

Space Opera Genre Rules Supplement

Changes to the regular Munchausen rules :-

Money

A number of subgenera for Science Fiction stories do not use physical money. Some do not even use the equivalent of money. For the purposes of this game, credits will be used as normal game silver coins. For the higher denomination represented in the normal game as gold coins, we will use a gold-like subgenera substitute. See the list of subgenera below

Companions

By and large companions are used differently. Usually they are there for helpful suggestions and sticky situations. In Space Opera their main purpose is someone who can be used as an excuse for an exposition. Strange devices and nefarious plots should be questioned by companions with whom the character can then explain to the audience. There are also preferred companion types for the different subgenera.

Location

The host should set the game in a place where grizzled space veterans might gather - cantinas, spaceports, starship hangars, spaceliners or Imperial detention centres are suggested, although there is nothing preventing a being from hosting a game aboard their own vessel.

Absolutes

Much like the original game's treatment of the French - the Space Operatic version also needs some absolutes. The host may decide and briefly describe as many as they like. Either great heroes, evil villains or evil empires/races. They may not, however, describe in detail these absolutes. It is up to the first storyteller that uses them to flesh them out (e.g. the Evil Empire of Turkan Minor suddenly always have been composed entirely of highly mutated clams). From that point on, the absolute is consistent (All Evil Imperial Turkan Minors must be clams).

Email Etiquette

Dates used should be expressed in a SciFi way - either stardates, inversions of a caesium atom, etc..

The habit of classic stories having chapters headed with a brief synopsis and possibly leading statements should still be used in Space Opera by the storyteller. However it should be changed to

newspaper terseness, using very few words to describe the chapter, possibly separated by hyphens.

Subgenera

This is just a list of suggestions for characters for players to be and the related story styles you may wish to try and emulate. Feel free do combine, rearrange or discard all of them. Although consistency for your character is recommended just on a good storytelling level.

Style Name	Titles for characters	Character types	Gold coin equivalents	Typical Companion types	Gadgets out of the ordinary	Magic Available	Example Character
Animan	Military, None, Alien, Scholastic	Human, Humanoid Alien, Android	Mecha Credit, Rations	Aliens, Robots, Sidekicks, Love Interests	Tranforming things, Power armour	Psionics and Traditional	Captain Alex Wildstar of the Space Battleship, Argo
Babylonian	Military, None, Noble	Human, Humanoid Alien, Energy Alien	League Credit	Sidekicks, Love Interests	Jump Gates, the Third Dimension.	Various	Emperor Vir Cotto of the Centauri Republic
Blaker	Military, None	Human, Humanoid Alien	Gem	AI's, Team mates	Time Dilation	Telepathy	Space Commander Travis of the Federation
Doctoran	Alien, None, Scholastic	Human, Humanoid Alien, Android	Jelly Baby	Sidekicks, Local Authorities	Time Travel, Dimensional Transcendence	Psionics and Superscience	Doctor Liz Shaw, of UNIT
Galactican	Military, None	Human, Android	Space Buck	Robots, Sidekicks, Love Interests, Pets	Afterburners	None	Captain Starbuck of the Battlestar Galactica
Golden Ager	Military, Naval	Human, Alien	Space Credit	Any	Ray Guns, Rocketships, everything has fins	Psionics and Superscience	
Gordonian	Noble, None	Human, Humanoid Alien	Gold Coin	Robots, Sidekicks, Love Interests	Lightning Screens, Ray Guns, Jet Packs	Psionics	Flash Gordon
Imperial Starwarrior	Military, None, Alien	Human, Humanoid Alien	Imperial Credit	Droids, Subordinates	Shields, Force items, Doomsday Weapons, Hyperspace, Cloaking	The Force	Darth Vader, Sith Lord

Style Name	Titles for characters	Character types	Gold coin equivalents	Typical Companion types	Gadgets out of the ordinary	Magic Available	Example Character
Lexxan	Beaurocratic, Alien, None	Human, Any Alien	Holy Credit of the Divine Order, Cluster Credit	Pets, Sidekicks	Biological, Fractal Cores, Doomsday Weapons	Various	Kai of the Brunnen G, a dead assassin of the Divine Order
Rebel Starwarrior	Military, None, Alien	Human, Humanoid Alien	Republic Credit	Droids, Kids, Sidekicks, Love Interests	Shields, Force items, Hyperspace, Cloaking	The Force	Luke Skywalker, Jedi Knight
Scaper	Military, None	Human, Any Alien	Food Cube	Annoying Aliens, Love Interests	Defence Screen, Biological, Starburst	Various	Captain Milar Crais, Peacekeeper
Trekker	Naval, None, Alien	Human, Humanoid Alien, Android	Gold Pressed Latinum	Everyone	Shields, Teleport, Solid holograms, Warp, Cloaking, Replicators	Psionics and Superscience	Ensign Gordi Laforge, Chief of Engineering
Twenty Fiver	Military, None	Human	Space Buck	Robots, Sidekicks, Love Interests			Captain Anthony "Buck Rogers"

Legend

- **Military Titles** - Commander, Captain, Space Commander, Supreme Commander, Major, General, Sergeant, Lieutenant etc..
- **Naval Titles** - Ensign, Cadet, Admiral, Lieutenant Commander, Chief etc.
- **Alien Titles** - His Divine Shadow, Sith Lord, Jedi, Liar
- **Humanoid Alien** - Any alien that could easily be imitated by a human in a suit or wearing makeup and prosthetics. Usually good looking and easily seducable by humans.
- **Robot, Android** - Robots tend to be Humanoid but easily identifiable as robots. Androids are generally indistinguishable from humans, unless damaged.
- **Mecha, Imperial, Divine, Cluster, Republic, League Credit** - A specific culture credit distinctive from the generic credits.
- **Gold Pressed Latinum** - A non-replicable liquid requiring high technology to create and encased in bars of mundane gold.
- **Telepathy** - A limited form of Psionics
- **Psionics** - Any power with no visible origin other than a person.
- **Superscience** - Any power that at first appears to be magic but is always the result of technology.
- **The Force** - A limited form of Psionics, only Good powers are available for Rebels, only Bad powers are available for Imperials.
- **Various** - Magic in all forms is available.
- **Traditional** - Traditional magic requires gestures, components and rituals.

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