

gravinertio

by Adox Roig

NEEDED:
2 DICE
1 TOKEN
PENCIL

DEEP IN SPACE... a sentient space-time bending anomaly was found and menaces to destroy the universe by unleashing quantum decay, leaving it inert. Detonating nuclear warheads inside it may disrupt it forever, but the anomaly protects itself by bending space and opening dimensional portals, making aiming near impossible! Disrupt it before running out of missiles!

FIRST, LAUNCH A MISSILE!:

Roll both dice to know through **which portal** the missile is launched.

Roll again to know its **inertia** (the amount of spots it will move). Proceed to move the missile.

THEN CHOOSE...

MOVE AGAIN

3 starships are risking thousands of lives getting near the creature to control and impulse the missiles.

Each one can **send up to 3 impulses** so you can **roll inertia again** on the same missile. (use the 2 dice, then move and **mark an "X"** for the spent impulse **on the circles** on the back of the starship).

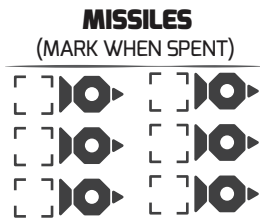
When a ship **runs out of impulses** it falls into the anomaly, crushed by the broken space time.

How many lives can you save?

DETONATE

Roll >7 to detonate the missile. If <7, the missile is lost forever.

Then, a **new missile must be launched**.



CREW: 10,084

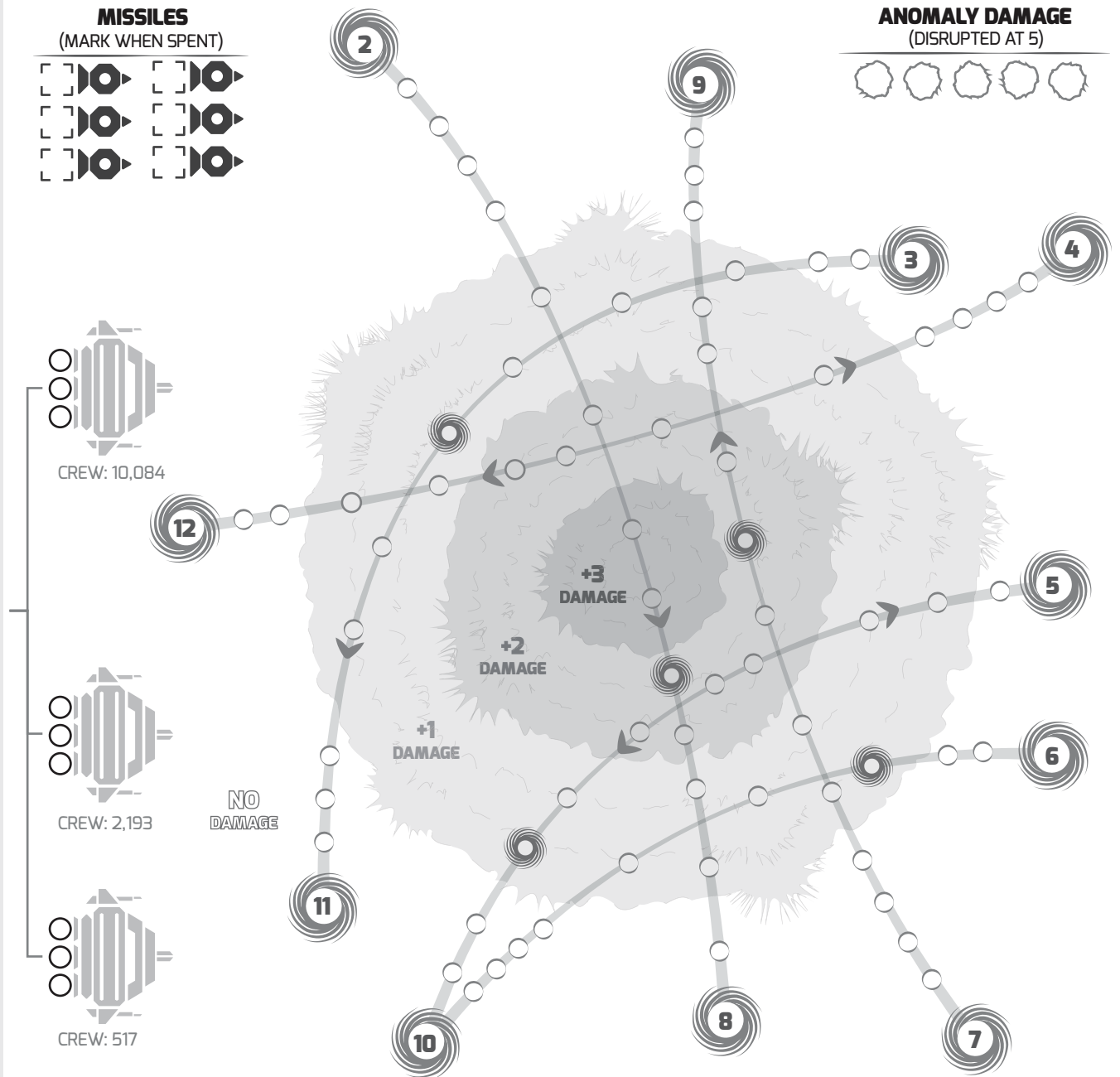


CREW: 2,193



CREW: 517

ANOMALY DAMAGE
(DISRUPTED AT 5)



PORTAL. Swallows you when passing over it.

- Roll the dice to know through which one you'll come out. Remaining **inertia is maintained** on exiting the portal! Take note of it!
- You can **spend one impulse** to choose through which portal you want to come out.



NORMAL SPOT. Roll denotate or impulse.



BENT SPACE. If you land here, roll >7 to avoid being moved 2 spots in the indicated direction.



Spend 3 missiles to create one **BOMBA**, which moves **half as fast** (roll 1 dice only) but does **double the damage**.