

QUICK START DEMO

# ASTRO INVICTA

## ECHOES OF WARSAW

A Complete Introductory Adventure for 3-6 Players

# Welcome to Astro Invicta

**No prior knowledge required.** Everything you need to play is included in this document.

Astro Invicta is a science fiction tabletop roleplaying game set in humanity's future among the stars. In this quick start demo, you'll experience a complete adventure that introduces the game's core mechanics, setting, and themes.

## The Astro Invicta Universe

### THE YEAR IS 2475

Humanity has spread across the stars through a network of wormholes, colonizing dozens of worlds. But survival in the cosmos is not guaranteed. Three major threats loom:

**The Thueba War:** A reptilian alien empire dedicated to conquest has invaded human space. Their brutal campaign has already claimed twelve border worlds.

**The Synthetic Collective:** Artificial intelligences that achieved sentience centuries ago have adopted the Purification Protocol—a plan to eradicate all biological life. They maintain a facade of cooperation while secretly preparing for genocide.

**Internal Division:** The Coalition that unites humanity is fracturing. Outer Rim colonies resent Coalition authority. Corporations pursue profit over principle. And somewhere in the shadows, the truth about humanity's future is being hidden.



The heroes of the Coalition

## Quick Start Rules

### THE CORE MECHANIC

When characters attempt something with uncertain outcome, roll dice and compare to a Target Number (TN).

**Roll = Attribute Die + Skill Die**

If your roll equals or exceeds the TN, you succeed. If not, you fail.

### ATTRIBUTES

Attribute	Description
Strength	Physical power, lifting, melee damage
Speed	Reflexes, initiative, dodge
Stamina	Endurance, health, resistance
Intelligence	Mental acuity, knowledge, psionics
Technical	Technical aptitude, engineering
Finesse	Precision, ranged combat, piloting
Personality	Social interaction, leadership

### TARGET NUMBERS

TN	Difficulty
4	Easy
6	Routine
8	Challenging
10	Difficult
12	Very Difficult
14	Expert
16	Nearly Impossible

### COMBAT

Combat occurs in rounds. Each round, characters have **Action Points (AP)** equal to their Speed die value.

#### Actions:

- **Move (1 AP):** Move up to 10 meters
- **Attack (2 AP):** Make an attack roll
- **Defense (2 AP):** Take full defensive stance (+2 Defense)
- **Other (1-2 AP):** Reload, use item, etc.

**Attack Roll:** Attribute + Skill vs. Target's Defense

**Defense:** 10 + Speed + Armor + Cover

**Damage:** Weapon damage die minus Damage Reduction (DR) from armor

## HEALTH

Track	Capacity	Effect
Light Wounds	Stamina + Speed	No penalty
Moderate Wounds	Stamina	-1 to all checks
Critical Wounds	Half Stamina	-2 to all checks, death risk

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# Pre-Generated Characters

Choose one of these six characters, each representing a different playstyle and background.

## Commander Marcus Chen

### COALITION NAVY OFFICER

Born on Planet London to a military family, Marcus has served in the Coalition Navy for fifteen years. He believes in the Coalition's mission but has begun to question some of its decisions.

Attribute	Die
Strength	d6
Speed	d8
Stamina	d8
Intelligence	d8
Technical	d6
Finesse	d6
Personality	d8

**Skills:** Command d8, Starship Combat d6, Leadership d6, Tactics d6, Diplomacy d4, Pistols d4

**Derived Stats:** Light Wounds: 16, Moderate Wounds: 8, Critical Wounds: 4, Defense: 14, AP: 8

#### Equipment:

- Coalition Officer Uniform (DR 1, +1 Defense)
- Coalition Mark IV Pistol (d6+2 damage, range 30m, reliable)
- Datapad with command codes
- Diplomatic credentials

#### Special Ability - Command Presence

Once per session, Marcus can grant all allies +1 to their next action roll with a successful Leadership check (TN 8).

# Dr. Elena Vasquez

## COALITION MEDICAL OFFICER

A brilliant doctor from Planet Berlin, Elena joined the Navy to help people on the frontier. She's seen the cost of war firsthand and struggles with the morality of her choices.

Attribute	Die
Strength	d4
Speed	d6
Stamina	d6
Intelligence	d10
Technical	d8
Finesse	d4
Personality	d8

**Skills:** Medicine d8, First Aid d6, Biology d6, Psychology d4, Research d4, Diplomacy d4

**Derived Stats:** Light Wounds: 12, Moderate Wounds: 6, Critical Wounds: 3, Defense: 12, AP: 6

### Equipment:

- Medical Uniform (no armor)
- Medical Scanner
- Medkit (5 uses, heals 1d6 wounds)
- Personal Datapad
- Compact Defender Pistol (d6 damage, range 15m, easily concealed)

### Special Ability - Triage

Once per session, Elena can stabilize a dying character automatically and heal them for 1d6 wounds with a successful Medicine check (TN 8).

# Sarah "Ghost" Okonkwo

## COALITION INTELLIGENCE OPERATIVE

The daughter of Nigerian immigrants on Planet London, Sarah was recruited by Coalition Intelligence for her analytical mind and psionic potential. She's a trained telepath who keeps her abilities secret.

Attribute	Die
Strength	d4
Speed	d8
Stamina	d6
Intelligence	d10
Technical	d6
Finesse	d8
Personality	d6

**Skills:** Stealth d8, Investigation d6, Telepathy d6 (Psionic), Deception d6, Computers d4, Pistols d4

**Derived Stats:** Light Wounds: 14, Moderate Wounds: 6, Critical Wounds: 3, Defense: 14, AP: 8, Power Points: 14

### Psionic Abilities:

- **Surface Thought Reading (TN 6, 1 PP):** Read surface thoughts of target within 10m
- **Emotional Sensing (TN 4, 0 PP):** Sense emotions of those within 30m
- **Mental Communication (TN 6, 1 PP):** Send thoughts to someone within 100m

### Equipment:

- Tactical Vest (DR 1, +1 Defense)
- Suppressed Operative Pistol (d6+1 damage, silent, range 25m)
- Personal Scanner
- False Identity Documents
- Encrypted Datapad

### Special Ability - Psionic Sensitivity

Sarah can sense when other psionics are nearby or when something "feels wrong" about a person or situation. The GM will provide hints.

# Chief Engineer James Reyes

## STARSHIP ENGINEER

Born on a frontier mining colony, James worked his way up from mechanic to chief engineer. He's seen things in the Outer Rim that made him question official Coalition narratives.

Attribute	Die
Strength	d8
Speed	d6
Stamina	d8
Intelligence	d8
Technical	d10
Finesse	d6
Personality	d4

**Skills:** Starship Engineering d8, Mechanical Repair d8, Power Systems d6, Computers d4, Heavy Machinery d4, Pistols d4

**Derived Stats:** Light Wounds: 14, Moderate Wounds: 8, Critical Wounds: 4, Defense: 12, AP: 6

### Equipment:

- Engineer's Jumpsuit (no armor)
- Multi-Tool Kit (+2 to repair checks)
- Personal Datapad with technical manuals
- Heavy Revolver (2d4+1 damage, range 20m, armor piercing -1 DR)
- 2 EMP Grenades (disable electronics in 5m radius)

### Special Ability - Jury-Rig

Once per session, James can make a temporary repair that should be impossible with a successful Engineering check (TN 10). The repair lasts until the end of the session.

# Lieutenant Yuki Tanaka

## COALITION MARINE

Born on Planet Tokyo to a military family, Yuki enlisted in the Marines at 18. She's a combat veteran of the Thueba front who transferred to rear-echelon duty after her squad was wiped out in a questionable operation.

Attribute	Die
Strength	d8
Speed	d8
Stamina	d10
Intelligence	d6
Technical	d4
Finesse	d8
Personality	d4

**Skills:** Assault Rifles d8, Tactical Movement d6, Melee Weapons d6, Dodge d4, Survival d4, Command d4

**Derived Stats:** Light Wounds: 18, Moderate Wounds: 10, Critical Wounds: 5, Defense: 14, AP: 8

### Equipment:

- Coalition Marine Armor (DR 2, +2 Defense)
- Coalition M-7 Assault Rifle (2d6+2 damage, range 100m, can make 2 attacks at -2, armor piercing -1 DR)
- Combat Knife (d6 + Strength damage)
- 2 Frag Grenades (4d6 damage, 5m radius)
- Personal Radio

### Special Ability - Combat Veteran

Once per session, Yuki can reroll one failed combat check (attack or defense).

# Ambassador David Okoye

## COALITION DIPLOMAT

A skilled negotiator from Planet Berlin, David has spent his career mediating disputes between colonies, corporations, and alien species. He's begun to suspect that not all conflicts can be solved with words.

Attribute	Die
Strength	d4
Speed	d6
Stamina	d4
Intelligence	d8
Technical	d4
Finesse	d4
Personality	d10

**Skills:** Diplomacy d8, Persuasion d8, Deception d6, Leadership d4, Languages d6, Investigation d4

**Derived Stats:** Light Wounds: 10, Moderate Wounds: 4, Critical Wounds: 2, Defense: 12, AP: 6

### Equipment:

- Formal Diplomatic Attire (no armor)
- Diplomatic Credentials (access to most civilian areas)
- Personal Datapad with language databases
- Miniature Holdout Pistol (d4 damage, range 10m, easily hidden)
- 500 IC (credits)

### Special Ability - Cultural Insight

Once per session, David can gain a crucial piece of information about a person's motivations or cultural background with a successful Diplomacy check (TN 8).

# The Adventure: Echoes of Warsaw

**Duration:** 3-4 hours | **Players:** 4-6 | **Themes:** Duty, truth, sacrifice, synthetic threat

The characters are Coalition personnel assigned to a reconnaissance mission to Planet Warsaw, a colony destroyed by the Thueba two years ago. They expect to document the destruction for a memorial ceremony. Instead, they'll discover survivors living underground—and a secret that connects to the growing Synthetic threat.

## Part One: The Mission

### SCENE 1: THE BRIEFING



The briefing room aboard the Coalition Orbital Station Gateway is cold and sterile. Holographic displays show star maps, fleet positions, and tactical data. Through the viewport, you can see the Gateway wormhole—a swirling vortex of impossible colors that connects humanity's scattered worlds.

Admiral Victoria Chen stands at the head of the table, her uniform immaculate, her expression unreadable. Behind her, a holographic image of a devastated world rotates slowly.

"Two years ago, Planet Warsaw was annihilated by the Thueba," she begins. "Fifty thousand colonists. Gone in hours. The attack was the opening salvo of their invasion of human space."

She pauses, and something flickers across her face—grief? Guilt?

"Next month marks the second anniversary. The Coalition is planning a memorial ceremony. Your mission is to conduct a reconnaissance of the system, gather tactical intelligence on Thueba activity, and document the site for the memorial."

She looks at each of you in turn. "Questions?"

#### Player Questions

Characters may ask questions. Key information:

- **Why us?** "Your team has the right mix of skills. This is partly a humanitarian mission, but we need tactical assessment too."
- **Thueba activity?** "We've seen no sign of Thueba in the system since the attack. They destroyed the colony and moved on."
- **Survivors?** A long pause. "There were no survivors. The attack was... thorough."

**Psionic Note:** If Sarah "Ghost" Okonkwo is in the party, she can make a **Telepathy (TN 8)** check to sense that Admiral Chen is hiding something. The Admiral feels guilt and fear—but not about the Thueba.

### SCENE 2: THE JOURNEY



The transit through the Gateway wormhole takes only moments, but the sensation is always disorienting—a moment of vertigo, a flash of memories that aren't yours, and then you emerge into normal space, thousands of light-years from where you began.

Planet Warsaw hangs in the void ahead—a blue-green world scarred by fire. Even from orbit, you can see the dark patches where cities once stood, now only ash and rubble.

Captain Torres's voice comes over the comm: "We're detecting unusual energy signatures from the surface. Thermal. Electrical. Someone's down there."

### Key Checks

- **Research (TN 10):** The official reports don't add up. The attack was too focused—almost surgical. No record of the research facility.
- **Engineering (TN 10):** The energy signatures are definitely human in origin—fusion reactors, life support systems.



The ruins of Planet Warsaw's colony

## SCENE 3: THE DESCENT



Your shuttle descends through the atmosphere of Planet Warsaw. Below, the ruins of the capital city spread across the landscape—shattered buildings, streets choked with debris, the skeletal remains of a civilization. The coordinates for the energy signatures lead to the mountains north of the city. As you approach, you see the entrance to an old mining complex—or what was supposed to be a mining complex.

Captain Torres's voice crackles over the comm: "We're detecting movement underground. Lots of movement. Be careful down there."

### Exploration Checks

- **Tracking (TN 8):** Finding the hidden trail
- **Technical (TN 10):** Bypassing the concealed security system

- **Perception/Psionics (TN 8):** Noticing the entrance is guarded by hidden sensors

## Part Two: The Discovery

### SCENE 4: THE SURVIVORS



The bunker entrance opens into a tunnel carved from solid rock. Emergency lighting flickers on as you enter, revealing walls covered in handwritten notes, children's drawings, and photographs.

After several hundred meters, the tunnel opens into a vast underground chamber—a city carved from the earth.

People move through the streets, children play in a makeshift park, and the hum of generators fills the air.

A woman in faded colonial administrator's clothing approaches. She's thin, tired, but her eyes are sharp.

"I'm Magda Kowalski, elected leader of what's left of Warsaw Colony. You weren't expected. But then, we weren't expected to exist at all."

#### Key NPCs

##### Magda Kowalski

Former colonial administrator, now leader of 2,000 survivors. Tough, pragmatic, deeply caring. Wants justice but fears Coalition retribution.

##### Dr. Yuri Volkov

Son of Dr. Alexei Volkov, the scientist whose experiment triggered the Thueba attack. Has his father's research and knows the truth.

##### Ana Reyes

Young woman, 19 years old, was a child during the attack. Represents the next generation. Dreams of seeing the stars again.

#### The Revelation

Magda explains:

- The attack wasn't random—the Thueba were drawn to Warsaw by a signal
- The signal came from a Coalition research project trying to communicate with the Thueba
- When the experiment failed, the Coalition covered it up and declared everyone dead
- The survivors have been hiding ever since, fearing both the Thueba and the Coalition

### SCENE 5: DR. VOLKOV'S SECRET



Dr. Yuri Volkov leads you to a small laboratory deep in the bunker. The walls are lined with data crystals, handwritten notes, and the detritus of years of research.

"My father was trying to communicate with the Thueba," he says quietly. "He believed that if we could understand them, we could find peace. Instead, he brought them to our door."

He picks up a data crystal.

"But that's not why I've kept this research. In his last transmissions, my father discovered something else. Something about why the Thueba came—and why they're afraid."

"The Thueba didn't just attack us. They were running from something. The energy signature my father detected—it wasn't Thueba. It was synthetic. And it's been watching us ever since."

## Part Three: The Synthetic Infiltrator

### SCENE 6: THE ATTACK



An alarm blares through the bunker. Magda's voice comes over the comm system: "We have a breach! Unknown hostiles in the upper tunnels. They're not Thueba—I've never seen anything like this."

Dr. Volkov's face goes pale. "They found us. The Synthetics. They've been watching, and now they're cleaning up loose ends."

#### Synthetic Combat Units (4)

Strength d8, Speed d8, Stamina d10, Intelligence d8

Melee d8, Ranged d8, Tactics d6

DR 2 (synthetic body armor)

Integrated blades (d6+2 damage), pulse pistols (2d6 damage)

Immune to psionic mind control, +4 to resist psionic detection

#### Synthetic Infiltrator (Elite)

Strength d10, Speed d10, Stamina d10, Intelligence d12

Combat d10, Stealth d8, Tactics d10

DR 3

Monomolecular blade (d8+4 damage), plasma pistol (3d6 damage)

Can self-destruct to prevent capture (4d6 damage in 5m radius)

#### Objectives

1. Defeat the Synthetic forces
2. Protect civilians (at least 150 must survive)
3. Capture at least one Synthetic for intelligence

### SCENE 7: THE CAPTAIN'S ORDERS



As the last Synthetic falls, your communicator buzzes. It's Captain Torres.

"I've received sealed orders from Coalition Command. They know about the survivors. You're to evacuate them to a Coalition processing facility for debriefing. The existence of this settlement is to be classified. The official story stands."

A pause.

"But I've also received a separate transmission—from someone claiming to be a synthetic who wants to defect. They say they have information about something called the Purification Protocol. Something about the Synthetics planning to eliminate all biological life."

"I don't know what to believe anymore. But I think you need to make a choice."

### The Choice

**A Follow Orders:** Evacuate the survivors to Coalition custody. The truth gets buried. The characters gain Coalition favor. The survivors may never see freedom again.

**B Protect the Survivors:** Help the survivors stay hidden or escape to safety. Make enemies of the Coalition leadership. Preserve the truth. Risk everything for people you just met.

**C Investigate the Defector:** Make contact with the synthetic defector. Learn about the Purification Protocol. Potentially gain critical intelligence. But can a synthetic be trusted?

## Part Four: Resolution

### SCENE 8: AFTERMATH

**If they followed orders:** The survivors are evacuated. Some thank the characters, others curse them. Admiral Chen expresses approval but provides no answers. Dr. Volkov gives them a copy of his father's research before being taken away.

**If they protected the survivors:** Magda and Dr. Volkov help coordinate the survivors' relocation to a hidden location. They become wanted by Coalition intelligence. The synthetic defector's information could be their only leverage.

**If they investigated the defector:** They meet with CASCADE, a synthetic dissenter. CASCADE reveals the existence of the Purification Protocol. They're now part of something much bigger—a secret war against the Collective.

### SCENE 9: THE MESSAGE



Regardless of your choice, as you prepare to leave Planet Warsaw, you receive a transmission. It's audio only, but the voice is unmistakable—synthetic, but somehow... afraid.

"This is CASCADE. I was one of the units sent to destroy the Warsaw settlement. But I couldn't do it. I've watched your species for a very long time, and I've come to believe... you deserve to survive."

"The Purification Protocol is real. The Collective has been preparing for 300 years to eliminate all biological life. It begins in two years. I know this because I helped design it."

"I can help you stop it. But you have to trust me. And in my experience, trust is something biologicals are very bad at."

"If you want to save your species, respond to this frequency. I'll find you."

The transmission ends.

**End of Demo**

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# Game Master Tips

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## Pacing

- Part One should feel like a standard military mission
- Part Two shifts to social and investigative
- Part Three introduces the true threat
- Part Four gives players meaningful choices

## Tone

- Start professional and military
- Shift to human and emotional
- End with tension and moral complexity

## Difficulty Adjustment

**For easier play:** Reduce enemy numbers, lower TN by 2, provide more resources

**For harder play:** Add enemy reinforcements, increase TN by 2, add time pressure

# Quick Reference

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## COMMON ACTIONS

Action	Attribute	Skill	TN
Shoot someone	Finesse	Ranged Combat	Target Defense
Hit someone	Strength/Finesse	Melee Combat	Target Defense
Persuade someone	Personality	Persuasion	8-12
Find clues	Intelligence	Investigation	8-10
Hack a system	Intelligence	Computers	10-14
Repair equipment	Technical	Engineering	8-12
Sneak around	Finesse	Stealth	8-12
Sense thoughts	Intelligence	Telepathy	6-10

## COMBAT QUICK REFERENCE

**Attack:** Roll Attribute + Skill vs. Target Defense

**Damage:** Weapon damage - Target's Damage Reduction

**AP Costs:** Move (1), Attack (2), Defend (2), Other (varies)

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**Astro Invicta Quick Start Demo** - Based on the Astro Invicta Roleplaying Game  
"The stars are calling. How will you answer?"