Redshirts and Rhyme Schemes

A game about space, poetry and space-poetry.
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With thanks to Artemis for being in chat and contributing!

You are redshirts on a poetic spaceship, destined to explore and rhyme. Together you will build a ship and watch it… grow! Change. Adapt. ~~Die.~~ There *will* be fire too.

Creating your...	
...Ship! Go around your group, with each player saying a line to form a poem, using an A/B rhyme scheme. *(All A lines rhyme at the end, all B lines rhyme at the end.)* Each line corresponds to a module and a trait (adjective) - write these down, consulting the tables for ideas. Name it.	**...Crew!** Take the line that you added to the poem, and decide on a relevant trait (adjective) and role. Name them. Get attached… *(Note: it is very easy for characters to die, cloning is always available, and it's a large galaxy. Death does **not** mean you're not doing well)*

Module Ideas

A Combat (GUN)	B Non Combat (FUN)	Ummmm? Use two adjectives here.
Cannon	Helm	"Games" Room
Shields	Reactor	Throne Room
Spikes	Cryo	Beehive
Drones	Medbay	Room-sized Portaloo
Sensors	Engine	Swimming Pool
Mines	Navigation	Theatre

Trait Ideas

Roll d66	1	2	3	4	5	6
1	Excessive	Milky	Sapient	Temporal	Invisible	Spacious
2	Malfunctioning	Ancient	Unfamiliar	Solid Gold	Bespoke	Shakespearian
3	Rhyming	Suspicious	Ephemeral	Explosive	Fluffy	Alien
4	Hopeless	Red	Inflammable*	Immense	Hungry	Tasty
5	Numb	Confusing	Dancing	Impossible	Extra Fun	Rhythmic
6	Flammable*	Stolen	Dubious	Poetic	Powerful	Breaking

*Both suitable for Arson™.

Creating a Scenario…

Roll at least 3d6, taking at least one result from each of the Scenario Ideas columns. Or make your own!

Scenario Ideas

#	What are you funning?	Why are you gunning?	...Ummming?
1	Swashbuckling	Space whales	[REDACTED]
2	Deep Space Exploring	Too close to a black hole	A parallel universe crew. Oh no, they're competent!
3	Space Truckin'	Tax Evasion	Geese
4	Asteroid Mining	Music Smugglers Opened Fire	Cthulhu at a drivethrulhu
5	Bounty Hunting	*Very* lost and late for a space wedding	Sharknado in space
6	War Fighting	Collision course for *something*	Actual Swashbuckling. This is no longer space. Yo ho matey!

Play

Go around the table, saying what you want to do. Dialogue will ensue, with the GM guiding the process and arbitrating. Sometimes, they will ask you to do the following:

When things are in doubt…	
...with your Ship. Roll 1D6 + 1D6 for a relevant module in poem + 1D6 for a relevant Trait. (Max 3D6.) Choose One. Target number is equal to number of modules on ship (max of 6). On failure, things start to hurt.	...with your Crew. Roll 1D6 +1D6 for a relevant role in the poem +1D6 for a relevant Trait. (Max 3D6.) Choose One. Target number is equal to number of modules on ship (max of 6). On failure, things start to hurt.
When things start to hurt…	
...with your Ship. Cross out a line from your poem. If you have no more As left. You cannot attack. If you have no more Bs left. You cannot move. If you lose any other letters. Something bad happens…	...with your Crew. Add an appropriate trait. When this trait is relevant, dice are modified appropriately. Traits can be bad. A crew member with more than four adjectives expires or retires. *(Cloning is cheap.)*
When you want to repair…	
...with your Ship. With appropriate roleplay you can attempt to repair your ship, the GM has final say on if this is possible. If so, there are… complications *(Refer to the Complications Table)*. To repair a module, replace the associated line with another of the same rhyming scheme. This does not have to be the same type of module. Follow rules from ship creation. If you decide to say the exact same line again. You are boring.	...with your Crew. Tough Luck!
When things get fatal…	
...with your Ship. When you have no lines in your poem left. Your ship is broken beyond repair. Acquire a new ship.	...with your Crew. When a crew member expires or retires. Create a new crew member by defining a new line which represents an escape pod. Add this to the ship using rhyming rules from before. This line starts crossed out.

Complications Table

2	You messed up and unleashed whatever powers your reactor
3	A hijacked teleport pad has sent 52 ducks to that compartment
4	You've had to make do with *very* low tech substitutes. There's not that much difference between a galleon and a spaceship, riiiiiiiiight?
5	New space legislation declares acknowledging the module's existence illegal. **They** will find you.
6	A solar flare knocks out your electronics, for a time...
7	You remember you can't breathe in space.
8	You "borrowed" the spare parts from a dodgy loan shark. They want them back.
9	Space pirates!
10	Fire! Somewhere!
11	A strange pop-up appears; "Recite a poem to continue…"
12	Hot supernovas in the area want to know the location of your module

What you find!

#	Terrain	Atmosphere	Traits
1	Space station	Riotous	Controlled by AI
2	Oceanic	Abrasive	Backwards
3	Temperate	Foreboding	Delicious food (that only sometimes bites back)
4	Volcanic	Isolationist	Deciduous food (that only sometimes barks back)
5	Metropolis	Welcoming	Ruled by Corporations
6	Fleshy	Subdued	Inhabitants descended from sea pirates.