

# TICKET TO THE MOON

VIA SATELLITE2



## TICKET TO THE MOON

From a secret moon base in the year 2095, the Time Scape Commandoes travel back in time to thwart Little Blue Boy and his minions. The TSC is lead by the intrepid Dr. Rotwang, a refugee from the 1980s just looking for a way out of here.

### STATISTICS

Statistics can vary in this game. Should the GM think he will need a stat during play, just roll it up or assign a value. Suggested stats include:

#### **Machismo**

This is the physical prowess of the character.

#### **Balls**

This is the bravery of the character.

#### **Smarm**

This is the mental agility of the character.

#### **Cool**

How cool the character is.

#### **Dance**

That amazing dancing agility manifest in us all...or not.

### **Generating Statistics**

Stats range from 2-12. You can either roll 2d6 for each stat or assign a number based on the character's concept.

A stat will add a bonus to a skill check depending on its rank. Starting at 8, a stat gives a +1 for every point over 8. For example, a 9 Machismo gives a +1 to any checks involving Machismo.

### SKILLS

Skills are anything a player can think of. They receive 10 ranks initially and may be awarded a rank if they accomplish a difficult task using a skill.

Skills add their rank to the die roll of the player. There is no maximum skill rank.

### **Gidgets**

Gidgets are special stunts a character can perform. Think of them as a specialization of a skill. They can only be taken in a skill that the character has. For instance, a New Wave Band Member could have Keytar Synth as an instrument then have Rock Band Solo as his Gidget. This Gidget then could be used to blast out a rocking tune as an Object (see Object Mechanic below).

They may choose 2 at creation but may be awarded more in play if they develop them. The player may take 4 levels in a Gidget. These levels are added above and beyond any skill that they could be used with.

Examples of Gidgets are Witty Comeback for a Speech Skill, Tough Guy for a Martial Arts Skill, or Piercing Gaze for an Acting Skill.

## CHARACTER GENERATION

1. Generate background  
In generating a background, the player must consider what has brought them to the 1980s. In some cases, they will be part of the Time Scape Commandoes and in others they will be private citizens looking for their lost past. It is also possible to play a person of the time or a person from and alternate time.
2. Generate statistics
3. Record bonuses for the stats
4. Pick Skills
5. Pick Gidgets

## BASE MECHANIC

To resolve any conflict, the GM will set a difficulty. Normal checks are set at 8. Additional modifiers may be added or subtracted from the base difficulty in order to adjust it for conditions. For example, if it is raining and the TSC wishes to jump over from a ledge into a window, he would start with a difficulty of 8 then the GM might say it is +2 for being so wet on the ledge. The difficulty becomes a 10. To his roll, he would add his Balls modifier as he stats he is "Going Balls Out on this one!"

### **Object Mechanic**

The basis of the system is that the player chooses an Object with which to perform his Action. The

Object may be anything that the player has or can do. For instance, it could be a gun used to attack a target's Cool by threatening to kill them. This would allow the attacker to attempt to make the target lose his Cool. The target could then retaliate using a Cool gesture to disarm the attacker by attacking his Balls. The target would do this by making his gesture adding in any appropriate skills and his Cool bonus and try to roll higher than an 8 plus any modifiers added to it by the GM. The GM may determine that the target is working against an armed man and increase the difficulty.

For physical combat it is the same thing. Base difficulty is 8 and the attacker must roll at or above that number with modifiers. The mods that might be used are up to the player who might use his Machismo if he is punching or his Smarm eyeball the target just right in his scope or Dance if you are wielding a machete at a maniac. If successful, the damage dealt is the amount the roll succeeded by. For instance, if an 8 was needed and the final total with all modifiers was 10, then 2 would be subtracted from the target stat.

### Damage

Damage to a person is dealt to their stats. This has different effects based on what is attacked. For instance, a person who has their Smarm reduced to 0 may not stop fighting but may not be smart enough to figure out when he is in trouble. Alternatively, if in physical combat and Machismo is reduced to 0 then the person is killed or knocked unconscious or wounded depending on what the GM decides fits the scene best. For yet a different example a person who has their Cool reduced to 0 may run off or faint.

Damage is calculated by determining the amount the roll succeeded by. For example, a 4 is needed but a 10 with all modifiers applied is rolled and then 6 is subtracted from the target stat.

To recover a stat, one can perform an act that would normally recover such a loss. So, if a character lost his Cool, he might be able to gain a few points (dependant on the judgement of the GM) by taking a shot of bourbon. Machismo may be recovered by taking a nap or receiving medical aid depending on the nature of the wound. Smarm could be recovered also by taking a nap. Quality of the Object used to

recover the stat is important as well. Cheap bourbon will have less effect than a fine quality bourbon.

### Giving Them Pause

This can only happen with a non-violent attack. Essentially, when a Object is used to perform an action that reduced a target's stats in some way, they may be given pause to their own action. This means they cannot respond violently. They may respond in kind so that if they were attacked in their Cool, they could return likewise with an attack to the opponent's cool or in some other non-violent way. This is meant to represent the ability of some people to talk their way out of any situation.

A target of such an attack can counter the effect and escalate the

### The Right Object for the Action

The GM may, at his discretion, increase the difficulty of the Action being attempted if the Object is poorly suited to the task. In extreme cases, he may rule it impossible. For instance, using a Gun Object to perform a Healing action on Smarm. Certainly, it should be a discussion and not unilateral as the Object may be applied creatively by the player to the Action of the character. If a plausible explanation can be forwarded, the Action should be allowed.

An example of a improper Object applied to an Action that would receive a modifier is something like a Music Object used to attack Machismo. This is not impossible and could be explained by the use of ultra-high frequencies to damage hearing and cause pain. However, the GM may wish to increase the difficulty if the Music Object is the character's voice instead of an electronic instrument.

### Yielding the Floor

At times, so much damage may be done in one Action that the target yields. This is usually 1/2 of their total stat. So, if a guard's Cool (4) is attacked and 3 points of damage are dealt, then the guard (at the GM's discretion) may Yield the Floor and give into the attacker. If this was appealing to how the attacker is so Cool and the guard is truly a dweeb if he does not let the attacker pass then the guard will let the attacker by.

This can also happen with skill checks. If the skill + stat bonus + any applicable Gadget add up to more

than the difficulty is it considered to be a success without rolling the dice.

## ARCH-CHARACTERS

In Ticket to the Moon, everyone plays members of the Time Scape Commandoes. They may be custom generated characters or, for a quick start, they can be pregennded characters representing the main characters in the setting. Here are a few.

### **Dr. Rotwang**

A doctor of Comparative Archaeology specializing in the 1980s, Dr. Rotwang is at the center of our story. A refugee from the 1980s, he was saved by David Bowie (a secret agent for the TSC) from certain death at the hands of Taco, the right hand man (?) of Little Boy Blue. Having been brought back to Station 2 and then onto the Moon headquarters of the TSC, Dr. Rotwang would become one of their most skilled (some say lucky) agents. Operating in the dangerous and confusing 80s, Rotwang has a natives grasp of the surroundings. He hopes to take down Little Boy Blue before he can destroy the future of 2095 that he has come to love.

Machismo : 4

Balls : 8

Smarm : 10 (+2)

Cool : 12 (+4)

Dance : 6

### ***Dr. Rotwang's Skills***

Fists : 2

Ray Gun : 1

Speech : 3

History : 1

Dancing : 2

### ***Dr. Rotwang's Gidgets***

Lay'n the Word Down (Speech) : 3

Cool Beans (Dancing) : 1

### **David Bowie**

The king of cool, the baron of swing, no one is better suited to be Dr. Rotwang's wing man than David Bowie. A man of mythic proportions, he has always

been a man of the Time Scape Commandoes. He has secretly fought against Little Boy Blue's plan to destroy the music of the 1980s and thus bring about, of more to the point, never give birth to the Utopian future that is 2095.

Machismo : 4

Balls : 10 (+2)

Smarm : 8

Cool : 12 (+4)

Dance : 6

### ***Bowie's Skills***

Fists : 1

Knife : 1

Singing : 3

Chinese : 1

Dancing : 2

Business : 2

### ***Bowie's Gidgets***

Voodoo Song (Singing) : 2

Midas Touch (Business) : 2

### **Taco**

A singer of some...reonnw? Taco is the main agent of LBB in his quest to destroy the music of the 1980s and bring about the end of the musical Utopia that is 2095. He has tried several plans already including killing pop stars before they could rise, destroying band's hair products and eye liner as well as freezing them out of studio deals. To date he has not succeeded but now he has a much more insidious plan, nouveau swing music. He must be stopped!

Machismo : 6

Balls : 10 (+2)

Smarm : 8

Cool : 4

Dance : 12 (+4)

### ***Taco's Skills***

Gun : 1

Cane : 1

Singing : 3

Speech : 1

Dancing : 2

Disguise : 2

### *Taco's Gidgets*

Deception (Speech) : 1

Mask of a 1000 Faces (Disguise) : 3

### **Play Example**

Taco and Bowie meet in a club. There is a hush as everyone there realizes that David Bowie is there and wonder who the guy in the tux is.

“We have spent too long coming to this point,” Bowie remarks as he moves to the dance floor.

“Ah, but not long enough for you,” Taco whispers loud enough for Bowie and no one else to hear.

Bowie breaks into song about babies and voodoo and yoohoo. Bowie's player declares he will be attacking Taco's cool with his song trying to shame him into running away. He rolls 2d6 and with a target of 8. He rolls a 6. He then adds Bowie's Singing: 3 and his Voodoo Song : 2, adding these to his roll of 6 for total of 11. He succeeds by 3 reducing Taco's flagging Cool of 4 to 1.

Visibly shaken, Taco calls on four of the club's bouncers to do his dirty work convincing them that Bowie is an imposter. The GM rolls 2d6 and gets an 9. Taco has a Speech of 1, Deception of 1 and Balls that give him a +2 claiming that he has to have a pair to be calling on stranger's like this. This gives him a total of +4 and a total modified roll of 13. The 4 bouncers have a Smarm of 2, the GM decides that the difficulty would be raised from 8 by 3 to 11 for the extra people. This reduces their Smarm to 0 and they believe Taco. They move in on Bowie!

Bowie decides to use his Decides to use his Business and his Cool to intimidate the Bouncers into leaving him alone. His player rolls 2d6 vs. their Balls (6). He rolls an 8 plus + 2 for Business, + 2 for Midas Touch, and +4 for Cool. The total is 16 and the GM, applying the same modifier to the difficulty decides that 8 plus 3, 11 would be the new difficulty. Bowie makes it by 5 and drops their Balls to 1. They are

shaken and decide that they are not sure if he is or is not Bowie...but will be cautious and back off.

In the meantime, Taco, using his Disguise, escapes into the crowd. The GM rolls 2d6 and gets 7 plus 2 for Disguise and 3 for Mask of 1000 Faces. He gets a total of 12. The GM determines that the Difficulty would actually be 2 less since the club is crowded meaning Taco made it by 6.

Bowie, trying to find him, searches the crowd. The difficulty is raised by 6 to 14 (base 8 + 6 for Taco's success). His player rolls 2d6 and gets a 3 with no modifier. He loses his opportunity to finish the Dutch singer.