MAR DE ORO | GM REFERENCE

AIRSHIP EMERGENCY CHEAT SHEET

Use clocks for the developing danger. Use checks for uncertain actions. Use object rules only for physical obstacles.

SPECULATION	ENERGY	MASS	THRUST
Only Éterlumin and Fortera	Conserved	Cannot be reduced	No free or reactionless drive

1. Set the Scene

Problem. State what is failing in ordinary language.

Intervention clock. 4 segments for a contained problem, 6 for a serious emergency, 8 for several systems or locations.

Danger clock. Name the approaching consequence. Use the same size unless time is unusually short or generous.

Interval. Choose when danger advances: after a round, major action, manoeuvre, scene, or watch. Tell the players.

Warning. Give something visible, audible, or physical: heat, pressure drift, vibration, vapour, changing deck angle, or an unfamiliar sound.

Map anchors. Mark the failing system, control point, access route, obstruction, and the system or resource at risk.

2. Run Each Interval

1. Describe how the ship is changing.
2. Ask each player: What do you do? Do not begin with a named skill.
3. Test only when the action is uncertain, rushed, dangerous, or beyond routine procedure.
4. Apply progress, time bought, access created, danger reduced, or a consequence.
5. Let the ordinary crew continue routine emergency work.
6. Advance danger unless someone specifically bought time.

3. End the Emergency

Intervention fills. The crew controls the failure or reaches one clear final step. Do not demand an arbitrary extra test.

Danger fills. The named consequence occurs. It may begin a new clock or change the objective.

Catastrophe. Play shifts from repair to choosing where the ship falls, what survives, and who escapes.

What an Action Can Do

Make progress. Mark 1 segment. Mark 2 for an exceptionally effective, perfectly prepared, or seriously costly method.

Buy time. Prevent the danger clock from advancing once. The underlying problem remains.

Create access. Open a route, expose a control, clear wreckage, or place another character where they can act.

Reduce danger. Remove one harmful effect, protect the crew, or prevent additional escalation.

Results

Success. The situation changes. Repeating the same completed task gives no further progress.

Failure. Apply a consequence rather than asking for the same unchanged attempt again.

Useful consequences: advance danger; inflict injury; damage tools; close a route; lose altitude; injure crew; spread heat, vapour, or fire; create a connected failure; or allow success at a serious cost.

Objects and Machinery

Physical obstacle. A jammed door, warped hatch, grille, chain, or blockage may be forced, dismantled, cleared, cut, or broken using the chosen game's ordinary object rules.

The failure has no durability. Only the physical obstacle does.

Functional machinery. Destroying a regulator, line, support, or control can solve the immediate danger, but it permanently removes or changes a capability.

The Ordinary Crew

A trained crew can maintain basic steering, secure guns and cargo, move prepared ballast, evacuate compartments, fight small fires, carry orders, and follow established emergency procedures.

Player characters are needed where judgment, authority, unusual capability, or exceptional danger matters.

Keep the Scene Fair

Show the warning. Make the consequence clear. Let several approaches work. Let destructive solutions work when they make sense. Make their cost real.

THE SHIP IS THE BATTLEFIELD. THE CHOICES ARE THE ENCOUNTER.