

# ROCKETS AND RAYGUNS!

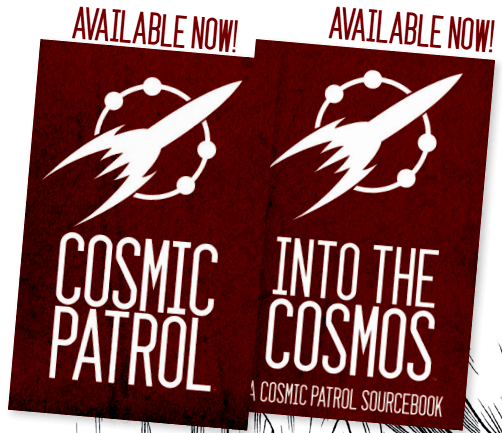
In *Cosmic Patrol*, players take the role of Patrolmen—the first and last line of defense for humans in a dangerous galaxy. Patrolmen explore, discover and defend the interests of humans wherever they go. With an atomic ray gun at their hip, they brave the unknown on a regular basis.

## COSMIC PATROL CORE RULEBOOK

*Cosmic Patrol* is a rules-light RPG by Catalyst Game Labs that is all about creating a story. Using Cues as building blocks, you will construct a plot and narrate your Patrolman's way through the millions of threats the cosmos has to offer. Your adventure will be unique to you and your group, and you're encouraged to write those adventures up in true pulp style, for all the world to enjoy.

[WWW.COSMICPATROL.COM](http://WWW.COSMICPATROL.COM)

COMING SOON!



**CATALYST**  
game labs™

FREE  
RPG  
DAY

## Address to Cadets, Platform Alpha, by Coordinator Roderick Dyson

There is a caret on the screen behind me. Can you see it? That marks the exact point in space where Rocketship *EM* disappeared when the Moon Men claimed it. Right there. Now look behind you. What do you see, through the lower-left viewport?

Earth.

When Rocketship *Exploration Moon* lifted off, we thought the universe was ours to explore. We didn't know about the Moon Men, or the Eiger or the Hakhaze. We thought the Uth were old news. We knew all that—not thought it, not believed it, knew it. And we were wrong.

You've all seen the reports from the Coalsack. You know what Falstaff found, and Winston. You know how much effort we've put into the base at Gleise 581. And now you're standing here, looking at me, thinking about Mars and Venus and what I did there and how you want to be like me. We both know it. And if all you're hoping for is to do what I did, we're all dead men.

You have to do more.

There are a million and one things out in the deep dark that will kill you—that will kill all of us. The Uth are only the first. The Eiger and the Hakhaze don't know where we are. The Metatherions—whatever they are—are out there. The black encroaches. And we are all alone in this system.

You've sworn your lives, your swords, your sacred honor, to the Great Union. You come from Earth, from Mars, from Venus. A few of you have even come out from near Mercury. All of you are soon to be Patrolmen, members of the first—the only—line of defense between our worlds and the galaxy. You are the future, even as I am the past. The history of now will be written on your shoulders.

You must be vigilant. I said a million and one things, and I meant it. Automen. Lizardmen. Pirates. Invading aliens. Something monstrous we haven't even dreamed of yet. The universe is vast—chances are, if you can imagine something, it's out there somewhere waiting for you. Even probability must surrender to the sheer mass of persistence.

You came from the core worlds; you will leave Platform Alpha as men and women of the Cosmic Patrol.

Do your duty.

**DEVELOPMENT:** Randall N. Bills.

**WRITING:** Randall N. Bills, Matt Heerdt, Jason Schmetzer, and Johnathan Reynolds (The Eiger Agenda Missions).

**ARTWORK:** Leanne Buckley.

**LAYOUT:** Matt Heerdt.

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☾ = UTH SIGHTING

ESTIMATED LIMIT OF  
COSMIC PATROL EXPLORATION

G'UBUB REVERIE

COSMIC  
CORE

SKYLOS

UEPB GG  
193114

EIGER EMPIRE  
(SURVEY VES)

LAGAS

THE MIDDEN

DEEP RELAY 9

DEEP RELAY 13

METAL OIL

BAETA

COALSACK  
DEAD ZONE

GNY MOON

DEEP RELAY 2

AVAR

HAKHAZE

GLIESE 581

GREAT  
UNION

ANNORA

FEMMA

DEEP RELAY 4

DEEP RELAY 8

RAGNA

RIGELLON

ESTIMATED LIMIT OF  
COSMIC PATROL EXPLORATION

Sample file

## WHAT IS COSMIC PATROL?

*Cosmic Patrol* is a role-playing game (RPG) set in a retro future based on the Golden Age of science fiction. If you've ever seen a cover from a classic 1930s-1960s pulp science fiction magazine, you've got the idea. You and your friends form the crew of a Cosmic Patrol rocketship and blast off for action and adventure in the wild galaxy.

## Quick-Start Rules

We have specifically designed these quick-start rules (QSR) to drop you straight into the action and adventure of *Cosmic Patrol* in minutes! Read through these quick-start rules, including the Eiger Agenda adventure, once...it won't take long. Then jump right into playing the Eiger Agenda Missions!

For ease of reference, the first time an important term is introduced, it will be bolded.

## Dice

*Cosmic Patrol* uses polyhedral dice: D4, D6, D8, D10, D12 and D20 (the value representing how many faces each dice has); anytime "D" is used, as in "D12," it's shorthand for "die."

## BEFORE THE GAME BEGINS

Gameplay in *Cosmic Patrol* revolves around two things: *Building The Story* and *Rolling Dice*. Once a little more details are provided on

what you need before your game begins, we'll dive into explaining both aspects.

## Choose a Patrolman

Each Patrolman Dossier (starting on p. 12) consists of an illustration and contains all the pertinent information for characters in *Cosmic Patrol*. To make sure you choose a Patrolman you'll like, you'll have to understand the different parts of a Dossier. Let's take a look at the Dossier for *Capt. Wendy "Gunny" Humbre* (see p. 12).

## Stats and Stat Dice

Beginning at the top of the Dossier, you'll see the different stats for Humbre and the different dice that represent those stats (Stat Dice).

**Brawn:** This represents the physical build of the character, whether endurance, brute strength, sheer stamina, and so on.

**Brains:** This corresponds to the mental faculties of a Patrolman, whether street smarts, learned science or just plain inherent brilliance.

**Charisma:** The ability to lead or to talk your way out of a situation is based on your charisma; a character's presence as he walks into a room.

**Combat:** How good a person is in combat—whether ranged, close quarters, hand-to-hand or even ship-to-ship—is covered by this stat.

**Special:** The **Special Die** represents specialization in a given field/category—in Humbre's case, the Special is "Heavy Gunner." Whenever a situation arises where a

# QUICK-START RULES

player's "Special" category applies, the Special Die is used in place of a standard Stat Die.

**Luck:** Luck is a very special number for each Patrolman. It's not a Stat Die, but instead a static number that represents the capriciousness of the universe. If a Stat Die (or in the case of combat, the Combat Die) result of any roll should ever match the Patrolman's Luck Stat, the roll is a success, no matter what.

## Cues

In the center-right of the Dossier are the Patrolman's Cues. These Cues are statements or quotes that help define the Patrolman—whether it's his attitude, capabilities or personality. Each Cue helps form the basis of a **Narration** (see p. 3).

## Armor

The **Armor** track gives the number of Armor pips the Patrolman has. Humbre, a Patrolman accustomed to a battlefield, wears a good deal of armor to negate incoming fire. Armor helps deflect damage during **combat** (see p. 9).

## Health

The **Health** track defines the Patrolman's Health status. Once a Patrolman's armor has been depleted from damage, he begins to take damage to his Health track. As injuries pile up, a Patrolman will start to suffer negative performance effects (see p. 10).

## Weapons

In a dangerous galaxy, every smart Patrolman carries one or two weapons. The weapons column lists those weapons and the damage they inflict on a successful hit, as well as their range. As a soldier, Humbre always carries a few heavy-duty ray guns. The Ares Repeater works best at **Near** range and does four points of damage. If Humbre successfully attacks an opponent, the enemy would lose four pips off his **Armor/Health** track.

## Equipment

While Humbre always carries her trusty blasters, she also carries tools and supplies, as shown in the **Equipment** column of her Dossier. Unlike weapons, equipment in *Cosmic Patrol* has no set stats. Exactly what does a Uniwave Communicator do, and how does it work? The player may have to answer those questions during gameplay with a clever **Narration** (see p. 3).

## NPC Dossiers

Finally, there are two types of Dossiers—those for fleshed-out characters like Patrolmen or particularly important enemies, and those for less-important characters like henchmen or supporting characters. These **non-player character** (NPC) Dossiers are half the size of normal Dossiers and contain much less information. **Lead Narrators** can modify the NPCs in this QSR (see p. 15) to expand the number of enemies for a given Mission; they can also visit

www.cosmicpatrol.com to download a blank NPC Dossiers.

## The Mission Brief

The four-part *Eiger Agenda* Mission Briefs (see p. 17) supplies all the information you'll need to start a gameplay session with little effort required on the part of the players.

- **Orders from HQ:** A short overview of what the Mission will be about, what the objective will be and what opposition the Patrolmen can expect to find.
- **Mission Objectives:** The Objectives list a set of events or accomplishments that Patrolmen are expected to do in order to complete the Mission successfully, though they aren't mandatory.
- **Mission Cues:** The Mission's Cues function the same as the Cues on a Patrolman Dossier. Each Cue can be the basis for a Narration as well as a description of the Mission itself.
- **Mission Tags:** Tags give short descriptions of the Mission itself in order to give players the gist of the adventure or to aid the creation of a campaign.
- **Opening Narration:** The top gives the Opening Narration to be read by the LN at the beginning of the Mission. This gets the ball rolling and gives a quick overview of what's going on.
- **The Setting:** Below that is The Setting—a description of the local area where the crew finds itself at the beginning of the Mission.

- **Enemies and Obstacles:** Finally, an Enemies/Obstacles list gives the opponents and obstacles that the crew may have to defeat or overcome to successfully complete the Mission, with each considered a Scene, or section, of the overall Mission Brief.

## The Lead Narrator

*Cosmic Patrol* does not require a gamemaster for play—instead the responsibilities of the Lead Narrator (LN) rotate from player to player throughout the game. However, an appointed LN isn't prohibited either. Ultimately, it's up to the player group. If the group performs better with a dedicated LN, appoint one. But if the group doesn't require one, simply use the rules as presented.

## BUILDING THE STORY: PLAYING COSMIC PATROL

Once each player has a set of dice, the appropriate Patrolman Dossier at hand, a Mission Brief selected, and an LN has been chosen, you're ready to get started.

*Cosmic Patrol* play is divided into a series of segments that build on each other: *Turns & Narrations*, *Scenes*, *Mission Briefs* and *Campaigns*.

### Turns and Narrations

At its core, *Cosmic Patrol* gameplay is divided into a series of turns. Each turn, every player will have a chance to play out and describe his Patrolman's actions. These descriptions