

1. GAMES MASTER DUTIES AND RESPONSIBILITIES

- **Set the scene:** read aloud the story book. You can make up extra detail if you like.
- **Keep the Squad honest:** make sure the Squad's actions make sense in the world. Remember it's a wacky fantasy adventure where almost anything - but not everything - is possible. You're the master of the universe here, hurrah!
- **Determine the success of the Squad's actions:** make sure dice are rolled for each action. See section 2 below.
- **Describe what happens when actions are a pivotal success (P/S) or epic fail (E/F):** you can reward and punish the Squad however you see fit! Check out podcast 5 at www.thepartyrpg.com/podcasts for inspiration.
- **Keep the game flowing:** Are battles getting too tedious? You have the power to improve the game for your Squad. Why not reduce enemy HP if battles are taking too long? Maybe the enemy suffers a sudden bout of whooping cough? Or encourage the Squad to think of an ingenious, wacky idea that could end the battle quickly. Maybe they could seduce the enemy? Sneak past them? Use one of their items to great effect? Run away? If they can imagine it, it's possible!

2. WHEN TO ROLL AND DICE RULES

Make sure you've read Page 9 of the rules before reading this section. Roll for every action the Squad attempt (unless the Squad can convince you otherwise). Remember there are three types of action, each with its own set of rules:

Player vs. Environment	This covers any action not involving another character, e.g. crossing a canyon or climbing a wall.
Player vs. Character (Skills)	This covers any non-combat action against another character, e.g. sneaking past undetected, stealing, haggling, etc.
Player vs. Character (Combat)	This covers any combat action between characters.

PLAYER VS ENVIRONMENT	PLAYER VS CHARACTER (SKILLS)	PLAYER VS CHARACTER (COMBAT)
<p>Step 1: Make up the score needed for the player's action to succeed. Set the dice values for pivotal success, success, fail, and epic fail.</p> <p>Step 2: Player rolls 3x six-sided dice to determine the outcome.</p> <p>Step 3: If action is pivotal success or epic fail, decide what, if any, reward or punishment to give the Squad. Use your imagination!</p>	<p>Step 1: Compare enemy & player skill points (see Character Basics section on the reverse of the Player Character Sheets for more information re. skills).</p> <p>Step 2: Roll the correct number of dice for player's level & add their skill points.</p> <p>Step 3: Roll the correct number of dice for enemy's level & add their skill points.</p> <p>Step 4: Compare scores. Highest wins.</p>	<p>Step 1: The attacking player rolls a Player vs. Character (Skills) roll for Speed against the defending character to see who goes first. This is only done once at the start of battle.</p> <p>Step 2: Check defending character's armour stats.</p> <p>Step 3: The attacking character rolls 3x dice to see if attack strikes opponent. Weapon 'P/S' and 'E/F' values determine the score needed for pivotal success and epic fail; you make up the score needed for standard success and fail.</p> <p>Step 4: The attacking character rolls to determine attack damage. Number of dice rolled depends on attacking character's level (see Page 9 for details).</p> <p>Step 5: If the defending character has a shield equipped, roll 3x dice to see if it has any impact. If no shield equipped or attack a pivotal success, skip this step.</p> <p>Step 6: Deduct HP as needed.</p>

3. WHAT KIND OF DICE SCORES SHOULD YOU SET FOR PIVOTAL SUCCESS, SUCCESS, FAIL, AND EPIC FAIL?

Setting the dice scores for success can be a pretty daunting task, so we've made it easy for you by pulling together this table. Feel free to ignore this and make up your own rules. Do whatever works for you and your Squad.

Use this table when the Squad are required to roll 3x six-sided dice for success.	Difficulty of proposed action:				
	Super easy	Easy	Moderate	Hard	Impossible
Suggested Pivotal Success score	12 or above	13 or above	14 or above	16 or above	18
Suggested Success score	7 or above	9 or above	11 or above	12 or above	15 or above
Suggested Fail Score	6 or below	8 or below	10 or below	11 or below	14 or below
Suggested Epic Fail Score	3	5 or below	7 or below	8 or below	10 or below

As Games Master, you can make up the consequences of pivotal success or epic fail. For pivotal success, give the Squad some kind of benefit relevant to their action. For example, make the player's action so successful it makes every other player's action 'super easy' rather than 'moderate'. For epic fail, maybe the Squad hurt themselves, each other, or end up in a bit of a pickle. It's up to you! Check out the examples on Page 10 or head to www.thepartyrpg.com/podcasts for more info.