Flying Circus

The High-Flying Adventure Game!

Player Reference Booklet

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Game Basics

You are fantasy aeroplane pilots. This game is played in a cycle between air combat and a ground game where you get drunk and pay for things.

Tell the table what your character does. Your actions will trigger Moves: resolve them as they come up. If a move asks you to roll dice, you roll 2d10 + one or more stats.

When you have Advantage, roll 3d10 and drop the lowest. When you have Disadvantage, drop the highest. Use a different dice colour for the extra die: if it's a 1 on Advantage or a 10 on Disadvantage, it is a Fault.

When you take Injury, it gives an equal penalty to all your rolls. At 3 Injury, you pass out. You can only die if you agree to.

Universal Moves

These moves can happen at any time. Many of them relate to Stress, which builds up on your character, and the binary state of Trust that exists between characters.

PRESS YOUR LUCK

When you take a risk, you do it, and consequences unfold.

BREAK TRUST

When you lose trust in a comrade, erase their mark and choose one.

- Keep your feelings hidden, and take 1 Stress.
- Show directly and explicitly how you feel, and remove 1 Stress.

RESTORE TRUST

When you show faith in a comrade, mark Trust and take 1 Stress.

HELP/HINDER

When you put yourself at risk to help a comrade, give them Advantage forward. If you didn't trust them, Restore Trust.

When you make a point to hinder a comrade, give them Disadvantage forward. If you trusted them, Break Trust.

DISCOVER BEAUTY

Once per routine, when you witness beauty in the world, describe how you are moved by what you see, and lose 1 Stress.

INTIMACY

When you share a moment of emotional (and possibly physical) intimacy with one or more characters, all PCs activate their Intimacy Move.

Preflight Checks

Set up your Instrument Panel, and cards for your Engine, Weapon, and Radiator if you need them. Place out tokens to track your Speed, Altitude, Wet Stat line, G-Forces, RPM and Wear. Use a note or tokens to track your ammunition and fuel.

Your aircraft has Speed and Altitude. Altitude is measured in 100s of meters; an Altitude of 12 is 1200 meters up. Speed is measured in 10s of kilometres per hour; a speed of 15 is 150 kilometres per hour. Your Speed Factor is the 10s place of your Speed; i.e. a plane at Speed 19 has a Speed Factor of 1. Your Altitude Factor works the same way.

Your aircraft's Structure is its Hit Points, made up of Toughness and Max Strain. When you take damage, it lowers your Toughness until it reaches 0, then it lowers Max Strain. At 0, your plane falls apart, and lower Max Strain means your plane can handle less Gs.

Your G-Force is how much stress your plane is currently under. You take a penalty equal to your G-Force on all moves where you roll, and if your G-Force is ever greater than the 10s place of your Max Strain, your plane is in danger of falling apart.

Your engines have an RPM gauge and a Wear gauge. RPM is how hard you are working your engines, and Wear is damage to those engines. As a rule of thumb, an RPM of 5 or above is dangerous for an undamaged engine.

CONTACT!

When you take off, the GM yells "Contact!" Respond "Switch On!", mark 1 RPM on all engines, set cruising Altitude, and set Speed to the lowest Max in the squadron. Make engine noises as appropriate (page 279).

AIR PATROL

When you lead the squadron on a search, roll +Calm. Take +1 for each subsequent Air Patrol in a mission. This stacks for multiple uses.

On a 16+, you find what you were looking for. On an 11-15, you find something else. On a miss, either something finds you and Engage is rolled at Disadvantage, or push Fuel Check and roll again.

LONG HAUL

When the squadron flies a great distance, make a clock with 1-4 segments, and roll Flat. 16+, mark 3. 11-15, mark 2. Miss, mark 1. If you're still flying, the GM either makes a move or pushes Fuel Check.

Air Combat Basics

Flying Circus does not use maps or miniatures. Instead, all combat is handled abstractly, using air speed and altitude as the mechanical anchors.

Your goal in air combat is to get your guns pointed at enemy aircraft to shoot them down. As most guns are in the front of your aircraft, that means a lot of chasing and being chased.

There is no turn order in this game. Players act when prompted, NPCs act and react as the GM needs for the story. You don't have to keep track of everything all the time: anything you aren't paying attention to has disappeared and will need to be found again.

Always start combat with Engage, and always end with a Fuel Check.

ENGAGE

Before combat, one player <u>rolls 2d10</u>. On a hit, choose 1. 16+, choose 2. The enemy then chooses 1 other.

- ○ Start with altitude advantage.
- ○ Spot the enemy and act while they are unaware.
- ○ Catch the enemy spread out.
- ○ Come in behind your foe.

When you join a fight or ambush, just pick 1.

FUEL CHECK

When you check your fuel, spend 1 Fuel Use, 2 if a fuel tank is leaking, for each of the below since you last checked.

- ○ If you've been flying under power.
- ○ If you've flown a long distance.
- ○ If you've engaged in combat.
- ○ If you've climbed more than 10 Altitude.

Spend 1 less Fuel Use (min. 1) for every 3 Altitude Factors high you are.

Support Moves & Crew

Any character can do the moves in this section, including characters who are not pilots. Crew on a plane can offer Advantage to Eyeball, and will also do the following (p.59).

- ○ An Observer can attack enemies with small arms or gun turrets. Non-Observers firing these weapons are always at Disadvantage.
- ○ A specialized Mechanic can perform in-air Patch Fixes.
- ○ A specialized Bombardier lets you reroll missed Bombs Away! rolls.
- ○ A Navigator will give Advantage on Air Patrol/Long Haul.
- ○ A co-pilot can take control, and reduce Flight Stress.

EYEBALL

When you scan around you, ask one of these questions (or devise a new one) and <u>roll +Keen, +Visibility.</u> If you aren't currently flying the plane, <u>add +3</u>. If you have other crew looking as well, take <u>Advantage</u>.

- ○ Where have they gone?
- ○ What is that? (plane/creature/machine)
- ○ Who is that? (pilot/company/figure)
- ○ What is hidden there? (sun/clouds/shadow/terrain)
- ○ Where is their weak point?

Regardless of your roll, the GM gives an answer, and you take Advantage forward to react. On a 16+, the answer puts you in a position of strength. On a miss, the answer is one you don't want to hear.

EMPTY SEAT

When there is nobody flying the plane, <u>roll +Stability.</u>

On a 16+, it ploughs on for a while. On an 11-15, the plane starts listing, turning, or diving.

WINGWALK

When you leave the safe areas of the plane, whenever you are called to roll an Attribute, <u>roll +Daring </u>instead of what the move calls for.

Boarding Actions

You can board a plane if you're at Knife range, though you may need to Dogfight +Hard to get there. When you *Seize the Initiative* (pg. 81) a partial is either freezing up, panicking, or letting go of the controls, all of which trigger Empty Seat.

PATCH FIX

When you repair your plane in the air, choose one and <u>roll +Keen.</u>

- Reduce engine wear by 2.
- Put out a fire.
- Restart an engine (reducing Wear to 4).
- Restore a damaged Radiator, Electric system, or Fuel Tank.

On a 16+, you do it. 11-15, choose 1.

- You use up all your spare parts: no more Patch Fix this mission.
- You take 1 Injury from boiling water, oil, or fire.
- You fix it, but must break a Vital Part in the process.

Manoeuvres

Manoeuvres are the moves you use to manage your aircraft's functions and features. You might say "I dive in, attack, and pull up afterward". It can also be dynamic, like "I want to escape while diving far enough to recoup my lost speed".

EXTEND

When you fly straight to regain speed, increase your Speed up to Max Speed, add +1 RPM, reduce your G-Force tracker to 0, and...

- ○ If you are clear of immediate danger, disengage from the fight.
- ○ If you are in the thick of things, leave yourself vulnerable.

You cannot Extend if you don't have engine power.

ALTITUDE ADJUSTMENT

When you point the nose up, trade Speed for Altitude, 5 to 1. If you are gliding, trade Speed for Altitude 6 to 1.

When you climb steady, reduce your Speed to your Stall Speed. When you next act, climb by up to your Climb and gain 1 RPM. You can't steady climb without engine power.

When you point the nose down, trade Altitude for Speed, 1 to 3.

If you aren't diving, and your Speed is above your Max Speed, reduce your Speed by your Energy Loss. This can't take you below Max Speed.

PULL UP

When you pull up from a steep dive or out of an attack, take G-Force equal to Speed Factor. Spend Altitude to reduce G-Force taken, 1-1. You can take no more G-Force than 1/10th your Handling.

If you pull up at ground level, Evade Danger.

OVERSTRAIN

When your G-Force exceeds the ten's place of your Max Strain, roll 1d10 per G (total, not over Strain). Subtract your Daring (unmodified), and take the total as Damage. If your plane survives, reset G-Force to the tens place of your Max Strain.

OVERSPEED

When you increase your Air Speed in excess of your engine's Overspeed, that engine gains 1 RPM, +1 per 5 Speed above Overspeed.

BOOST

When you open the throttle, add your plane's Boost stat to your Speed, up to Max Speed. You can choose to add less than your full Boost.

If your Speed is below your Dropoff, double your Boost.

If you Boost in a dive, add to your Speed, even above your Max Speed.

Then, increase your engine RPM by 1.

COOL OFF

When you pull back on the throttle to spare your engine, or when you exceed 7 RPM, reduce your Speed to your Max Speed or less.

For each engine, roll 1d20+Reliability for each RPM. Your engine takes 1 Wear per Failure. After you've rolled, reduce RPM and G-Force to 0.

The GM makes a hard move after you Cool Off, unless this move is pushed, or you are out of danger.

STALL/SPIN

When your Air Speed falls below your Stall Speed, you stall out. *When you lose control,* you spin out. You may choose to induce either at any time.

In either case, choose one.

- ○ Try to Recover.
- ○ Make one last desperate move, and accept the consequences.

RECOVER

When you recover from a spin or stall, roll +Calm. On a 16+, you recover smoothly; Spin for 1. On an 11-15, Spin for d5-Stability (min 1). On a miss, Spin for d10-Stability (min 1).

You must spend at least as much Energy (p. 55) as your Spin, in this sequence: 1 Speed, 1 Altitude, then 1 of either; then repeat. If you are below your Stall Speed, Dive and/or Boost until you reach it.

COLLISION

When two planes collide, roll 1d20 per Speed Factor of the faster plane. Roll 1d10 if Speed Factor is 0.

If it's head on, roll 1d20 per Speed Factor of both planes.

Both planes take that much damage.

Air Combat

Here's the moves that really matter for air to air fighting. Remember: enemy planes never make these moves, only player aircraft. Air combat will inevitably come back to Dogfight!, which is used to resolve any time two planes are wrestling for dominance.

STAY ON TARGET

When you press on through danger, <u>roll +Calm</u>. On a hit, you make it to the target, and only then face consequences. On a 16+, choose 1: take Advantage forward, or soften the consequences.

EVADE DANGER

When you swerve to avoid an impact or melee attack, <u>roll +Keen</u>. If you do not attempt to evade, you collide or otherwise take the damage.

On a 16+, you did it. On an 11-15, choose one. On a miss, take all three.

- You are left vulnerable as you recover your nerves.
- Collide for half damage -or- take Melee damage.
- Go into a spin.

OVERWATCH

When you watch over a friend, hold one. Spend your hold to...

- Help or Hinder one of their Moves.
- Place yourself between them and a pursuer.
- Drop on the tail of their pursuer, no roll required.

CHASE!

When there's a straight-line chase or race, <u>compare Speeds.</u>

- If you're at equal speed, nothing changes.
- If the pursuer is faster, move one range band closer.
- If the defender is faster, move one range band farther away.

A difference of Speed of 10 or more means the chase immediately ends: the pursuer gets as close as they want, or the defender gets out of range.

If a plane is forced to turn, they count as slower regardless of speed.

DOGFIGHT!

When you battle another plane for dominance in order to...

- ... pursue them, make an attack, <u>roll+Hard+Agility.</u>
- ... escape a bad spot, bait them, defend, <u>roll+Keen+Agility.</u>
- ... to turn the tables on your pursuer, <u>roll+Daring+Agility.</u>

Take -1 for each of the following:
- If the enemy has a higher Speed.
- If the enemy is diving.
- If the enemy has a tailgunner.
- For each additional foe.

Take Disadvantage if they are above you or have taken you by surprise.

After you roll, reduce your Speed by Turn Bleed + Speed Factor.

You may Commit to the Turn to increase your result by spending additional Speed. Each multiple of your Turn Bleed spent gives +1. Take G-Force equal to Speed Factor, +1 for every 10 additional Speed spent.

On a hit, you pull it off. On an 11-15, the GM chooses 1. If you are turning the tables or closing to Knife Range, take +1 results.
- Your success is brief, compromised, or incomplete.
- You are exposed to enemy fire or unexpected danger.
- Afterward, you lose track of where they are.

On a 20+, take -1 result, move to Knife range, or take Advantage forward.

After resolving, if there is a 10+ Speed difference between planes, there is at best a brief window to attack, then the planes move apart.

Agility Bonus

We compare the Handling of the two aircraft to get an Agility bonus. If there are multiple planes involved, there is a primary attacker and a primary target whose stats are used.

If the PC has better handling than their foe, even just 1 point better, their Agility bonus is +1. Every 10 points of Handling difference between the two planes gives an additional +1, up to a maximum of +5. This works in reverse: if the player's plane has less Handling than their opponent, their Agility is -1. If it has 10 less Handling, -2, and so forth.

Commit to the Turn

When you Commit to the Turn, you add a bonus to your result which costs Speed equal to the bonus you need times your Turn Bleed. If you reduced your speed this way, increase your G-Force Tracker by your Speed Factor, and an additional +1 for every full 10 Speed reduction. Use your Speed from before you started spending to assign G-Force.

Shooting

Whenever you shoot, you're shooting with one or more weapon systems – groups of similar weapons on your aircraft. Check the weapon profiles on page 178.

MACHINE-GUN (MG)

Hits	4	Dam	2	AP	1	Ammo	10
Rapid Fire, Jam 1/2							

Every weapon system has a Range Chart. The four boxes in the chart list the number of hits and the amount of damage a weapon inflicts at different ranges:

- Knife Range. Up to 10 meters. Parts flying off is a real danger.
- Close Range. Up to 200 meters, use this range by default.
- Long Range. Up to 500 meters. Some weapons still have a chance.
- Extreme Range. Past 500 meters. Most weapons are useless.

Hull guns Hits drop off at 100/75/50/25 percent, but wing-mounted guns use 100/90/20/10. Then, for each band, multiply the Hits by the weapon's Damage stat. Here's an example range charge for two hull-mounted MGs.

RANGE	KNIFE	CLOSE	LONG	EXTREME
HITS	4	3	2	1
DAMAGE	8	6	4	2

OPEN FIRE

When you shoot, spend Ammo, find Absolute Range, and <u>roll +Hard</u>.

On an 11-15, shift the Effective Range farther by 1. On a miss, shift farther by 2. On a 20+, shift closer 1. Inflict Hits and Damage.

Additionally, <u>roll 1d20+Hits.</u>

On a 20+, the attack Crits; roll another Crit Check with 50% of the Hits of the last roll. (This penalty stacks with each additional Crit Check.)

A natural 20 always strikes a crewmember; a natural 1 never Crits.

- A Crit destroys one of the plane's Vital Parts (see pages 60 & 226 for details.)
- A Deflection Shot is when the shooter must lead the target: there is a penalty equal to the target's Speed Factor.
- Rapid Fire gives Advantage by spending 1 more ammo and increasing Jam chance.
- Shift 2 Effective Range Bands closer when attacking slow large targets.
- Gunsights give a flat bonus, sometimes with conditions for applying.

TAKE FIRE

When you are shot at, determine range, and <u>roll -Keen</u>.

When another PC shoots at you, <u>roll +Shooter's Hard, - Target's Keen</u>.

Resolve exactly as you would Open Fire, including Crits, except the player rolling is the target.

DRAW A BEAD

When you carefully line up a shot, choose 1, then Open Fire.
- Name a part or crew member. If you Crit, that's what you hit.
- Measure your range: Roll your attack +Calm instead.
- Maximum time on target: Move one range band left.
- Clustered Shots: Roll +1 Crit die.

After you shoot, the GM reveals the consequence of your tunnel vision.

Planes Going Down

BAIL OUT

When you bail out of a dying plane, tell the GM one thing you take with you and <u>roll +Calm+Escape</u>.

On a 16+, you make it out without trouble. On an 11-15, choose one: you take 1 Injury in the process of bailing or landing, or the plane descends 1d10 Altitude before you can get out.

If the plane hits the ground before you escape, Go Down.

If the plane is spinning, take Disadvantage. *When you jump from an intact plane,* you do it. *When you bail out without a chute, or below 300 meters,* hit the ground.

GO DOWN

When you put down anywhere you shouldn't, <u>roll +Calm+Crash Safety</u>.

On a hit, you land safely, more or less. 16+, choose 1. 11-15, choose 2.
- Each member of the crew takes 1d5-1 Injury.
- Take 1d10 x Speed Factor Damage.
- You land somewhere deeply unfortunate.

On a miss, take all three above, but choose one below as well.
- You or your crew die.
- The plane is completely totalled.
- The place is the worst possible spot imaginable.

If you land hard with no control over your plane, you're at Disadvantage.

On Foot Moves

These moves apply when the players are on the ground somewhere unsafe. Anywhere outside of towns is considered 'The Wild', filled with danger and mystery. You can also end up using these moves during combat inside towns, boarding actions on large vessels like zeppelins, and other situations.

These moves are not kind. Your are pilots, not soldiers. Stay off the ground!

EXPLORE THE WILD

When you lead the group forward into the wild, roll +Daring.

On a hit, overcome 1 Trek. 16+, choose 2. On an 11-15, choose 1.

- Move safely and quietly.
- If something happens, you have Advantage to Engage.
- Overcome another Trek.
- Leave a trail, giving Advantage to backtrack.

CONFRONT YOUR FEARS

When you stand against that which stalks you, state what you fear it is and roll Flat.

On a 16+, the GM reveals how it is more innocuous than you suspected. On an 11-15, the GM reveals how it is stranger than you suspected. On a miss, the GM reveals how it was far worse than you feared.

PARLAY WITH THE STRANGE

When you try to strike a deal with supernatural forces, state what you want and name two things you'd be willing to do or lose in exchange. *If the offers are worthy,* roll Flat.

On a 16+, they take one of your offers and give you what you want, no strings attached. On an 11-15, they take one, and the GM chooses 1.

- They take the other offer too.
- They'll collect a favour from you in the nebulous future.
- They demand something else. Something more.
- What they give you isn't quite what you asked for.

On a miss, the GM chooses as many as they want, and maybe the player gets something. On a 20+, you get what you want and keep everything.

SEIZE THE INITIATIVE

When you encounter the enemy on foot, take 1 Stress and <u>roll +Daring.</u> If you are ambushing or defending a prepared position, take Advantage.

On a 16+, you find cover and take your next steps rationally. On a 20+, you also catch them flat-footed and act before anyone else. On an 11-15, choose 1. On a miss, the GM chooses for you.

- You see red, rushing in or shooting first, but fail to get to cover.
- You run or hide. You can't attack, but you're a low priority target.
- You freeze up after you find cover, and act after everyone else.

PERSONAL ATTACK

When a PC attacks with a personal weapon, <u>roll 1d20 per Hit, +Hard</u>.

When a PC is attacked, <u>roll 1d20 per Hit, -Keen</u>.

An 11+ hits for listed damage, a natural 20 is a Crit (against ground targets, x2 damage and ignores armour), a natural 1 is a jam or misfire. When firing against targets in cover or moving planes, only a 16+ hits.

When you use a melee weapon against a plane, you may damage a Vital Part of your choice on an 11+ instead of doing structure damage.

Coming Home

When you arrive back from the mission, take Stress. You mark Stress equal to the Flight Stress of your aircraft, and you also mark Stress for the Stress Triggers on your playbook which came up during the mission. You or the GM can agree to assign extra Stress if you feel the events of the mission warrant it.

Then, check to see how the squadron's reputation has changed.

For each of the following that is true, mark 1 Fame.

- Did this job indisputably, measurably make the world a better place?
- Was the mission witnessed and end up making you look skilled?
- Did you forgo pay for this job?

For each of the following that is true, mark 1 Infamy.

- Did this job measurably make the greater world a worse place?
- Did you do something morally repugnant during the mission?
- Did this job target or exploit innocent people?

Stress

Once you hit 5 or more Stress, your character is Stressed and can no longer buy moves with XP. At 10 Stress, you Burn Out, and are at Disadvantage to Press the Issue and Get Real, cannot lead Negotiations, and cannot fly again until you are at 4 Stress or under.

VENT

When you are Burnt Out and use a Vent action, lose 2 Stress. If one or more of your comrades bears the brunt of the ire or consequences, you lose 3 stress instead, but they take 1 Stress each.

INDULGE IN VICE

When you indulge a Vice, add +1 to the Vice Track.

- If you indulge alone, suffer a consequence.
- If you and a comrade indulge together, describe how you get disruptive, argumentative, or distracted.

When you go back to the same Vice again, additionally take 1 miss forward to End of Night, and worsened consequences.

When you engage in an unfamiliar Vice, additionally roll +Daring. On a 16+, add it as a Vice. On a miss, suffer worsened consequences.

If somebody familiar with an unfamiliar vice guides you, that's Help.

END OF NIGHT

When you end the night, or hit 5 Vice, roll 1d20 for each mark on the Vice Track, then clear the track. You can spend Attendant holds after you roll to retroactively add a +1 to all dice.

11-15, remove 1 Stress. 16+, remove 2 Stress.

If you get 3 or more misses (1-10), choose one below.

- You become Addicted to a Vice you indulged.
- You become Immune to a Vice you indulged.
- You take a -1 Ongoing to all your rolls for the next routine.

QUALITY TIME

When you devote time and attention to your trusting Confidant, remove 2 Stress. This move can be used once per Routine.

Other Ground Moves

PRESS THE ISSUE

When you try to get somebody to do what you want…
- … with money, pay their price and they'll do it.
- … with intimidation or force, <u>roll +Hard.</u>
- … with honest reasoning, <u>roll +Calm.</u>
- … with lies or misdirection, <u>roll +Keen.</u>

On a hit, they'll do it. On an 11-15, the GM chooses 1.
- They need something from you first.
- They'll resent this, and that'll be a problem later.
- They'll do it, but only the bare minimum.

TURN ON THE CHARM

When you entice an interested party, <u>roll +Daring.</u> If they aren't inclined to be interested, the move has no effect.

On a 16+, they choose 2. On an 11-15, they choose 1.
- They throw themselves at you.
- They do you a favour or show you a kindness.
- They'll listen to what you have to say.

GET REAL

When you speak the truth from your heart, and they are willing to listen, choose a goal from below, take 1 Stress, and <u>roll +Calm.</u>
- Take them as a Confidant, repair a relationship.
- Begin a *Move Exchange.*
- Remove 3 Stress between the two of you, however you choose.
- Offer them a chance to *Rethink their Life* (p. 123). You choose the stats that change, and if they accept they don't spend any XP.

On a hit, you do it. On a 16+, both of you lose 1 additional Stress.

On a miss, if the target is a PC, they choose one below, and the GM asks "What did they say which hurt you?" NPCs react at GM discretion.
- The goal is achieved, but the target has to do most of the work. They don't lose Stress, and take 1 miss forward to End of Night.
- Both sides must Vent (p. 89) immediately. The target must be the other participant. The requirement to be Burnt Out is waived.
- The target loses 3 Stress as they throw a punch and start a Brawl!

BRAWL

When you start something, verbal or physical, <u>roll +Hard.</u> On a 16+, choose 2. On a 11-15, choose 1.

- Hurt somebody bad.
    - Hurt a whole lot of folks.
- Win the fight, whatever that means.
- Get out clean and relatively unscathed.
- Remove 1 Stress.

Financial Moves

GET STUFF

When you want to purchase something, <u>roll +Wealth.</u> If it's one of the town's specialities, take Advantage.

On a 16+, pay for it and it's yours. On an 11-15, the GM chooses one.

- It's similar, but not exactly what you want.
- It's available, but it's more expensive than usual.
- They don't have it, but they know where you can get it.

On a miss, they just don't have it, or more than one complication is true. Don't roll for things that are offered or already established to exist.

SELL STUFF

When you want to sell something, <u>roll +Wealth.</u> If the town already has it in abundance, take Disadvantage.

On an 11-15, it sells at market value. 16+, you make a little profit, GM's discretion. Otherwise, expect a lacklustre offer or sketchy clients.

FIND WORK

When the company looks for work, pick a client and <u>roll +Wealth.</u> On a hit, there's a job. The GM rolls up a mission with 2 complications. On a 16+, players pick one:

- The employer is desperate. Add +1d10 to their starting offer.
- The job is simple and straightforward, no complications.
- High time pressure grants a +2 to Negotiation rolls.
- The client is offering two contracts the players can pick between.

On a miss, the GM rolls up a particularly dangerous mission, or there isn't any work to be had here and you must move on.

NEGOTIATE A CONTRACT

When you push for a better deal, make your argument for why you deserve more, and roll 2d10 +Daring. On an 11+, your squadron's CV is added to the pay, and you may choose to roll again to push your pay up. Each subsequent roll is at -1.

In place of a pay hike, you can also press for one of the following:

- Assistance from the client such as employees.
- Half payment ahead of time.
- Expenses (repairs and medical bills from the job).

You may continue to negotiate until you fail. If any roll fails, you lose any benefits negotiated, and must settle for the initial price, plus one of the following (GM's choice).

- -1d10 pay.
- The client demands collateral so you don't bail on the job.
- The client never wants to see you in town again after this job.

End of Routine

INTROSPECTION

While you wait for the mission to start, reflect on recent events. Consider the mistakes you made, the ways you were weak, and the things you are proud of. Promise yourself a change you'll make, if you survive.

You may share these thoughts, but you don't have to.

Then, if you aren't Stressed, select Advancements and Masteries.

Take a new Personal Move from your playbook.	4 XP
Add +1 to your lowest stat.	8 XP
Increase a stat from 3-4, or 4-5.	8 XP
Add +1 to any stat lower than 3.	4 XP
Mark 1 Mastery.	2 XP
Reduce 1 Attribute by 1, and add +1 to another.	4 XP
Remove an Addiction or Immunity.	4 XP
Add +1 to an Attribute for the next Routine only (max 1).	1 XP