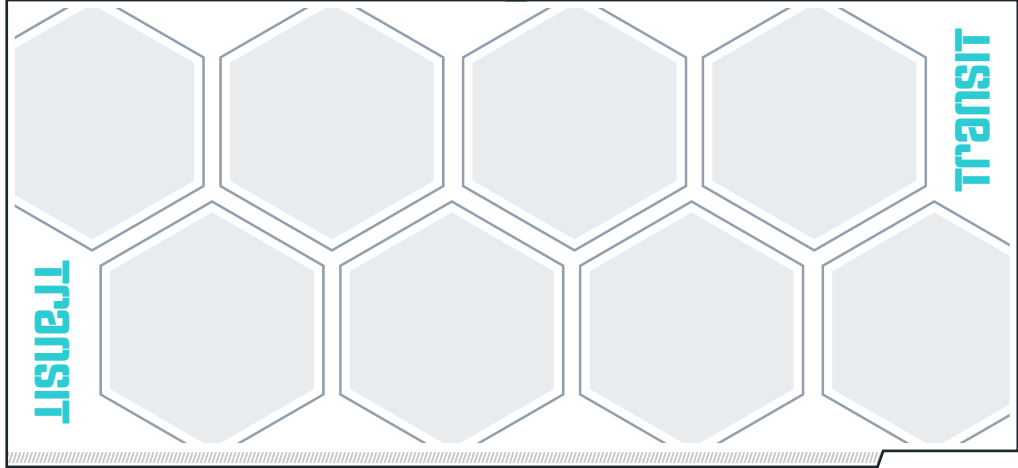
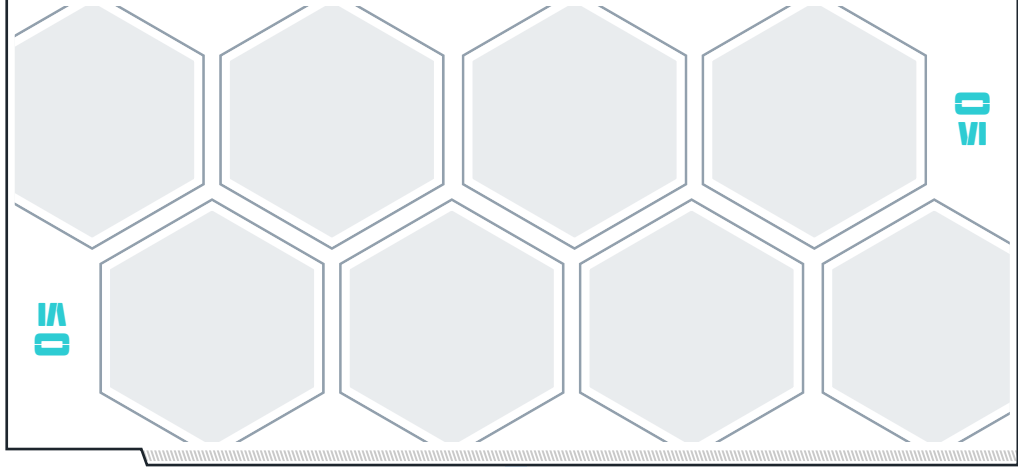
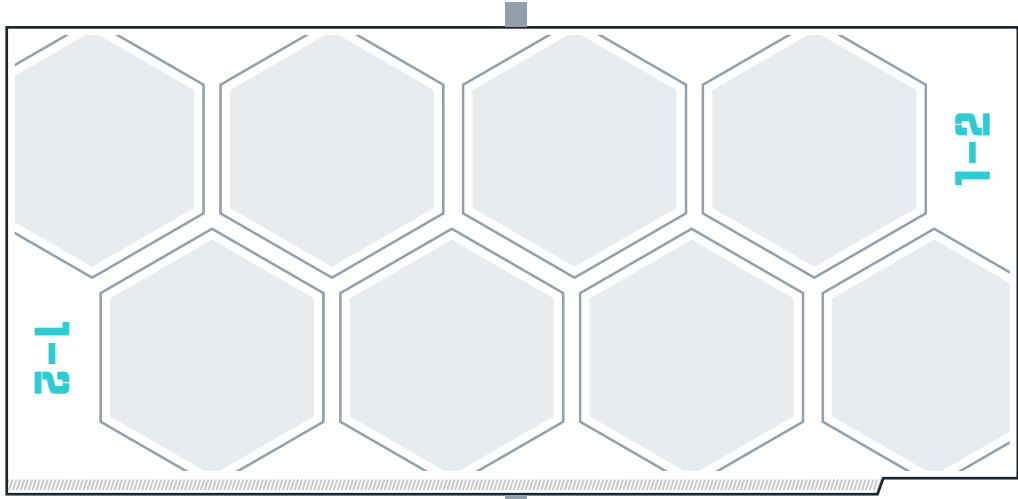
ENEMY

FREE

/ NOTES

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ACES IN SPACE

maneuver screen tokens

