

Gamma Watch

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To play this game, you need a copy of [Fate Accelerated Edition](#), available from [Evil Hat Productions](#).

Everyone has heard of the Captain James Q. Yurk of the USS Endeavor, pride of Spacefleet of the Federated Planets. No one has heard of you, however. Every ship in the fleet has three watches: Alpha, Beta, and Gamma.

Alpha Watch is ruled by the Captain and his Sporkan First Officer. Beta Watch is commanded by the ambitious Watch Commander and his Tingalong 2nd Officer.

And then there's Gamma Watch, your domain. From 0000 hours to 0800 hours you run the ship while Alpha Watch sleeps and Beta Watch winds down after a long 8 hour shift. For the most part. Sometimes the First Officer wanders in to see what's happening, or spends time in the ship's labs. And the German Chief Engineer is fond of working on his kinder at all hours, making sure that everything is fully operational. But during your watch, it's your ship, so take care of it, if you can...

To play Gamma Watch, select two aspects from the Character Aspects table, no duplicates or sharing of aspects. Aspects with bolded titles are **Crew** aspects. You must choose one **Crew** aspect, and you can have only one **Crew** aspect.

Then roll a d20 to pick a third aspect. If it's already chosen, roll again. Also, if it's **Crew** aspect and you already have one, roll again as well. As an options, the person on your right chooses your third aspect.

The aspect table contains the associated approaches and stunts for that aspect. Add up the pluses for each approach, get 2 or 3 Fate points, and get a three box stress track. Add a high concept and a trouble for the character.

The GM rolls on each of the situation tables to determine what the predicament the crew of Gamma Watch are all in. Ask the players to fill in the blanks for each situation rolled.

Determine who the first player is and ask them "Why is this situation the fault of the person to your right?" That person's answer must begin with "It's not my fault!" Continue around the table until everyone answers that question. As the GM, keep track of what each player has said and use it

against them. And remember, Gamma Watch is from 0000 hours to 0800 hours, then the Captain wakes up, gets a cup of coffee, and takes over. The session starts at 0000 hours, good luck!

Character Aspects

D20	Aspects	Careful	Clever	Flashy	Forceful	Quick	Sneaky	Stunt
1	<i>Spaceborn</i> "Planets are for losers."	+	+	+				There's no "up" in space: Because I'm a spaceborn, I get a +2 to <i>cleverly</i> maneuver an opponent into a bad position and create the advantage "discombobulated" on them when fighting in zero G.
2	<i>Heavy Worlder</i> "Hey! Jelly bones!"	+	+		+			Bends bars with my bare hands: Because I come a high gravity world, I get +2 to <i>forcefully</i> break things with my bare hands.
3	Crew: Ship's Doctor "I'm surgeon, not a game designer!"	+	+			+		Miracle worker: Because I'm a Doctor, once a session I can turn a Severe consequence into a Moderate one. Thereafter it costs 1 fate point to use this stunt.
4	<i>Sporkan</i> "That's highly illogical sir!"	+	+				+	Sleep, now: Because I'm a Sporkan, I get +2 to <i>sneakily</i> overcome an opponent and knock them out with a Sporkan Nerve Wedgie.
5	<i>Tingalong</i> "I am an HONORABLE warrior!"	+		+	+			You battle without honor. To your quarters!: Because I'm a honorable Tingalong warrior, I get +2 to <i>cleverly</i> create the advantage "For Honor!" with a stirring speech when I'm facing a superior foe or force in battle!
6	Crew: Gamma Watch Commander "Tea, green, lukewarm and dollop of honey."	+		+		+		Make it so: As the Gamma Watch Commander, I get a +2 to <i>flashily</i> create the advantage "Inspiring Speech" after suffering a major setback.
7	<i>Ship's Con Artist</i> "It's an old Earth game, Three Card Monty..."	+		+			+	It's called Fizzbin: Because I'm an accomplished con man, I get +2 to <i>sneakily</i> create the aspect "Bamboozled" when trying to distract my captors so the rest of the crew can get the upper hand.
8	<i>Glendorian</i> "Try to stay out of trouble, pink skin."	+			+	+		-28°! A warm summer day!: Because I'm a Glendorian, I get a +2 to <i>quickly</i> attack an opponent in an icy biome.
9	<i>Tactician</i> "We'll circle around and then strike from behind!"	+			+		+	He only thinks in two dimensions: Because I'm a tactician, I get +2 to <i>carefully</i> create the advantage of "I have the high ground" when fighting an opponent at higher or lower level than me.
10	<i>Recon Specialist</i> "Hmm, smells like Hooka stool..."	+				+	+	It's worm sign: Because i'm a recon specialist, when I work with a Quadcorder, I get a +2 to <i>sneakily</i> create the advantage of "Ambush Attack!" when tracking an opponent.
11	Crew: Chief of Security "I suggest we go in Blazers blasting!"		+	+	+			More Dakka: Because I'm the Chief of Security, I always have the right weapon for the situation. Once per session I can produce any

								weapon needed with either 2 aspects or a +2 effect.
12	Crew: Helmsman "Hold my Remulan Ale! Watch this!"		+	+		+		Never tell me the odds: Because I'm the Helmsmen, I get a +2 to flashily navigate an asteroid belt or planetary rings while being chased.
13	Crew: Science Officer "Fascinating!"		+	+			+	It's a type of energy we've never seen before: Because I'm science officer, I get a +2 to <i>cleverly</i> create the advantage "Fascinating, it's (fill in the blank)" when encountering a new phenomena for the first time.
14	Crew: Chief Engineer "Anyone got some duct tape?"		+		+	+		Duct tape and nylon ties: Because I'm a crack engineer, I get a +2 <i>cleverly</i> overcome damage and downshift a consequence on the USS Endeavor.
15	Holodeck Addict "I'm now a 12th level wizard!"		+		+		+	I know this! It's UNIX!: Because I use the holodeck so much, I get a +2 to <i>sneakily</i> overcome a computer's defenses and gain access to it, as long as I do it from the holodeck as a game.
16	Ship's Scavenger "Yes, it's 40 meters of plasma conduit. No one was using it."		+			+	+	It fell off the back of a shuttlecraft: Because I'm such good scavenger, twice a session I can produce any non-weapon item needed for the situation at hand.
17	Crew: Security Officer "Why is my uniform red?"			+	+	+		Imperial Stormtrooper School of Marksmanship: Because I'm a trained security officer, I get +2 to <i>quickly</i> get off a shot when under fire and protecting my superior officers.
18	Martial Artist "I'm the master of 20 different disciplines"			+	+		+	Karate Chop!: Because I'm a skilled martial artist, I get +2 to <i>forcibly</i> attack an opponent from behind with a two handed, over the head, fist slam.
19	Crew: 3rd Officer "Someday, I'll be in the command chair."			+		+	+	Spaceman's Luck: Because I'm the 3rd Officer, and I get all the bad luck. Once per session, if anyone else fails their roll,, they get to reroll it. However, my next roll is now at -2.
20	Loose Cannon "You wouldn't like it when I'm angry."				+	+	+	Torn Danger Shirt: Because I'm a loose cannon, whenever I get my shirt torn, I get +2 to <i>forcibly</i> overcome my opponents by beating them into unconsciousness with my bare hands.

Where Have You Boldly Gone?

1. In orbit around the Prison Planet of Devon 6.
2. Tanis Port, a wretched hive of scum and villainy.
3. On a Frozen Asteroid in the Borovian System.
4. On a Polarian Trader watching the orange skinned slave boys dance.
5. Trapped in the depths of an alien castle.
6. Docked at Star Base 11A.
7. The Tingalong Arena of Honor.
8. Lost in the Sargasso of Space.
9. Before Fleet Admiral Masimoto.
10. Buried alive, in the center of dead planet.
11. Sand-filled wreck of a shuttlecraft on the desert planet of Kakaween.
12. Orbiting two neutron stars about to collapse into a black hole.
13. In the Remulan Emperor's datavault just before the alarms go off.
14. At the Galactic Hub, Babble IV, crossroads of the galaxy.
15. In a malfunctioning holodeck program.
16. On top the metal deck of a BUGBEAR V autonomous continental siege tank.
17. In orbit around the ringed planet Deneb V.
18. Under the crystal dome of the undersea city of Oola.
19. Inside an ancient Forerunner ship, kilometers long.
20. Patrolling the Remulan Neutral Zone.

What Boldly Brought You To This?

1. Spacefleet ordered you here.
2. What was in that Remulan Ale?
3. The alternative was getting married.
4. The reports of Remulan Warhawks were false.
5. Remulan Assassins are in pursuit.
6. Trying to determine if it was a Polarian Trader or Pirate ship.
7. On the trail of a nefarious con man and snake oil salesman.
8. A crewman has mysteriously become a god.
9. The mysterious entity known as R.
10. The Snake People of Ssss Sss SSSSsss!
11. A glowing hand has seized the USS Endeavor.
12. Star Base 11A is overrun with rapidly breeding Furballs.
13. The Tingalong Matriarch and Patriarch want to know who's the better warrior.
14. Tingalong Commander K'Ak-Ak has challenged you to a duel.
15. Your Teleporter clone has just disappeared into the ship.
16. The USS Endeavor just took a hit from a Remulan plasma torpedo!
17. The emergency medical supplies for Peabody's planet have arrived... but the manifest is... odd.
18. Gravity has switched off... again.
19. The USS Endeavor's Ship's Computer is in love with a crewman.
20. A Forerunner artifact has just fell into the hands of the planet's natives.

How it's about to get worse?

1. The supposedly dead Remulan on the deck is twitching.
2. You are all currently naked.
3. Spacefleet is now investigating the previous mission.
4. The Omnipotent Entity that just happens to live on that nearby world.
5. The USS Endeavor just broke orbit without you.
6. You're bait.
7. Reasonably sure that the Tingalongs with the curved Balbaths have taken offense.
8. Cracks are appearing in the hull.
9. The Universal Translator is on the fritz.
10. Tremendous success attracts unwanted attention.
11. The planet has an ancient Great Machine... and it's operational.
12. The Remulan Assassins have found you.
13. I've got a bad feeling about this... (roll two more, ignoring this result).
14. You're in the Mirror Universe and the First Officer doesn't have a goatee.
15. You seem to have gone back in time.
16. The Federated Ambassador that you're supposed to protect has vanished.
17. No Blazers, no Comm Units, and the cell door is unlocked, and no one has noticed... yet.
18. There is an easy solution to this, but it's on the Sporkan homeworld, Sporka, in the Temple of Logic.
19. The First Officer is on the warpath, and he's Sporkan.
20. That Polarian ship was a Pirate ship!

The USS Endeavor: ICC 1602

A *Charter* class Space Cruiser, she's seen more action than an able spaceman in New Las Vegas. With a crew of 420, she's the pride of Spacefleet, first ship sent into danger whenever trouble arises. Which seems to be everyday. With a set of powerful Wormhole drives, she can travel from one end of Federated space to the other in a flash. Armed with eight pairs of Ship's Blazers, two forward, two aft, two starboard, and two to port, and two Proton Torpedo bays, she's ready to take on any other vessel in space.

Aspects:

High Concept: Top of the line Space Cruiser with all the upgrades.

Trouble: No fuses, prone to exploding control panels.

Fastest ship in the fleet thanks to her Chief Engineer, Hans Schmidt.

Uses the latest in Teleporter Tech.

Best med bays of any ship.

Skilled: +2 speed, blazers, proton torpedos

Bad: -2 teleporter, damage control

Stress:

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Consequences:

Mild:	
Moderate:	
Severe:	

Remulan Warhawk <i>Swift, Fanatical Crew, Slow when cloaked</i> Skilled (+2) at: Sneaking up cloaked, Plasma torpedo, Small target Bad (-2) at: Older design, Weak shields Stress: [][][]	Tingalong B3 Battle Cruiser <i>Overpowered, Agile, Bridge is on a thin neck</i> Skilled (+2) at: Disruptors, Shields, Dodging Bad (-2) at: Proton torpedoes, Easily enraged captain Stress: [][][][][]
Polarian Trader <i>Small, hidden compartments, glass jaw of a wormhole drive</i> Skilled (+2) at: Not at all a Polarian Pirate Ship, Blazers, We're not carrying contraband Bad (-2) at: Maneuvering, shields Stress: [][]	Polarian Pirate <i>Small, hidden compartments, glass jaw of a wormhole drive</i> Skilled (+2) at: Not at all a Polarian Pirate Ship, Blazers, We're not carrying contraband Bad (-2) at: Maneuvering, shields Stress: [][]

Federated Trader

Standard design, Model T of spaceships, You came in that?

Skilled (+2) at: Pestel Run at 12 parsecs, Faster than she looks

Bad (-2) at: Wormhole drive

Stress: [][]