

gravinertio 2

REALITY TORN
BY ADOX ROIG

NEEDED:
2 DICE
4 TOKENS
PENCIL

ONCE AGAIN, DEEP IN SPACE... a sentient space-time bending anomaly was found. It's power seems to be inconmeasurable. And the two main political powers in the galaxy have devised a way to possibly controll it. They now race against each other to get to the center of the anomaly and activate their mysterious devices to take the anomaly for themselves.

FIRST, PICK A SIDE!:

The Rathgyan States: They believe they could use the anomaly to make life trascend time and exist in a dimension above.

The Quantum Consensum: They want to use the anomaly to bend space to their will and create existance itself.

Roll 1 dice to see who gets a higher number and moves first.

THEN, THE RACE IS ON!

TAKE TURNS ROLLING BOTH DICES

EVEN + EVEN = ADVANCE 1 SPOT

EVEN + ODD = STAY

ODD + ODD = BACK 1 SPOT

Every 3 "STAY" you generate 1 IMPULSE (1 max, non-stackable).

1 IMPULSE can be spent to re-roll yourself... or force the other side to re-roll!

...OR ATTACK!

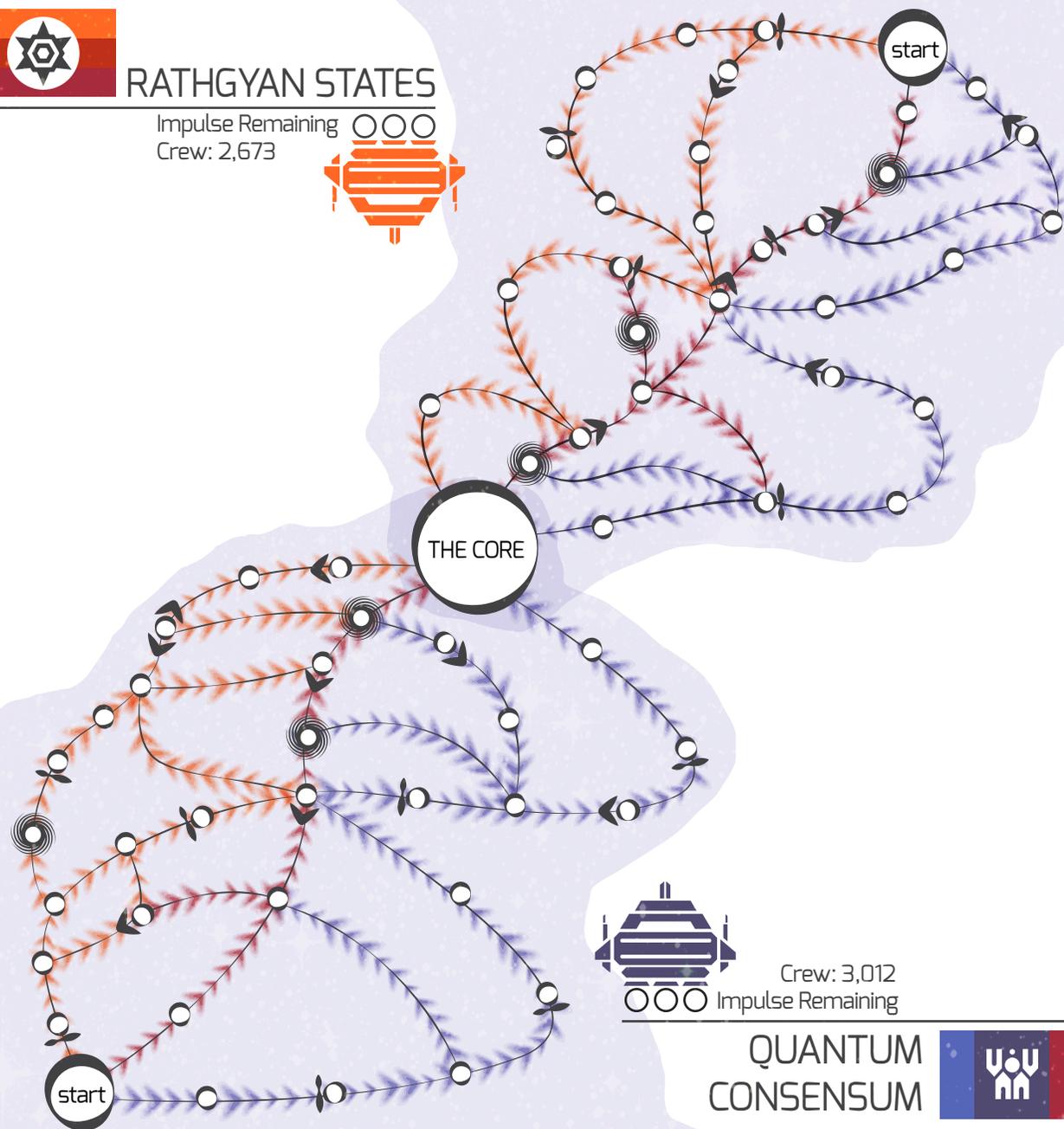
Roll >7 to send a massive cosmic electric shock up the same colored lane as the spot you're currently in. When shocked, move back 2 spaces.

Impulses can be taken from the ships supporting your side. Each one has 3 impulses. But if they're left without any, they'll fall into the anomaly and perish.



RATHGYAN STATES

Impulse Remaining ○○○
Crew: 2,673



Crew: 3,012
Impulse Remaining ○○○

QUANTUM CONSENSUM



PORTAL. Changes position with opponent

- Portals take effect when you try to move, not when you land on one.
- The only way to leave is rolling EVEN + EVEN. Else, you're sucked and switch places. You can actively choose to be sucked in. Can't be reused once switched.



NORMAL SPOT. Roll to move.



BENT SPACE. If ODD + ODD, go back 2 spaces.



STABILITY ZONE. Can't fall back these spots, never.