

4.1 Geoscape

The Geoscape is designed to allow you to connect to the gameworld in ways that are not available, or not possible at an event. It is also designed to enhance your gameplay experience by mechanically enhancing certain in-game actions.

There are two types of Geoscapes; Mechanical and Extraordinary.

Mechanical Geoscapes allow you to make simple actions, such as gaining Components by Gathering Resources, or raising your Influence via Garner Influence. Mechanical Geoscapes also allow for simple 1 sentence answers via Skills like "Research". You may always submit 1 Mechanical Geoscape.

Extraordinary Geoscapes allow for more complex actions. These type of Geoscapes require at least 3 people to enact, and must be approved by a Plot Marshal at an event before they can be submitted. Extraordinary Geoscapes are limited to actions that are not possible at Events, either because they are too complex, or are 100% outside the scope of something that can happen at an event. A Plot Marshal has full discretion as to what sort of Extraordinary Geoscapes are allowed, but must always provide you with a reason as to why a Geoscape is not viable. If something can be handled at an event via the Influence system it is not a viable Geoscape. The Plot Marshal who approves your Geoscape is also responsible for responding to your Geoscape. When you submit an Extraordinary Geoscape you must indicate which Plot Marshal approved the move, so that the Geoscape ends up in the right hands. You should not expect to have an Extraordinary Geoscape move to submit every Event.

Under normal circumstances, the maximum number of Geoscapes one can take part in is 1. However it is possible to access a second Geoscape move via Service Points or via our online store. Paid Not Attending Players automatically have access to 2 Geoscape Moves, and are permitted after consultation, to submit 1 solo Extraordinary Geoscape.

All Geoscape must be submitted by Wednesday at Midnight following each Event.

Mechanical Geoscape Moves

The following is a list of universal Mechanical Geoscape Moves that everyone has access to. Other Mechanical Geoscape Moves are viable via the purchase of Skills.

Gathering Resources - You are out scrounging up Components. You gain between 1 and 6 Components (via a random D6 die roll).

Garner Influence - You've been out schmoozing. When you submit this Geoscape move, indicate a Faction. You gain 1 Influence to be used in conjunction with that Faction the next Event you attend.

Follow Up - This move works to fill in the gap between Mechanical and Extraordinary Geoscape Moves. This is used to put in a simple request that could not be met at an event for any number of reasons. Follow up places that request on the docket for the following event. Examples of a good Follow Up submission include; contacting a Prestige Class Teacher, or trying to get a Face to Face meeting with one of your Contacts.

Study - You spend your time between Events training. When you submit this Geoscape indicate a Non-Prestige Skill you have access to, along with its associated Build cost. This Skill will be on your Character Card for the next event.

Build - Every event you will find an IG map, upon which you may construct structures. Unlike other Mechanical Geoscape Moves, the Build action usually requires more than 1 person in order to complete. Build actions follow Work Orders, plans that list the needed numbers and resources in order to build a structure, you will find the available Work Orders at the event. Like Extraordinary Geoscapes, the Build Geoscape should only be submitted by one person, who indicates every other person involved with the Geoscape.