PHASES OF PLAY

Drama Phase *Action & Fortune*

- Free roleplaying
- Interaction with Contacts
- Identify opportunities for potential missions.
- Go to Mission Phase.

Mission Phase *Action, Resistance, & Fortune*

1. Target a Claim
2. Crew selects an Approach
   - **Ambush**: Describe where the Target is vulnerable
   - **Debate**: Describe the philosophical or ethical concept you are wielding.
   - **Deceive**: Describe the sliver of truth your deception is based on.
   - **Negotiate**: Describe the leverage you hold over your target.
   - **Invade**: Describe what makes this prime world special.
   - **Investigate**: Describe your most promising lead.
   - **Invoke**: Describe the sacrifice your invocation requires.
   - **Sneak**: Describe the gap in their security you exploited.
   - **Transport**: Describe where you enter the plane.
3. Each Freebooter determines Loadout
4. Crew selects Politics Objective
5. Crew selects Profit Objective
6. Crew makes Engagement roll to create Peril Clock.
7. Play the mission until crew completes both objectives or abandons the run.
8. Go to Downtime Phase.

Downtime Phase *Fortune & Preparation*

1. Allocate Coin
2. Allocate Infamy
3. Roll and respond to Fallout
4. Make preparation Rolls
5. Spend experience for characters & upgrade the crew.
6. Return to Drama Phase.

ROLLS

General Rule

Collect a pool of six-sided dice, typically between one and four dice in total. Roll your pool of dice all at once and read the single highest result.

- **If the highest die is a 6**, it's a full success. Rolling more than one 6 gets you a critical success that gives you extra advantages.
- **If the highest die is a 4 or 5**, that's a success with complications.
- **If the highest die is 1-3**, it's a bad outcome.

If you ever need to roll but you have zero (or negative) dice, roll two dice and take the single lowest result.

Action Rolls

- Determine Goal
- Select Action
- Improve the odds, pushing yourself (2 stress) and/or getting assistance (1 stress)
- Roll the dice, with a bad outcome (1-3) resulting in consequence. You may take a Planar Bargain to reroll.
- GM assesses the effect of the roll, based on number of 6's rolled and fictional position.
- Negotiate the Outcome.

Resistance Rolls

Roll dice equal to your Attribute (Insight, Prowess, or Resolve). Your character suffers **6 Stress** when they resist, **minus the highest die result from the resistance roll**.

Fortune Rolls

Roll 1-4 dice as determined by the GM to determine the outcome. There are no limits to the number of Fortune Rolls you can perform.

Preparation Rolls

You have a limited number of preparation rolls, and can purchase more for 1 Coin each. Roll 1 die, plus an additional die for each:

- They expose a friend or family member to danger.
- They receive assistance from a rival or foe.
- They fulfill one of their Drive