

The Moon Is an Annoyance

Character Sheet

NAME:

PERSONAL GOAL:

AIR ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHG ☐ ☐ ☐ ☐

TRACE ☐ ☐ ☐ ☐ ☐

TRAINING PACKET ☐ used



SKILLS – NAV – GEO – ENG – SYS. L1 +15%, L2 +30% and special.

L1: **L2:** **SYS-L2** ☐ used

NAV-L2: Your Far Moves ignore either AIR or CHG extra. Crew with you benefit.

GEO-L2: Once per round before first-entry HZR, name a terrain sign: HZR +15%.

ENG-L2: After STR/PWR HZR, you may cancel complication by accepting failure.

SYS-L2: Once per scenario, after SYS Task: ignore all comps from that roll.

SUIT SUBSYSTEMS: -5% per box in relevant HZR.

Structure ☐ Stress Fractures: No immediate effect.

- (STR)**
- ☐ Micropunctures: Next Move costs +1 AIR (once).
 - ☐ Frame Warp: Next Assist/Transfer/Tow involving you costs you 1 AIR.
 - ☐ Compromised Shell: Persistent leak (-1 AIR each round).
 - ☐ Breach: Suit integrity failure – incapacitated.

Power ☐ Dimmed: NAV Tasks at -15%.

- (PWR)**
- ☐ Cooler Fail: At each round end, choose: spend 1 CHG or mark 1 THR.
 - ☐ Total Failure: No powered Tools, SYS/NAV Tasks, or Far moves.

Thermal ☐ Overheating: All Tasks at -10%.

- (THR)**
- ☐ Critical: At round end, choose: spend 1 CHG or mark 1 STR.
 - ☐ Exposure: Hyperthermia – incapacitated.

Oxygen ☐ Scrubber Fail: All non-ENG Tasks at -10%.

- (OXY)**
- ☐ Vent: Each non-talk Free action after the first each round costs 1 AIR.
 - ☐ Reserve Tank: When this box is marked, set your AIR to max 3.
 - ☐ Hypoxia: Incapacitated.

Comms ☐ Degraded: Base Support costs +1 CHG; crew-to-crew LOS or bounce.

- (COM)**
- ☐ Failing: No base contact; crew-to-crew only with line of sight.
 - ☐ Blackout: No radio comms; helmet-touch shout only.

ITEMS:

FIELD OPERATIONS: ASSESS – RECON – ASSIST – TRANSFER – BASE SUPPORT –
BROWNOUT OVERRIDE – SALVAGE – RECHARGE – OFF-SCRIPT ENGINEERING

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Quick Reference

ROUND

1. Each active crew gets one Main action.
2. Free actions as needed. Talk is always free.
3. After all act, round ends: AIR -1, check suit effects, GM escalates if fiction worsens.

TASK

Roll $d100 \leq \text{base \%} + \text{skill} + \text{modifiers} - \text{suit penalties}$.

Success: do it.

Failure: do not.

Complication: if roll $\leq \text{CL}$, GM adds cost, damage, delay, lost tool, split, or worse.

MOVE

Move to a connected node.

Far Move: spend extra AIR or CHG unless NAV-L2 covers it.

On each Move, talk briefly in character/summary, or say you move in silence.

RESOURCES

AIR 0 = die unless the same action restores AIR.

CHG powers SYS Tasks, tools, Base Support, Brownout Override, Recharge, and some suit effects.

Trace marks evidence, exposure, debts, and consequences.

FIELD OPERATIONS

Assess: Free. Ask what is obvious here.

Recon: Free. Scout adjacent node; HZR first entry still waits.

Assist: Free. Help; both risk same complication.

Transfer: Free. Give AIR/CHG/tool if together.

Base Support: Spend CHG for remote help, if comms allow.

Brownout Override: Spend CHG to force a powered system briefly.

Salvage: GEO only; search for useful material.

Recharge: Gain CHG from suitable power source; no complications.

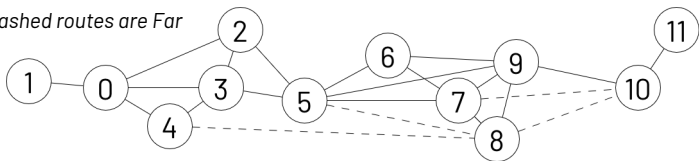
Off-Script Engineering: ENG/SYS patch, spoof, brace, bypass, reroute, sacrifice.

Map

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TMA-17 Operations Zone
Aristarchus Faultline Region
The Moon

dashed routes are Far



NODE 0: CRASH SITE

The rover hit a buried lip and cartwheeled. It lies on its side, one wheel spinning uselessly. Dust falls in slow arcs. You are bruised and leaking, but alive. The rover is fucked.

NODE 1: CARGO SCATTER

Crates thrown clear of the crash. One is cracked open.

NODE 2: ROCKFALL TRAVERSE

Old cargo route; crates buried in regolith.

NODE 3: CRATER FLOOR

Ancient crater filled with clinging dust that blocks vents. Earthrise over the crater rim, small and blue. For a moment, nothing else matters.

NODE 4: EQUIPMENT CACHE

A frozen supply canister buried in regolith.

NODE 5: COMMS RELAY

A skeletal antenna hums through radio.

NODE 6: THERMAL VENTS

A cracked heat exchanger juts from regolith, venting steam; plumes freeze into crystals against the black sky.

NODE 7: TRUNK JUNCTION

Treaty valve station where rival feed meets base trunkline. Cables vanish under dust. Locked wheels, tagged seals, boot prints.

NODE 8: RIVAL FORWARD BLOCK

Hardened bunker sits on the power trunk line.

NODE 9: EXPOSED RIDGE

The horizon lies bare beneath the Sun. No shelter, no shadow.

NODE 10: REACTOR CORE

Buried reactor chamber, coolant fog drifting in void.

NODE 11: BASE

The habitat looms, beacon pulsing red.