

HT Playtest Kit – Notes and Kit Assembly

Obviously this isn't the boxed set. None of the content is final, of course, but more than that, it completely omits some of the elements discussed in the rulebook. Oh noes! So this page is the stand-in for those.

What's deviated is mostly a lot of icon work. In most places the rulebook's convention of [icon type: number] is used for things which will be a number in an icon in the final draft. On the Resource Cards there isn't room for this, so I've used a compressed form of the same code: lower-case m means money, a t is time, M macro, N nano, P propellant, R research, E earth boost, B beamed power (in channels), B(t) beamed power (in channel-months), and TL is the turn length. Some NPC listings have two equations; at present these are all situations where the NPC, in addition to offering a resource, also buys beamed power (like Earth will) if it's available.

What's missing: the Rocketry Aid, both kinds of Tech Library page, the time and money chits, the Exploration tiles, the Achievement tiles, the rocket/waypoint/complex chits, and the 2d6.

- ❖ Time and money can either be done in the margins of your faction card, in pencil (money to the left, time to the right), or you can use coins for money and beads/stones for time. If you do use gaming stones for time, I recommend three colours: ones, sixes, and twelves.
- ❖ The Tech Library file included is simply a copy of the Objects In The Game chapter of the rulebook. This is not as compact as I want the final versions to be, but it's got the data you need.
- ❖ The Achievement Tiles have been provided as a one-page list instead of as tiles. If the second column is blank there is no consolation tile for this achievement; if it has a number in it that's the VP value of the consolation tile. Note that this sheet format has been working well enough that we might move to it, instead of tiles, in the final game.
- ❖ Backs for the cards have not been provided. If you want to easily tell Harbinger/Bluff Cards from Global Events, print 'em on different colour paper or different-weight cardstock, or print a simple repeating pattern (such as "Event Card" over and over again) across the back of one of the sets. Remember that Harbinger and Bluff cards must have the same cardbacks.
- ❖ Print the Nomograms and the map in colour. A really good quality 11x17" colour printout of the map will be readable; a lower-quality one won't. (B&W 8.5x11" ones are useful for drawing routes on, though.) Everything else should be just fine in black and white. I suggest you print a bunch of worksheets (6-10 per player – remember some will be scrapped) two-sided and then some additional one-sided copies of each half, for players who want more than six stops or who are more comfortable with being able to lay the pages out side-by-side. About twice as many sheets full of Vendors' Logs as players should give plenty.
- ❖ The Rocketry Aid and the Exploration Tiles have been combined on the next page of this document. Don't bother to print the page you're reading right now, but keep the next page handy during play. This will likely become the back of the rulebook.
- ❖ For rocket chits etc. provide minis of choice; for dice you're on your own.

Selling resources to Earth:

<i>Total Cost</i>	<i>Channels</i>	<i>Income</i>
≤1		x6
1.5		x5
2		x4
2.5	1	x3
3	2	x2.5
3.5	3-4	x2
4	5-6	x1.5
>4	7+	x1

Exploration results (roll 1d6 for Type/Grade, 2d6 for Other Factors, and 1d6 according to grade for actual equation to yield one resource point.)

	<i>Class</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>Other factors</i>	<i>Automatic Find</i>
c	Carbonaceous Chondrite	Nano A	Nano B	Nano C	Prop A	Prop C	-	2-3: Hazardous; 11-12: +1 Cool	[m:1.5][t:2.5] > [N:1]
d	Achondrite	Macro B	Nano A	Nano C	Prop B	Iso B	-	3: Hazardous; 11-12: +1 Cool	[m:1.5][t:2.5] > [N:1]
i	Icy	Nano B	Nano C	Prop A	Prop B	-	-	2-4: Hazardous; 11-12: +1 Cool	[m:1][t:1] > [P:1]
m	Metallic Nickel-iron	Macro A	Macro B	Macro B	Iso B	Iso C	-	2: Hazardous; 11: +1 Cool	[m:2][t:2] > [M:1]
s	Stony Iron	Macro X	Macro B	Prop B	Iso B	-	-	2: Hazardous; 11-12: +1 Cool	[m:2][t:2] > [M:1]
u	Unknown	Macro X	Nano X	Prop X	Iso X	+1 Cool	-	2-5: Hazardous; 12: +1 Cool	None

Quality:

<i>Grade</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>
A	Reroll as B	[m:1][t:1]	[m:0.75][t:0.75]	[m:1][t:0.5]	[m:0.5][t:0.75]	[m:0.25][t:0.5]
B	Reroll as C	[m:1.5][t:1.5]	[m:1][t:1.5]	[m:1.5][t:1]	[m:1][t:1]	Reroll as A
C	[m:2][t:2]	[m:1.5][t:2]	[m:2][t:1.5]	[m:1.5][t:1.5]	[m:1][t:1.5]	Reroll as B
X	[m:3][t:0.5]	Reroll as C	Reroll as B	Reroll as A	Dry, +1 Cool	[m:0.5][t:0.5], Haz.