Game Master Tips for running an OSR #2:

Session 1: The 20 minute Railroad

As I Learn...

Session 1: The 20 min Railroad

- ***1:30 Introduce the Characters / Players***
- 1:30-4:00 Setting
- 4:00 - 1st NPC
- 7:00 - 2nd NPC
- 7:30 - Important minor detail
- 8:30 - more job detail
- 15:00 - trust experiment
- 18:00 - On their way

Session 1: Asteroid MK21: White Star RPG James Spahn Game Play OSR Space D&D

White Star Example
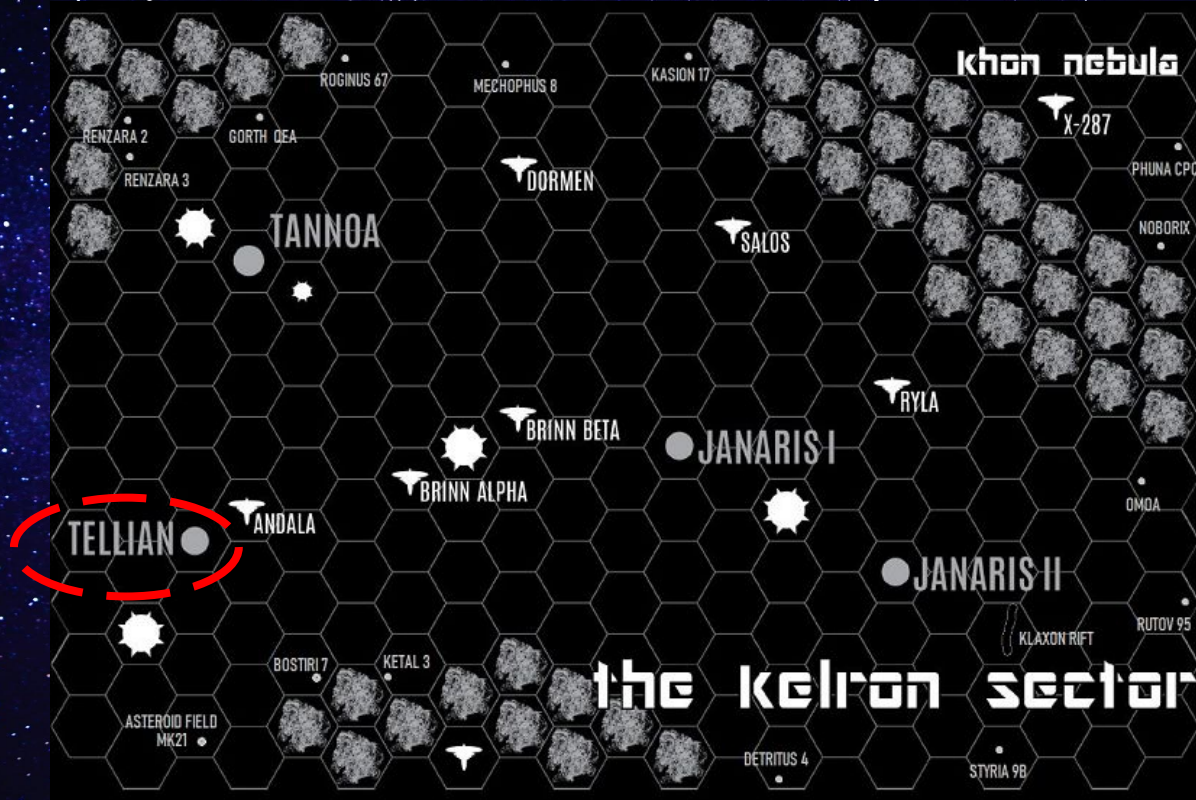
Captain
Jimmy Pike

Pilot
Spike MeGee

Muscle
Otis

Resources
BOT

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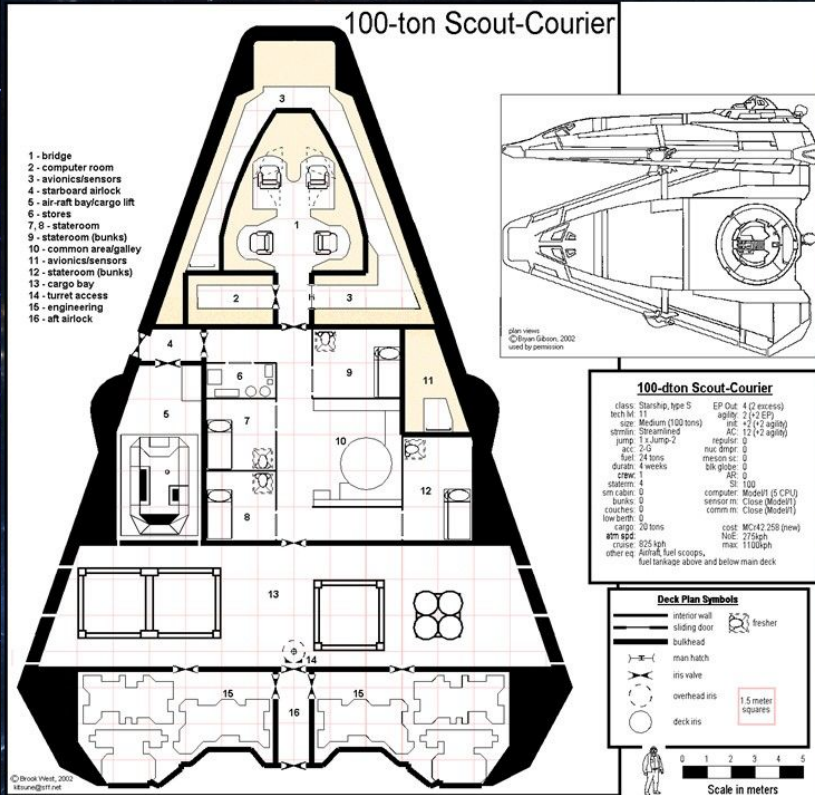
White Star Example -

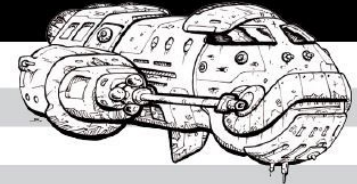*Thelonius Belraus*

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White Star Example -

100-ton Scout-Courier

1 - bridge
2 - computer room
3 - avionics/sensors
4 - starboard airlock
5 - air-raft bay/cargo lift
6 - stores
7, 8 - stateroom
9 - stateroom (bunks)
10 - common area/galley
11 - avionics/sensors
12 - stateroom (bunks)
13 - cargo bay
14 - turret access
15 - engineering
16 - aft airlock

plan view
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100-dton Scout-Courier

class: Starship, type S
tech lvl: 11
size: Medium (100 tons)
strmlin: Streamlined
jump: 1 x Jump-2
acc: 2-G
duratn: 4 weeks
fuel: 24 tons
crew: 1
statern: 0
sim cabin: 0
bunks: 0
couches: 0
low berth: 0
cargo: 20 tons
atm spd:
cruise: 825 kph
other eq: Airfaft, fuel scoops,
fuel tankage above and below main deck

EP Out: 4 (2 excess)
agility: 2 (+2 EP)
init: +2 (+2 agility)
AC: +2 (+2 agility)
repulsr: 0
nuc dmpr: 0
meson sc: 0
blk globe: 0
AR: 0
SI: 100
computer: Model/1 (5 CPU)
sensor m: Close (Model/1)
comm m: Close (Model/1)

cost: MCr42.258 (new)
NoE: 275kph
max: 1100kph

Deck Plan Symbols

	interior wall		fresher
	sliding door		
	bulkhead		
	man hatch		
	iris valve		
	overhead iris		1.5 meter squares
	deck iris		

Scale in meters
0 1 2 3 4 5

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kitsune@sff.net

SCOUT SHIP

ARMOR CLASS	5 [14]
HIT POINTS	65
SHIELD STRENGTH	1
MOVEMENT	9
TARGETING	+0
ATTACK	Medium Laser (4d6) [pilot-linked]
MODIFICATIONS	Faster-Than-Light Drive

The tenacious little scout ship is designed for long term space exploration. Able to operate with a small two or three man crew, its not built for combat, though by virtue of often being alone in the depths of space it can take a beating. It's not built for cargo transport, though its hold is capable of carrying enough supplies to last a crew of three up to six months. Scout starships dive into the darkest corners of the galaxy to discover new planets, new civilizations and find out what lays beyond the star charts of the universe.

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White Star Example -

Computer Ductwork

8 x 55 gal barrels

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