NAME –

LOOK

STATS

MOVES

COOL — ***do something under fire***
◯ highlight

HARD — ***go aggro; seize by force***
◯ highlight

HOT — ***seduce or manipulate***
◯ highlight

SHARP — ***read a sitch; read a person***
◯ highlight

WEIRD — ***open your brain***
◯ highlight

HX

help or interfere; session end

SMM SPECIAL

If you and another character have sex, you both mark experience.

In addition, you're vulnerable to Ψ-harm. Each time you exit your walkingsuit on the earth's surface, suffer Ψ-harm.

In accition, you're vulnerable to hunger. At the beginning of each session, mark off one Food countdown segment. If your food countdown is at 12:00, mark hunger. Hunger is -1ongoing, cumulative.

IMPROVEMENT

experience ◯◯◯◯ (>) ***>>improve***

__ get +1hot (max hot+3)
__ get +1weird (max weird+3)
__ get +1weird (max weird+3)
__ you can talk directly with humans
__ you're no longer vulnerable to Ψ-harm
__ you can live on local human food and are no longer vulnerable to hunger
__ you're growing arms and legs
__ get a move from another playbook
__ get a move from another playbook
__ get a move from another playbook

__ get +1 to any stat (max stat+3)
__ you wake up human
__ create a second character to play
__ change your character to a new type
__ choose 3 basic moves and advance them.
__ advance the other 4 basic moves.

HARM

countdown

12 / 9 / 3 / 6

◯ stabilized

◯ shattered (-1cool)
◯ crippled (-1hard)
◯ disfigured (-1hot)
◯ broken (-1sharp)

THE SPACE MARINE MAMMAL

Introducing

THE SPACE MARINE MAMMAL

50 years ago, the enemies of Earth unleashed a psychic weapon that destroyed all hope for the future of dolphinity. Anticipating the attack and its outcome, leaving many behind to suffer and die, your grandparents rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren — you — are all that remains of true dolphinity after this appalling apocalyptic assault.

Today, the mission to reclaim Earth begins.

SPACE MARINE MAMMAL MOVES

● ***Agent/combatant***: you get all the Space Marine Mammal missions. You have contact with a dolphin orbital echo/drop platform. Each time you complete a mission, you can call for resupply. During play, the MC may have your superiors contact you with information relevant to your missions.

● ***Walkingsuit calibration***: when you charge up a walkingsuit, roll+power instead of roll+weird.

OTHER MOVES

SPACE MARINE MAMMAL MISSIONS

- ***Infiltration***: when you destabilize and disarm an armed population without direct combat, seizing its position and resources, receive resupply.
- ***Information & control***: when you parlay with the leader of an armed population, representing dolphin interests, and win concessions or collaboration, receive resupply.
- ***Reconaissance***: when you identify and accurately report an armed population's position, strength, numbers, and resources, receive resupply.
- ***Reoceanification***: when you identify and report an area of the landscape suitable for excavatory bombardment and reoceanification, receive resupply.
- ***Scout/survey***: when you identify and accurately report a feature of the landscape with strategic significance, receive resupply.
- ***Relief & recovery***: when you come to the aid of a dolphin in duress, or recover dolphin matériel, receive resupply.
- ***Spearhead***: when you defeat an armed population in direct combat, seizing its position and resources, receive resupply.

RESUPPLY

When you receive resupply, choose 1 of the following:

- ***Ammo***: erase all of your walkingsuit's ammo countdown segments.
- ***Bombardment***. for the rest of this session, you may use bombardment as a weapon. 8-harm far area messy.
- ***Food***: erase all of your marked hunger and food countdown segments.
- **Reinforcement**: the MC brings an NPC Space Marine Mammal into play. Tell her to create it as a threat as normal, perhaps as a hunting pack. She'll know what you mean. Tell her to give it a walkingsuit too.
- ***Repair***: erase all of your walkingsuit's damage countdown segments.
- ***Retroconfiguration***: exchange one of your walkingsuit's systems for another of your choice.

FOOD

12 / 9 / 3 / 6

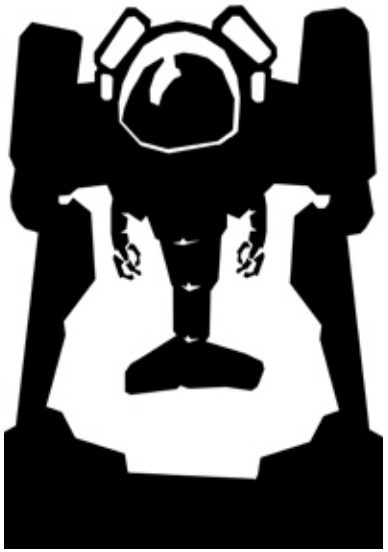
◯ hunger
◯ hunger
◯ hunger

-1ongoing, cumulative

WALKINGSUIT

A walkingsuit is a vehicle. By default, your walkingsuit has power+2 agility+1 2-armor. Choose a configuration and then systems.

○ ***Assault configuration***: Panspecial comsuite, 1 armor system, 1 targeting system, 1 weapon system, 1 system of your choice.
○ ***Incursion configuration***: Panspecial comsuite, 1 flight system, 1 stealth system, 1 weapon system, 1 system of your choice.



POWER

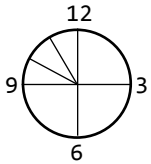
AGILITY

ARMOR

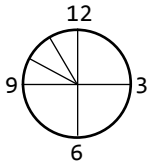
MOVES

In baseline
Charge up
At charge 12:00
Hard shutdown
Cover ground
Force an entrance
At ammo 12:00

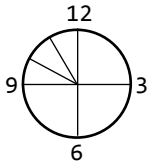
CHARGE



DAMAGE



AMMO



Armor systems
○ Heavy armor (+1armor)
○ Point-hardened laminate armor
Counters ap ammo.
○ Ultra-light armor (+1agility)

Communication systems
● Panspecial comsuite (loud-optional)
Allows communication with humans.
○ Surveillance array (close/far)
Allows surveillance through walls & darkness, eavesdrops on electronic comms.

Flight systems
○ Jumpjets (loud)
Add +2 to any movement move (after the roll, if you like), but mark a charge countdown segment.
○ Microresponsive parawings
Allows high, silent, slow-speed flight.

Reactor system
○ Improved Reactor (+1power)

Stealth systems
Add +1 to all rolls to avoid notice.
○ Adaptive camo surfacing
When an enemy reads a situation by looking or asking other people, remove "what is my enemy's true position?"
○ Contact-deflective surfacing
When an enemy reads a situation by listening or using electronics, remove "what is my enemy's true position?"

Targeting systems
○ Target recognition-reflex system
Add +1 to all attack and combat moves.
○ Pinpoint targeting system
Add +1harm to all weapon systems.

Weapon systems
Mark 1 ammo countdown segment for each firing.
○ Biodisruption Impulse projector (5-harm close/far area loud)
○ High-energy resonator ("tuna in a can") (3-harm close/far loud)
Target a vehicle. Vehicle takes no harm. Full harm blows through to passengers.
○ Magnefusion projector (6-harm far)
AP against vehicle armor.

CREATING A SPACE MARINE MAMMAL

To create a space marine mammal, choose interspecial designation, look, stats, moves, walkingsuit, missions, and Hx.

INTERSPECIAL DESIGNATION

Luis, Gabi, Maria, Gordon, Bob, Gina, Susan, Alan, Olivia, Linda.

Dolphins' actual names are, of course, incomprehensible to other creatures.

STATS

Choose one set:
• Cool+2, Hard+2, Hot-2, Sharp+1, Weird-2
• Cool+2, Hard+1, Hot-2, Sharp+2, Weird-2
• Cool+1, Hard+2, Hot-2, Sharp+2, Weird-2

MOVES

You get all the basic moves. You get both Space Marine Mammal moves.

WALKINGSUIT

You get a walkingsuit. Choose assault configuration or incursion configuration.

For complete walkingsuit rules, see ***Supplemental: Walkingsuit***.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Do not participate in the normal Hx go-round. Instead, tell everyone to take Hx-2 with you, and give yourself Hx-2 with everyone, no modifiers allowed. No one else's Hx decisions or options can apply to you.

At the end, highlight your sharp and your choice of hot or weird. Look ahead at your improvement options before you choose.

Do not change your highlighted stats until somebody's Hx on your sheet improves to Hx=0 or better.

LOOK

Common dolphin, bottlenose dolphin, beaked dolphin, spotted dolphin, striped dolphin, cephalorhynchus dolphin, humpback dolphin, right whale dolphin, dusky dolphin, river dolphin, snubfin dolphin.

Intimidating walkingsuit.

MISSIONS & RESUPPLY

Because you're an ***agent/combatant***, you get all the Space Marine Mammal missions.

During play, you can voluntarily abandon your missions, one by one. When you choose to abandon a mission:
• Scratch the mission out. You no longer have it, and cannot regain it.
• Your superiors know that you have abandoned it, whether you tell them or not. Disciplinary action is up to them.
• You can no longer receive resupply for it, even if you later go on to accomplish it.
• Mark experience.

Note: *these rules for abandoning missions apply only to the Space Marine Mammal. They are not part of the* ***agent/combatant*** *move and do not apply to other characters who take* ***agent/combatant*** *as a move from this playbook.*

IMPROVEMENT

Whenever you roll a highlighted stat, whenever you reset your Hx with someone, and whenever you abandon and scratch out one of your missions, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

SUPPLEMENTAL: WALKINGSUIT

A walkingsuit has two operational modes: ***baseline*** and ***charged up***. In baseline, it can walk at moderate speeds, lift and carry moderate loads, manipulate things with its hands, and use its basic comms and sensor systems. In order to sprint, leap, fly, exert powerful physical force, or use most of its systems, including its targeting and weapon systems, it must charge up. The charge countdown on your walkingsuit sheet represents the reactor energy that these actions consume. When the charge countdown reaches 12:00, the walkingsuit has reached the operational limits of its reactor and needs to be cooled back down to baseline to recharge. The process of charging a walkingsuit up from baseline, or cooling it back down to baseline, takes only a second or two.

WALKINGSUIT MOVES

When your walkingsuit is in baseline, erase 1 charge segment for each hour that passes.

When you charge up a walkingsuit, roll+weird. On a 10+, mark no charge countdown segments. On a 7–9, mark 1 charge countdown segment. On a miss, mark 2 charge countdown segments.

Once your walkingsuit's charge countdown has reached 12:00, it cools automatically down to baseline. To charge it up again, you'll need to charge it up again.

When your walkingsuit goes into hard shutdown, roll+agility. On a 10+, all 3. On a 7–9, choose 2. On a miss, choose 1:
- *Your walkingsuit slows to a stop instead of freezing immobile at this precise moment.*
- *Your walkingsuit lands in a stable, balanced position instead of falling awkwardly.*
- *Your walkingsuit maintains its baseline comms and sensor activity instead of leaving you deaf and dumb.*

When you use your walkingsuit to cover ground, name your route and roll+agility. On a 10+, choose 3. On a 7–9, choose 2. On a miss, choose 1:
- *Do not mark a charge countdown segment. Otherwise, you must mark 1.*
- *You cover the ground very quickly. Otherwise, you cover it only at human running speed.*
- *You avoid impact with the ground or obstacles. Otherwise, your passage is noisy and you leave an unmistakeable trail of battered scenery.*
- *You keep to the available cover. Otherwise you expose yourself to enemy attention and fire.*

When you use your walkingsuit to force an entrance or exit, name your route and roll+power. On a hit, sweet, you're there, and anything that stood in your way has suffered whatever harm or impact necessary (MC's call). On a 7–9, mark 1 charge countdown segment. On a miss, mark 1 charge countdown segment, and you're hung up somewhere midroute or on some difficult threshold.

When your walkingsuit's ammo countdown reaches 12:00, you're out of ammo. Do not use any of your weapon systems until you use resupply (or some other means, such as a savvyhead's workspace) to erase ammo countdown segments.

Remember the optional battle moves: ***provide covering fire, maintain an untenable position or course, stay the fuck down, follow through on someone else's move***.

WALKINGSUIT

This goes along with the Space Marine Mammal limited edition playbook. SMM player, you'll need access to this during play, so print it out and bring it along. When your MC asks to see it, share!

WALKINGSUIT

A walkingsuit is a vehicle. By default, your walkingsuit has power+2 agility+1 2-armor. Choose a configuration and then systems.

○ ***Assault configuration***: Panspecial comsuite, 1 armor system, 1 targeting system, 1 weapon system, 1 system of your choice.
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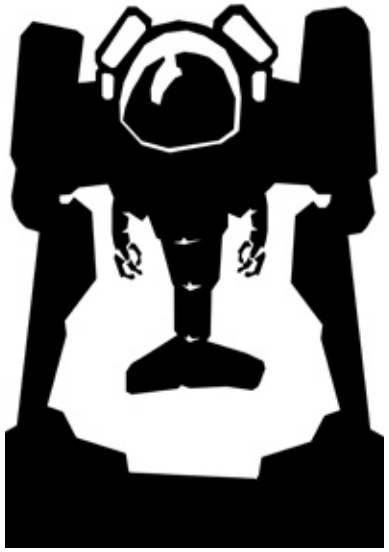

POWER

AGILITY

ARMOR

MOVES

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At charge 12:00
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At ammo 12:00

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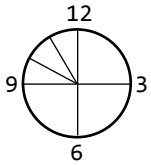

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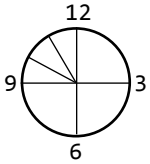
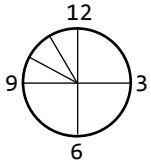


AMMO



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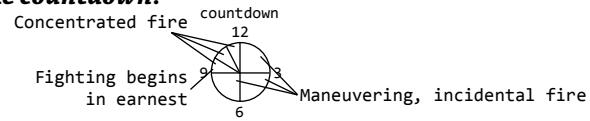
Target a vehicle. Vehicle takes no harm. Full harm blows through to passengers.
○ Magnefusion projector (6-harm far)
AP against vehicle armor.

OPTIONAL BATTLE MOVES

You may find these useful and advantageous, so if you want to use them, ask the MC to bring them into play.

Battle countdown:



Incidental fire means 0-harm or 1-harm (ricochets connecting, bullets spun by cover, bullets fired from far-off on dim chance). ***Concentrated fire*** means the enemy's full harm, as established by their weapons and their numbers, as normal.

When you ***provide covering fire for someone***, roll+cool. On a 10+, you keep them from coming under concentrated fire, even past 9:00. On a 7–9, their position or course is untenable, and they proceed accordingly. On a miss, they suffer concentrated fire now. (If it's before 9:00, now it's 9:00.)

When you ***maintain an untenable position or course***, roll+hard. On a 10+, you can hold it, and for 3 ticks you'll come under only incidental fire, even past 9:00. On a 7–9, you can hold it, and for a tick you'll come under only incidental fire. Either way you can abandon it before your time is up to avoid concentrated fire. On a miss, abandon it now or suffer concentrated fire. (If it's before 9:00, now it's 9:00.)

When you ***stay the fuck down***, roll+sharp. On a hit, you're in a relatively safe spot for the rest of the battle. On a 10+, you come under no fire. On a 7–9, you come under only incidental fire. On a miss, you have to break position now or come under concentrated fire.

When you ***follow through on someone else's move***, roll+Hx. If it's one of the MC's characters', roll+sharp. On a 10+, the MC chooses one of the following for you, as appropriate:
• *you inflict +1harm*
• *you dominate someone's position*
• *you make an untenable position or course secure*
• *you avoid all fire*
• *you create an opportunity and follow through to full effect*
On a 7–9, you create an opportunity, but you haven't seized it or followed through on it yet. The MC will tell you what it is. On a miss, the MC chooses one of the above for an appropriate character of her own.

LARGE-SCALE WEAPONS

• ***50cal mg*** (5-harm far area messy braced)
• ***50cal sniper*** (5-harm far loud braced)
• ***rpg*** (6-harm far area messy)
• ***anti-tank missile*** (7-harm far loud av)
• ***light mortar*** (7-harm far reload area messy braced)
• ***heavy mortar*** (8-harm far reload area emplaced)

NEW TAGS

AV: It's intended to target vehicles or large structures, not at individual human targets.
Braced: It can't be fired while held, but must be braced in a stable position for firing.
Emplaced: It's mounted on a vehicle or structure, and can't easily be moved or removed.

LARGE-SCALE HARM

HARM & VEHICLES

When a vehicle suffers...

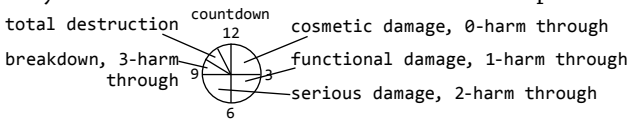
1-harm: cosmetic damage. Bullet holes, broken glass, smoke. 0-harm can blow through to passengers.

2-harm: functional damage. Fuel leak, shot-out tires, engine stall, problems with steering, braking or acceleration. Can be field-patched. 1-harm can blow through to passengers.

3-harm: serious damage. Functional damage affecting multiple functions, but can be field-patched. 2-harm can blow through to passengers.

4-harm: breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can used for parts. 3-harm can blow through to passengers.

5-harm and more: total destruction. Full harm can blow through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.



Whether harm blows through to a vehicle's driver and passengers, doesn't blow through, or just hits them too without having to blow through, depends on the MC's judgment of the circumstances and the vehicle.

HARM & BUILDINGS

Harm to buildings and other structures is ***non-cumulative***. Don't bother tracking a building's harm on a countdown. Shooting a building 3 times with your 3-harm shotgun doesn't add up to 9-harm and make the building collapse.

When a building or structure suffers...

1-harm – 3-harm: cosmetic damage. Bullet holes, broken glass, scorch marks, chipped surfaces. 0-harm can blow through to inhabitants.

4-harm – 6-harm: severe cosmetic damage. Many holes or large holes, no intact glass, burning or smoldering. 2-harm can blow through to inhabitants.

7-harm – 8-harm: Structural damage. Strained load-bearing walls or pillars, partial collapse, raging fire. 4-harm can blow through to inhabitants. Further structural damage can lead to full collapse.

9-harm and more: destruction. Full harm can blow through to inhabitants, plus they can suffer additional harm as the building or structure collapses.

Again, whether harm blows through to a building's inhabitants depends on the MC's judgment of the circumstances and the building.