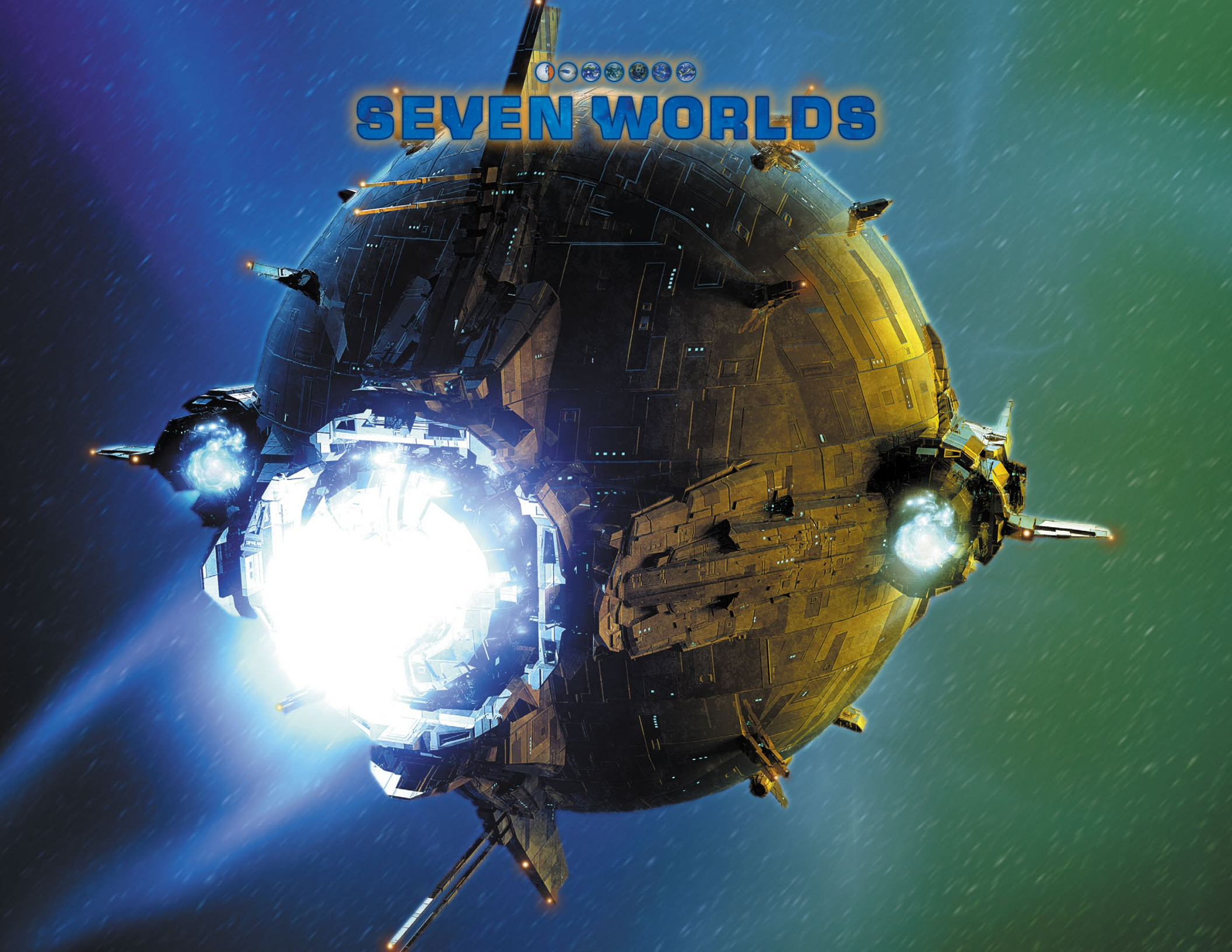




SEVEN WORLDS





A large, detailed space station or orbital colony is shown in a dynamic, tilted perspective against a starry blue and green background. The station has a complex, multi-layered structure with various modules, antennas, and a large, bright, glowing core. The title "SEVEN WORLDS" is prominently displayed in a bold, blue, sans-serif font at the top. Above the title, there are seven small circular icons, each representing a different planet or celestial body, arranged in a horizontal row.

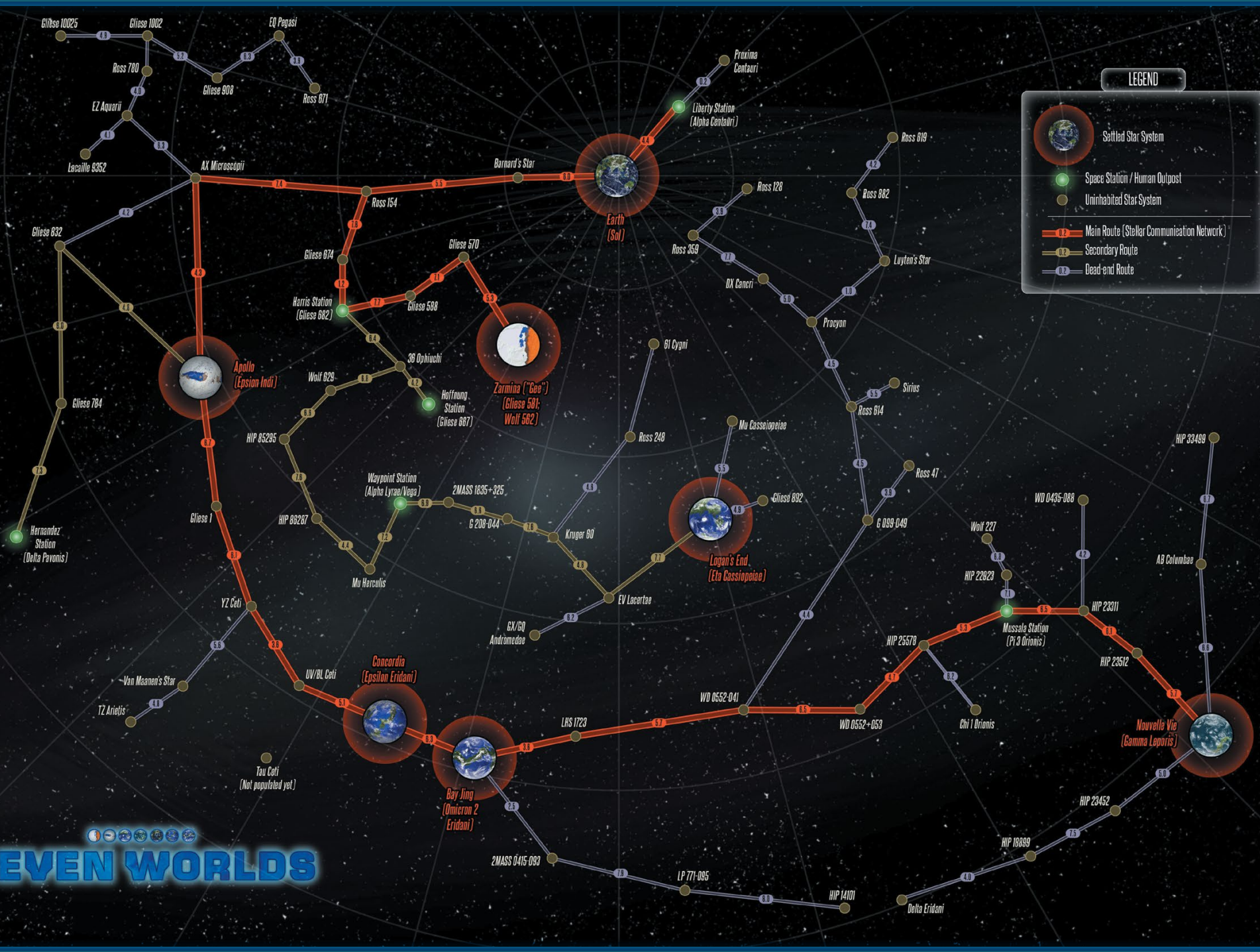
SEVEN WORLDS

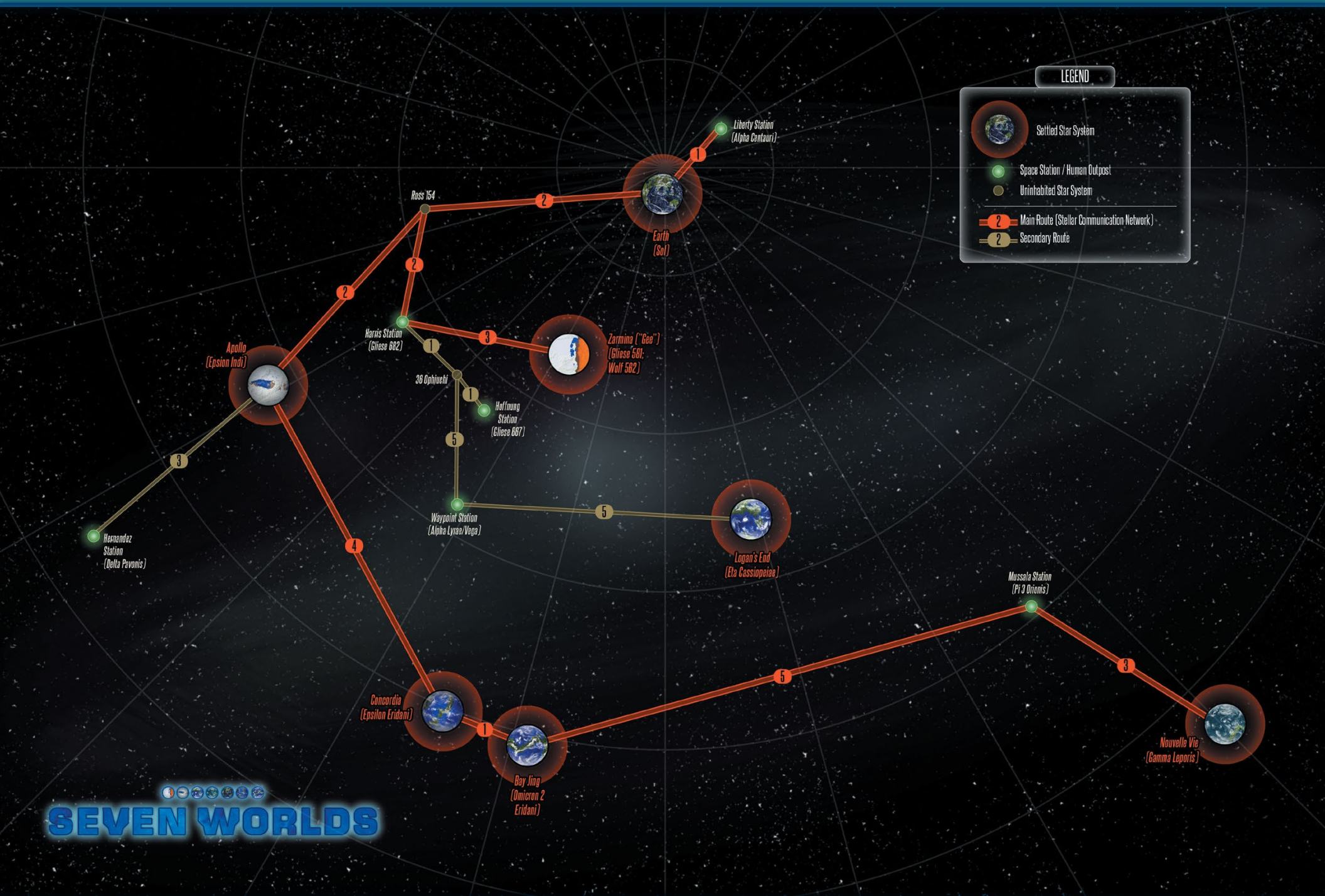


SEVEN WORLDS



SEVEN WORLDS







SEVEN WORLDS

damage, reaction, and chases

DAMAGE

If an attack's damage equals or exceeds a target's Toughness, use the difference as a result below. Otherwise there is no appreciable effect.

RESULT	TARGET (NOT SHAKEN)	TARGET (SHAKEN)
0–3	Shaken	1 Wound
4–7	1 Wound & Shaken	1 Wound
each +4	+1 Wound	+1 Wound

INCAPACITATED

Extras who suffer a wound are removed from play. If a Wild Card character suffers more than three wounds, he's Incapacitated and must make a Vigor roll:

- **1 or Less:** The character dies
- **Failure:** Roll on the Injury Table; it's permanent and the victim is Bleeding Out
- **Success:** Roll on the Injury Table; it goes away when all wounds are healed
- **Raise:** Roll on the Injury Table; it goes away in 24 hours or when all wounds are healed

INJURY TABLE

2D6	WOUND
2	Unmentionables: If the injury is permanent, reproduction is out of the question without miracle surgery or magic. There is no other effect from this result.
3–4	Arm: Roll left or right arm randomly; it's unusable like the One Arm Hindrance (if the primary arm is affected, off-hand penalties still apply to the other).
5–9	Guts: A hit to the body. Roll 1d6: 1–2 <i>Broken:</i> Agility reduced a die type (minimum d4) 3–4 <i>Battered:</i> Vigor reduced a die type (minimum d4) 5–6 <i>Busted:</i> Strength reduced a die type (minimum d4)
10	Leg: The victim gains the Lamé Hindrance
11–12	Head: A grievous injury to the head. Roll 1d6: 1–2 <i>Hideous Scar:</i> Your hero now has the Ugly Hindrance 3–4 <i>Blinded:</i> An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye) 5–6 <i>Brain Damage:</i> Massive trauma to the head. Smarts reduced one die type (min d4)

Bleeding Out: An ally may make a Healing roll to stop the bleeding immediately. Otherwise the injured character must make a Vigor roll at the start of each round: Failure—the character dies from blood loss; Success—roll again next round (or every minute if not in combat); Raise—the victim stabilizes and no further rolls are required.

REACTION TABLE

2D6	INITIAL REACTION
2	Hostile: The target is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind.
3–4	Uncooperative: The target isn't willing to help unless there's a significant advantage to himself.
5–9	Neutral: The target has no particular attitude and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment of some kind.
10–11	Friendly: The target will go out of his way for the hero. He'll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors.
12	Helpful: The target is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.

CHASES

Each participant makes the appropriate Trait roll and draws an Action Card for each success. A character may attack any target with an equal or lower Action Card (he is said to have Advantage). The Action Card determines the penalty to any ranged attacks. If the Action Card is a Club, there's a Complication as well. Most Chases last five rounds (extended Chases last up to 10 rounds). At the end of the last round, actors who haven't been stopped escape.

ACTION CARD	PENALTY	COMPLICATION (IF THE ACTION CARD IS A CLUB)
Deuce	Out of Range, no attack possible	Disaster: Make a Trait roll at –4. If the roll is failed, the character suffers a disaster, and is out of the chase
3–10	Long Range (–4 penalty)	Major Obstacle: Objects of some sort get in the way. Make a Trait roll at –2 to avoid them or suffer damage appropriate to half Top Speed if in a vehicle, or a Fatigue level if on foot
Jack–Queen	Medium Range (–2 penalty)	Minor Obstacle: Objects of some sort get in the way. Make a Trait roll to avoid them or suffer damage appropriate to half Top Speed if in a vehicle, or a Fatigue level if on foot
King–Joker	No penalty; melee attacks may be possible	Distraction: Something obscures the character's vision or path so that he cannot attack this round



SEVEN WORLDS

combat options

SITUATION	RULE
Aim	+2 Shooting / Throwing if the character doesn't move or take other actions
Area of Effect	Targets touching template suffer damage; Ignore non-sealed armor, treat cover as Armor; Missed attack rolls deviate 1d6" for thrown weapons or 1d10" for launched weapons (*2 for Medium Range, *3 for Long Range)
Assistants	Assistants are semi-intelligent AIs usually available to characters. They have skills that can be used inside and outside of combat. By spending a Benny a hero can have an Assistant make one of the following actions this round. If the Assistant's roll succeeds with a raise, the character gets the Benny back. Smarts Trick: Hacking in lieu of Smarts. - Test of Will Persuasion instead of Intimidation or Taunt. Bonus benefits Assistant's owner. Generate Advantage/Disadvantage: Equivalent of using the <i>boost/lower Trait</i> power on a hero or enemy. Effect must make sense within context. Special action: Available in some combats. E.g. open a hatch door.
Automatic Fire	Roll Shooting dice equal to RoF (plus Wild Die if Wild Card); Attack is made at -2 for recoil
Breaking Things	See <i>Obstacle Toughness Table</i> ; Parry 2; No bonus damage or Aces
Called Shots	Limb -2; Head -4 (+4 Damage); Small Target -4; Tiny Target -6
Cover	Light -1; Medium -2; Heavy -4; Near Total -6
Darkness	Dim -1; Dark -2 (targets not visible beyond 10"); Pitch Dark targets must be detected to be attacked with a -4
Defend	+2 Parry; Character may take no other actions but may move
Disarm	-2 Attack; Defender makes Str roll vs. damage or drops weapon
Double Tap	+1 Shooting / +1 Damage; May not be combined with Autofire or Three Round Burst
Drop	+4 to attack and damage
Extreme Range	Take the Aim maneuver and sacrifice the +2 bonus to instead fire at Extreme Range (up to 4x a weapon's Long Range) at a -8 penalty (-6 with a scope).

SITUATION	RULE
Finishing Move	Instant kill to helpless foe with a lethal weapon
Full Defense	Fighting roll +2; replaces Parry if higher; cannot move
Ganging Up	+1 Fighting per additional adjacent attacker; maximum +4
Grappling	Opposed Fighting roll to grapple. Raise = opponent Shaken, Defender makes opposed Strength or Agility roll to break free (any other action made at -4); Attacker can make an opposed Strength or Agility roll to cause damage (Damage = Strength)
Improvised Weapons	-1 to attack and Parry; RoF 1 only: <i>Small Weapons</i> : Range 3/6/12, Damage Str+d4, Min Str d4; <i>Medium Weapons</i> : Range 2/4/8, Damage Str+d6, Min Str d6; <i>Large Weapons</i> : Range 1/2/4, Damage Str+d8, Min Str d8
Innocent Bystanders	Missed Shooting / Throwing roll with a 1 (or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target
Mounted Combat	Mount and rider act on same card; Rider attacks with lower of Fighting or Riding; Shooting incurs -2 Unstable Platform penalty; Charging is +4 Damage but requires 6" of straight movement
Nonlethal Damage	Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated
Obstacles	If the attack misses due to the Cover penalty, the obstacle adds to Armor
Off Hand Attack	-2 to attack rolls with off hand
Prone	As Medium Cover, prone defenders are -2 Fighting and -2 Parry; Ranged attacks within 3" ignore cover
Push	Attacker chooses option below and makes opposed Strength roll (add +2 if attacker moved more than 3" toward target): <i>Bash</i> : Push target 1" on a success, 2" on a raise. If the target hits an obstacle he also takes 1d6 per 1" pushed. <i>Shield Bash</i> : As above but causes Strength damage; +1 for small shield, +2 for medium shield, and +3 for large shield. <i>Knock Prone</i> : The defender is knocked prone
Range Modifiers	Short: 0, Medium: 2, Long: 4

SITUATION	RULE
Range Modifiers	Short: 0, Medium: -2, Long: -4
Ranged attacks in Close Combat	Attacker may use no weapon larger than a pistol; Target Number is defender's Parry
Rapid Attack	-2 Parry; Make up to 3 Fighting Attacks (+Wild Die) at -4, or fire up to 6 shots from a semi-automatic weapon or revolver at -4 penalty to each die
Super conductive Magnetic Arrays	- Character moves at normal pace, but cannot run. - All Physical actions have a -1 penalty. Penalty does not apply to Chases that use Agility, or to Piloting rolls. - If 1 is rolled on trait die when using weapons not prepared for Zero-G, characters are Shaken, and may recover with an Agility roll with a +2 bonus.
Suppressive Fire	With a successful Shooting roll, targets in a Medium Burst Template make a Spirit roll or are Shaken, those who roll a 1 are hit
Tests of Will	Contest of Taunt vs. Smarts or Intimidation vs. Spirit; If successful +2 on next action against target; With a raise the target is Shaken as well
Three Round Burst	+2 Shooting / +2 Damage; May not be combined with Autofire or Double Tap
Touch Attack	+2 to Fighting roll
Tricks	Describe action; Make opposed Agility or Smarts roll; Opponent is -2 Parry until his next action; With a raise, foe is -2 Parry and Shaken
Two Weapons	-2 attack; Additional -2 for off-hand if not Ambidextrous
Unarmed Defender	Armed attackers gain +2 Fighting versus this defender
Unstable Platform	-2 Shooting from a moving vehicle, animal, or other unstable surface
Wild Attack	+2 Fighting, +2 Damage, -2 Parry until the attacker's next action
Withdrawing from Combat	Non-Shaken adjacent foes get one free attack at retreating character
Zero-G	- Pace reduced by half. - All physical actions (except Piloting) at -2 penalty. - If 1 rolled on physical trait die (regardless of Wild die), character is Shaken. Recovery is via an Agility roll (rather than Spirit)



HOMEWORLD

PLANET	BENEFIT
Earth	All Kinds of People: Given its diversity and billions of inhabitants, on Earth there are experts for everything. Heroes get a free Edge, as per the standard <i>Savage Worlds</i> core rules.
Zarmina ("Gee")	High-G Native: On Gee people have to become accustomed to the high gravity of the environment. Most inhabitants, even the "weak" ones, are strong when compared to humans from other planets. Heroes start with a d6 in Strength.
Apollo	Drowns in Corruption: Apollonians know how to survive and thrive in a corrupt society dominated by crime cartels. Heroes get the Scoundrel Edge for Free.
Concordia	People Person: Politics, relationships and negotiation are the way of life in Concordia. Heroes get the Diplomat Edge for free.
Bay Jing	Used to Repression: Inhabitants of Bay Jing know what it is like to live in a militaristic state, and are not usually cowed by other, "weaker" authorities. Heroes get the Strong Willed Edge for free.
Nouvelle Vie	Breathes Space: The main business of Nouvelle Vie (mining) means that most if not all its inhabitants have experienced microgravity environments at least a few times. Heroes get the Zero-G Edge for free.
Logan's End	Tough Customer: Inhabitants of Logan's End have to deal with heat and a merciless jungle. Heroes get the Woodsman Edge for free.

PLANET ENVIRONMENTS

PLANET BEING VISITED

	EARTH	ZARMINA ("GEE")	APOLLO	CONCORDIA	BAY JING	NOUVELLE VIE	LOGAN'S END
EARTH	—	TD, HG	CH, SD	—	NC/P	TB	HG, TB, TH
ZARMINA	TB	TD	CH, LG, SD	TB	NC/P, TB	LG, TB	TB, TH
APOLLO	TB	TD, HG	CH, SD	TB	NC/P, TB	TB	HG, TB, TH
CONCORDIA	—	TD, HG	CH, SD	—	NC/P, NL	TB	HG, TB, TH
BAY JING	—	TD, HG	CH, SD	NL	NC/P	TB	HG, TB, TH
NOUVELLE VIE	SD	SD, HG	CH, SD	SD	NC/P, SD	—	HG, TH
LOGAN'S END	SD	SD	CH, LG, SD	SD	NC/P, SD	LG	TH

CH = Cold & Hostile; HG = High-G; LG = Low-G; NC/P = No Circle or Psions; NL = Not Liked; SD = Slightly Dark; TB = Too Bright; TD = Too Dark; TH = Too Hot

space combat options

Before running space battles, carefully review the Missile rules section (in **Chapter 2: Gear**) in the *Savage Worlds* rulebook. Missile tracking sheets are available at www.SevenWorldsRPG.com.

PILOT-SPECIFIC ACTIONS

MOVEMENT ACTIONS

Moving the ship (+0 Heat)

Piloting roll. This counts as an action. The ship with the faster Top Acceleration gets a +1 bonus. If the Top Acc is twice or more the highest, bonus becomes +2.

- **Success:** 1 movement unit.
- **Raise:** 2 movement units.
- **Failure:** No mov. units this round.
- **Result of 1 or Less:** Ship goes Out of Control.

Movement Units can be used to move positions in the direction the ship is point at, or for turning around (see below).

Turning Around (+1 Heat)

A ship moves in the direction it is facing only (it can fire in any direction). To turn 180 degrees the pilot can spend ALL movement units gained this round (minimum of 2).

Steady (-1 Heat)

If pilot can't or won't move the ship, it "cruises" (stays in place). This removes one point from Heat Pool (can never go below zero).

"Push the Engines" (+1 Heat)

Piloting (-2) roll. If successful, gain one additional Movement Unit. Note that this action generates heat.

IF YOU'RE BEING ATTACKED WITH MISSILES

Evasion (+0 Heat)

Piloting (-6) roll. Separate roll made for each missile, but all rolls count as a single action. Each Benny works on a single roll. Missiles hit target at end of current round.

Remember that you have 1 round to evade missiles at short range, 2 rounds at medium range, and 3 rounds at long range.

Evading with Mine Cloud Defenses (+1 Heat)

Use Anti-Missile Counter Measures (AMCM) rules from *Savage Worlds*. When deployed (automatic, free action), MCDs add +2 to Piloting rolls made to Evade all incoming missiles this round. An MCD can also be deployed against a single enemy missile; in this case the pilot picks the missile and gets +4 to that roll. More than one MCD may be deployed the same round. For each missile being evaded, highest MCD bonus applies. MCDs add 1 point of heat irrespective of how many MCDs were used.

GUNNER-SPECIFIC ACTIONS

ATTACKS

Laser Attack (+X Heat, see Weapon)

Shooting (+2) roll. If successful, roll damage. If Shooting die comes up a 1 (regardless of Wild Die) weapon is overheated and needs to cool down for an entire round (can't be used for attack or defense).

Laser beams can be used for attack or defense (Point Defense Laser Batteries), but not both in the same round.

To lock-on to target, requires successful Shooting (+2) roll (no opposition). If successful, gunner decides how many missiles to release, up to full payload. Enemy has one turn to evade if at short range; two turns at medium range; and three turns at long range.

Heat Points are added to the pool only if missiles were launched.

Missile Launcher (+X Heat, see Weapon)

- **Kinetic** and **Nuclear** Missiles do the damage listed.
- Besides normal damage, if damage roll for a **Neutron** missile is successful (even if it's just a Shaken) then every member of the crew must roll their Vigor or gain a level of Radiation Fatigue. This can lead to death.
- Besides normal damage, if an **NNEMP** missile managed to Shake the ship, the following happens until a character makes a successful Repair roll: The pilot cannot perform maneuvers (other than the Steady option), use its communications equipment, jump, or fire its weapons or defenses; The Coulborne Shield is still functioning as a defense and can absorb Heat, but no Shield Effects can be used. For each "wound" inflicted, the crew must wait one additional round before they can attempt the Repair roll. Additional NNEMP damage inflicted before the system is repaired simply increases the delay by one round per Shaken and wound result.
- **Cloud Projectiles** break into "clouds" of missiles. As soon as it is launched, it breaks up into 4 missiles. At the end of enemy pilot's turn, if any missiles are left and there are still turns to go, two more missiles are added to it, up to a total of 8.

Coilgun (+X Heat, see weapon)

Coilguns behave like missile launchers but run the risk of overheating. If the gunner rolls a 1 on the Shooting die when shooting a Coilgun (regardless of the results of the Wild Die), the weapon has overheated and weapon cannot be used for the entire next round.

Damage special rule

When hit, a ship receives, besides standard damage, a number of Heat Points equal to half its Heat Radiation stat, rounded down, for a minimum of 1.

Point Defense Laser Batteries (PDLB) (+X Heat, see weapon)

Defense: Use laser as an Anti-Missile System (see *Savage Worlds*). Make Shooting (+2) roll (as many Shooting dice as the PDLB of the weapon allows, plus a single Wild Die). If successful, roll as many d6s as the PDLB of the laser allows. Each 1 or 2 that comes up means an enemy missile has been destroyed.

Note that a laser used as a PDLB cannot overheat (nothing happens if 1 rolled on Shooting dice).



SEVEN WORLDS

space combat options

ENGINEERING-SPECIFIC ACTIONS

HEAT MANAGEMENT

Managing Heat

If there is at least one heat point accumulated in the Heat Pool, it must be radiated before a full round goes by or it automatically generates one level of Heat Fatigue.

Engineer can make a Knowledge (Ship Ops) roll as an action, *subtracting* as many points as there are in the Heat Pool (make sure to add Heat Radiation modifier). If successful, no Heat Fatigue is accumulated. If failed, the ship accumulates one level of Heat Fatigue. In all cases Heat Pool is reset to zero. A Critical Failure counts as failing the roll regardless of the bonuses applied to it. If ship is Incapacitated, it is in danger of melting. Ship stops moving, can't fire weapons or defenses, Coulborne Shield goes down (no Armor or Shield Effects), crew must roll Vigor or gain a level of Fatigue themselves because of Heat.

Bringing down the Shield

Any character trained in Knowledge (Ship Ops) can bring up or down the Coulborne Shield as an automatic action (no roll). For each full round the shield is down, the ship sheds one level of Heat Fatigue.

While Shield is down there is no Armor, Shield Effects go down and no new Shield Effects can be activated. Heat rolls can still be made.

SHIELD EFFECTS

Shield Effects: Damage Absorption (+0 Heat)

Knowledge (Ship Ops) FREE action, costs one Shield Effect. If successful, roll used as a "soak" roll. If ALL damage is soaked, the attack does not add any heat points to the Heat Pool.

Shield Effects: Maximum Shielding (+0 Heat)

Knowledge (Ship Ops) action, costs one Shield Effect. If successful, it functions as the *armor* power, (+2, or +4 with raise) for three rounds total.

Shield Effects: Move Shield Center (+0 Heat)

Knowledge (Ship Ops) action, costs one Shield Effect. If successful, functions as *deflection* power (-2 to enemy Shooting, -4 if raise) for three rounds total. Against incoming missiles the modifier is applied to pilot's Piloting rolls as a bonus.

Recover Shield Effects

If engineer gets a Joker, recovers ONE Shield Effect.

OTHER RULES

DETAILS

Shaken

Pilots Shaken at the start of the round receive -2 to their rolls. On his/her turn a pilot may attempt to remove the Shaken condition.

Out of Control

2d6: If 2 or 12, crew receives 1d6 times half top Acceleration collision damage; if 3-11, pilot receives -2 to next Piloting roll (doesn't apply to missile evasion rolls).

CRITICAL HIT TABLE

2D6

CRITICAL HITS

2

Coulborne Shield: A randomly determined Shield Effect is destroyed. Additionally, the first and second time this hit occurs the Armor Rating of the Coulborne Shield drops by 2 points. The third time this hit occurs the Coulborne Shield is permanently disabled (all Armor is lost).

3

Heat Radiation Systems: The ship's Heat Radiation modifier is reduced by 1 each time this Critical Hit occurs, to a minimum of zero.

4

Fusion Engine: The fusion drive has been hit. Top Acceleration is halved as normal. A second hit reduces Top Acceleration to one-quarter maximum. A third hit disables the drive, reducing the ship's Top Acceleration to zero.

5

Magnetic Grid: The magnetic grid controls on the external surface of the ship are hit, making the robotic devices on top move less effectively. Piloting and Shooting rolls receive a cumulative -1 penalty.

6-8

Hull: The starship suffers a hit in the body with no special effects.

9-10

Crew: In the case of the heroes' ship, a random crew member is hit. The damage from the attack is rerolled, subtracting the ship's Armor from the damage. Against other vessels, a crew hit reduces the vessel's Piloting, Knowledge (Ship Ops), Repair or Shooting die two steps, to a minimum of d4-2. Roll randomly to determine which crew section. Also, one quarter of the remaining crew (round down) becomes a casualty of the attack. They may attempt to recover later as per the standard rules.

11

Weapons: A random weapon of the vehicle that was hit is destroyed and may no longer be used. If there is no weapon, this is a Hull hit instead.

12

Wrecked: The starship is wrecked and automatically goes out of Control.



SEVEN WORLDS