

CRUSH DEPTH RULES

HOW TO PLAY: The GM (referee) describes the situation that players react to, advising what actions are possible or incur a **risk**. The success of **risky actions** is resolved by rolling dice.

ROLLING: Roll a d6, which can be increased by employing a relevant skill or decreased one step (to a d4 minimum) if *hindered* by injury or circumstances. If *helped* by circumstances, roll an extra d6. If *helped* by a crewmate, they roll a dice (d6, or higher if they are skilled) but also share the risk taken. Take the single highest dice rolled.

1-2 means Disaster. Suffer the full negative consequences of your action. This does not mean the action completely fails, just that injury or loss is incurred. **If risking harm, you are injured.**

3-4 means Success with a Setback. Your action does not occur as planned. A partial success is incurred. **If risking death, you are injured.**

5+ means Success. The higher the roll, the better.

If success can't get you what you want ("you wrench the crank wheel with all your might, but the access hatch has rusted shut"), you'll at least get useful information or set up an advantage.

LOAD: Carry as much as makes sense, but more than one *bulky* item may *hinder* you at times.

ADVANCEMENT: After a voyage or modest achievement, increase a *skill* (none (d6) > d8 > d10 > d12) and gain one *wealth*.

DEFENCE: Say how one of your items *break* or is irretrievably lost to prevent an injury or death.

HARM AND DEATH: Injuries take time or immediate medical attention to be removed. **If you take an injury while already injured, you are killed.** If killed, make a new character to be introduced ASAP. Favour inclusion over realism.

RUNNING THE GAME: Lead the group in setting lines not to cross in play. Fast-forward, pause, or rewind/re-do scenes for pacing and safeguarding, and invite players to do likewise. Present dilemmas and problems you don't know how to solve. Move the spotlight to give everyone time to shine. Offer rulings to cover gaps in rules.

CHARACTERS

► What is your character's TRAINING?

PILOT: Skilled in *Piloting* (d8) and either *Deception* (d8) or *Connections* (d8). Take a trusty *sidearm* or an *outfit/disguise*.

ENGINEER: Skilled in *Repairing* (d8) and *Technology* (d8). Take a *toolbox* and invent a *gadget* (like a night-vision monocular or steam-powered bird).

SURGEON: Skilled in *Medicine* (d10). Take a *medical satchel* and a *lancet*.

DECKHAND: Skilled in *Gunnery* (d8), *Hard Labour* (d8), and *Connections* (d8). Take a *cosh* or a *harpoon*.

OFFICER: Skilled in *Intimidation* (d8) and either *Melee Combat* (d8) or *Ranged Combat* (d8). Take a sword or a firearm.

NATURALIST: Skilled in *Geography* (d8) and either *Ecology* (d8) or *Physical Science* (d8). Take *research equipment* and invent a *research specialisation* (d10).

► What is your character's ORIGIN.

HUMAN: Esteemed noble, hardened crewmate or scum of the earth. What drives you? Apply 3 skill increases. You can take new skills and/or increase your existing skills.

GOLEM: You were created for a specific purpose. Do you still follow it? You are *resilient* (can incur one injury without becoming *hindered*, recovering with rest). Apply one skill increase.

FISHMAN: You rose from the depths to live among the landlubbers. Why? You are skilled in *Diving* (d8), a *water breather* and have one biological trait, like electrical discharge, bioluminescence, tentacles, fins or claws.

► Choose or invent skills (if prompted by origin).

Climbing, Combat (Melee/Ranged), Connections, Deception, Diving, Ecology, Esotericism, Explosives, Gunnery, Hard Labour, Intimidation, Medicine, Persuasion, Physical Sciences, Piloting, Running, Survival, Sneaking, Technology

GEAR

► All characters start with 2 wealth (W). Most items cost 1 wealth. Ignore small transactions like a small knife or a meal and drinks.

APPAREL: *disguise/outfit, armoured vest (break once for defence), heavy armour (2W, bulky, break up to 2x), diving suit*

(3W, bulky, provides *water breathing*, break up to 3x)

TOOLS: *toolbox, medical bag, research equipment, spelunker's equipment (grappling hook, rope, pitons), waterproof lantern, grappling hook, lockpicks*

WEAPONS: *grenades (3x), sidearm, longarm (rifle or shotgun, bulky), cosh (non-lethal), sword, harpoon*

All characters can also have a personal possession. Either a pet (like a parrot, ferret, or octopus) or a trinket (like an heirloom cane, telescope, chess set).

TALENTS

► Characters may start with or gain a supernatural talent, in exchange for losing a skill increase. These can be increased (d8 > d10 > d12) with subsequent skill increases. These effects aren't powerful enough to directly cause harm.

SHAMAN: *elemental manipulation* (d8). Can perform parlour tricks with *air* (small gust of wind), *fire* (create a small flame), *water* (control up to a gallon of water) and *earth* (create a trip hazard).

PSION: choose *telepathy* (d8, project and sense surface thoughts), *telekinesis* (d8, as strong as one hand)

ESOTERICIST: can *speak* (d8) to either *animals, objects, plants or spirits*.

DETAILS

HUMAN NAMES:

1 Eleanor	7 Sarah
2 Ahab	8 Engel
3 Miiko	9 Marion
4 Arigaal	10 Olivier
5 Bobbert	11 Nyurgen
6 Manu	12 Milo

GOLEM NAMES:

1 Heck-8	7 3-Dom
2 3 Strings	8 Truth
3 No. 11	9 13 Roses
4 Nines	10 Liberty
5 Seeker	11 Amber-8
6 KILLER	12 18

FISHMAN NAMES:

1 Gort	7 Swisher
2 Blanthur	8 Amb
3 Hafrun	9 Ming
4 Slippy	10 Sloser
5 Wongo	11 Glipglop
6 Feem	12 Tik

SACRED NUMBERS:

These numbers are sequestered in ancient occult texts and whispered by the sea hags. Everyone on the sea knows a few, if not all. Most golems, and sometimes humans and fishermen, align themselves with a number. The name and meaning of each number is only loosely defined and lends itself to imagery and esotericism.

NO.	NAME	MEANING
1	SELF	Soul, Dream
2	CORPSE	Nothingness, Peace
3	LORD	Leadership, Tyranny
4	CHAINS	Law, Restraint
5	LOCUS	Throne, Shelter
6	SHELL	Veil, Tradition
7	SEER	Mentor, Magician
8	ASH	Purification, Rebirth
9	GOLEM	Champion, Slave
10	SILT	Accumulation, History
11	REBEL	Poet, Burglar
12	TUSK	Song, Hunt
13	OTHER	Polarity, Love
14	KNIFE	Tool, Food
15	PIT	Threshold, Opportunity
16	BLOOD	Death, Lineage
17	SURGEON	Stewardship, Mastery
18	ANTLER	Nature, Ritual
19	WORM	Compost, Inhabitation
20	SALT	Reduction, Absence

SAMPLE PLAY

While docked in the independent port of Syren, a crew (Eleanor, Heck-8 and Gort) is attempting to parlay for information with an undercover admiralty agent in a seedy bar.

Eleanor (a human pilot; *Piloting d8, Deception d8, Melee Combat d8, Connections d10*): "I'll attempt to push further on the agent, showing him my fake admiralty medal and explaining I've been sent by head office to assist with the latest issue that has beset operations in this area."

GM: "Ok, roll your skill die and gain an additional d6 because your disguise helps you."

Eleanor: "Alright. With a d8 die because I'm skilled in *Deception* that's a... oh no. That's a 2 and a 1. I fail."

GM: "So, here's what happens. The agent begins to explain that a vessel called the *Hullender* had an item on board that was valuable to the admiralty. You recognise the name as a ship that was lost recently while travelling from Syren. As the agent seems like they're about to provide more detail, their eyes begin to widen in panic, and they stare at your blatantly forged medal. They whistle and make an unusual hand signal, causing several hardened thugs to spring up from their seats across the bar."

Heck-8 (a golem officer; *Intimidation d8, Melee Combat d8, Explosives d8, resilient*): "It's kicking off! This is what I'm here for! I brandish one of my grenades and shout that I'll blow this place sky high if they even slightly inconvenience our swift exit from this establishment!"

Gort (a fishman surgeon; *Medicine d10, Diving d8, water breather*; ink sacs): “Good God Heck-8! What are you thinking!?”

GM: “Umm I see. Roll your skill dice.”

Heck-8: “On my d8 for *Intimidation* that’s a 2.”

GM: “Many of the patrons instantly draw their sidearms as a very tense standoff ensues. You begin to edge towards the door, covering Eleanor and Gort as they quickly leave. As you begin to make your way out, Heck-8, you drop the grenade. Everyone in the bar is aghast. There’s a stunned silence in the two seconds before it explodes.”

Heck-8: “That’s fine. I’m going to play that off as intentional and I’ll use my *resilient* trait as I dive out of the way and towards the door, as the shrapnel just chips off a bit of my shoulder.”

Eleanor: “Can we begin to run now?”

Gort: “I agree. I’m going to use my ink sacs to spew a spray of ink, covering our escape.”

GM: “Ok nice! I like that. Everyone roll your skill dice to begin running, with an additional d6 from the ink.”

Heck-8: “That’s a 3 and a 4 for me, so a 4. Damn, I’ve already used my *resilient*”.

Gort: “I got double 5s.”

Eleanor: “3 and 4 too. Uh oh.”

GM: “You all begin to sprint through the narrow streets, back towards the funicular railway that leads down to the docks. As the thugs begin to pile out the tavern door, you Gort spray out your ink. You lose sight of your pursuers for a moment before a hail of bullets suddenly rips through the cloud. As havoc erupts,

Heck-8 and Eleanor, you are both tagged and injured. Despite these injuries, you make it to the railway. While the carriage luckily hasn’t departed yet, the thugs are in close pursuit.”

Eleanor: “I splutter and collapse into the carriage, smashing the controls to leave.”

Gort: “I also get into the carriage and start tending to Eleanor’s wounds. That’s an 8 on my *Medicine* check.”

GM: “You begin to compress Eleanor’s wound and quickly bandage it. She should be fine for the moment.”

Heck-8: “It’s not going to leave in time. I shout to my crew that I’ll meet them on the sub, pull out my sword, and hold my ground in front of the carriage. With my injury my d8 is only a d6 for *Melee Combat*. That’s a... 3. Rip.”

Eleanor and Gort: “Heck-8! Noooo!”

GM: “Gort, Eleanor. You watch as Heck-8 steels himself, effortlessly cutting down each thug as they approach. They turn to jump onto the carriage as it pulls away, when suddenly a gunshot rings out. Heck-8, you crumple to your knees, slowly and painfully glancing over your shoulder to see the admiralty agent, blowing smoke from the barrel of their gun. Do you have any last words?”

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