

Do you have what it takes? Can you achieve the rank of Grand Admiral before the blue-suited banal bureaucracy forces you to retire? Or will you heroically go down with your Heavy Cruiser in the midst of a hellfire of photon torpedoes and plasma cannon bursts? All you need to do is advance 11 ranks, receiving 11 different ship assignments, while engaging in 22 different missions and acquiring up to 15 different skills. You also are eligible for decorations and commendations of the highest order. Sound like a lot to track? Nonsense! It is all contained on ONE page. You roll. You write. Hopefully, you get promoted . . . or at least live to fight another day . . .

Components:

1 Career Page (actually, this is entire game . . . except for the dice . . . oh, and a pen or pencil)

7 Red Dice (Combat Dice)

4 Blue Dice (Operations Dice)

3 Green Dice (Science Dice)

Turn (Tour):

1. Goal: Reach Grand Admiral before Game End (normally by end of Tour 15)
2. Starting Skill: Before your first Tour (which comprises 4 years of your career), Roll 1 die on the Start Skill chart and add the new Skill (Check Off one box of that Skill Level) **[Note: The numbers in the Executed, Skills and Medal boxes are for scoring purposes only.]**
 - Easier Game: Choose your starting Skill from Start Skill chart (from the six Starting choices – following the boxes #1-6)
 - Easier Yet: Roll twice on Start Skill chart (checking off 2 Skill Level boxes)
 - Still Easier Yet: Choose two starting Skills from Start Skill chart
3. Select Mission – Check eligibility by Rank (Check Off Mission Box)
 - Keep track of the number of Missions Executed during the current Tour by checking off the box above the Tour Track
4. Roll for Success – Use # and Type of Dice based on Ship Assignment
5. If Succeed:
 - Check off Promotion Point(s)
 - Add any new Skill (Check Off Skill Level Box)
 - Roll for Medal (if applicable)
 - Roll for Survival (if you fail . . . well, you may not be dead; but at the very least, you have been injured to the point of forced retirement – GAME OVER)
6. Repeat Steps #2 through #4 for each Tour and Check off the Tour Track after conducting the allotted number of Missions
7. Game End:
 - Failing a Survival Roll
 - Checking off the last Tour box
 - 7 Tours for Short Game
 - 15 Tours for Career Game
 - No available Missions based on your current Rank
8. Final Scoring: **[Note: You earn the Points inside for the Executed, Skill and Medal boxes that are check off during the game.]**
 - Tour Bonus: Add/Subtract the Bonus Points underneath the Tour Track, if you achieve the Rank of Grand Admiral by the Game End **[Note: You may receive two (2) bonuses for reaching Grand Admiral – Tour and Rank.]**
 - Promotion Track: Add the highest Promotion Track Number (the number inside the box checked off) multiplied by 2
 - Rank Bonus: Add 20 Bonus Points, if you achieve the Rank of Grand Admiral by the Game End
 - Missions Executed: Add the Points inside each Executed Mission box checked off
 - Skills Acquired: Add/Subtract the Points inside each Skill Level box checked off
 - Medals Awarded: Add/Subtract the points for each Medal Awarded (or Disciplinary Actions received)
 - Distinction: +1 point (rounded down) for each 4 Medals of Distinction
 - Gallantry: +2 points for each medal
 - Valor: +3 points for each medal
 - Starburst: +4 points for each medal
 - Disciplinary Action: -3 points for each disciplinary action

Missions:

- Number of Missions: You may only attempt 2 Missions each Tour; however, for each Skill Level of Efficiency you may attempt another Mission. There are four (4) boxes above each Tour box to keep track of the Missions.

Example: Lieutenant Dan has Efficiency Skill Level 1 (1 Box Checked Off) and can attempt 3 Missions during a Tour.

- Dice Available: Ship Assignment determines the Die/Dice Available.

Example: Current Rank is Lieutenant, Ship Assignment is Light Cruiser, Available Dice are 1 Blue, 2 Green and 1 Red

- Executing Missions:
 - Check Off the Mission Executed Box, whether Success or Failure
 - Success Roll
 - You roll all the available Dice from the Dice Pool **one time**
 - The Number(s) listed to the right of the Mission are what you need to Roll (or Higher)
 - If more than one Number listed, then **all the Numbers are needed** to be a Success
 - If **Blue**, then need to Roll that Number or Higher on **Blue Die (Operations Die)**
 - If **Green**, then need to Roll that Number or Higher on **Green Die (Science Die)**
 - If **Red**, then need to Roll that Number or Higher on **Red Die (Combat Die)**
 - If **Black**, then need to Roll that Number or Higher on Any Die
 - Promotion Points – Check Off the Number of Promotion Boxes based on Promotion Points awarded by Successful Mission Roll
 - Failing Training or Aid Missions results in Disciplinary Actions – Keep track of the number of Disciplinary Actions received by checking off the box to the right of Discipline

*Example: Lieutenant Dan, while undertaking a Science Mission will need to Roll 5 or Higher on a **Green Die** AND 4 or Higher on a **Blue Die** AND 3 or Higher on any other die rolled to have a Successful Mission.*

- Skill Level – Check Off the Skill Level of the Skill Listed
 - Skill Listed – the Skill is now available for use on subsequent Rolls
 - Skill Level – allows you to use a Skill that many times
 - Use – you get use of the Skill immediately (e.g., can use Fitness for your Survival Roll)

Example: Lieutenant Dan has Computer Skill Level 3 (3 Boxes Checked Off) and can Re-Roll 1 Die up to 3 times (either 1 Die, or 3 different Dice, or any combination)

- Medal Roll – the Number needed to Roll or Higher to be award a Medal
 - Keep track of the number of Medals awarded by checking off the box to the right of that Medal
 - For some Missions, you are **automatically** awarded a Medal, even if you fail the Medal Roll
 - Medals
 - Meritorious Distinction in The Line of Duty
 - Commendation for Conspicuous Gallantry
 - Medal for Valor Above and Beyond the Call of Duty
 - Starburst for Extreme Acts of Heroism (FSF Highest Honor)
- Survival Roll – the Number needed to Roll or Higher on **1 Die** to continue to next Tour

Skills: [Note: You may use the Skill for each level (boxed checked off) achieved once during a Mission.]

- Fitness May add +1 to Survival Roll for each Skill Level
- Efficiency May add +1 to Mission per Tour for each Skill Level
- Computer Re-Roll 1 Die for each Skill Level each time you need to roll dice for success (e.g., Missions, Medals, Survival)
- Courage May add +1 to Medal Roll for each Skill Level
- Engineering May add +1 to **Science (Green Die)** Die for each Skill Level during a Mission **only** (not for Medals or Survival rolls)
- Administration May add +1 to **Operations (Blue Die)** Die for each Skill Level during a Mission **only** (not for Medals or Survival rolls)
- Gunnery May add +1 to **Combat (Red Die)** Die for each Skill Level during a Mission **only** (not for Medals or Survival rolls)
- Leadership May add +1 to Any Die for each Skill Level during a Mission **only** (not for Medals or Survival rolls)
- Navigation Flip 1 Die to Opposite Side during a Mission **only** (not for Medals or Survival rolls)
- Command You may now Roll +1 **Operations (Blue Die)** Die during each Mission **only** (not for Medals or Survival rolls)
- Alien Tech You may now Roll +1 **Science (Green Die)** Die during each Mission **only** (not for Medals or Survival rolls)
- Tactics You may now Roll +1 **Combat (Red Die)** Die during each Mission **only** (not for Medals or Survival rolls)
- Clone Ignore Failed Survival Roll for each Skill Level (Maximum 2 Times during career)
- Liaison May use Any color of Die For 1 required color during each Mission **only** (not for Medals or Survival rolls)
- Strategy May Flip 1 Die to the “6” Side during each Mission **only** (not for Medals or Survival rolls)

Scoring Ranks

- 0 to 50 **Washout** - *How did you get this far? In life?*
- 50 to 75 **Drudge** - *Should have enlisted in the Planetary Force*
- 76 to 100 **Traveller** - *Sure I know how to fly this thing . . . it's docking that somehow always seems to escape me . . .*
- 101 to 125 **Voyager** - *You could have been somebody . . . a real contender . . . if it wasn't for that lack of Fitness . . .*
- 126 to 175 **Champion** - *Yeah, but is that really you, or a clone?*
- 176 to 199 **Savior** - *We salute you . . . or your clone . . .*
- 200+ **Emperor** - *We are not worthy to be in your presence . . .*

Sample: **One Page In A Life . . . in the Federation Stellar Force**

Name: Dan

Tour 1: Cadet Dan can attempt 2 Missions

Cadet Dan, assigned to a Scout Ship selects Training as his first Mission (based on current Rank of Cadet O-C, he is eligible for Training, Security and Communications Missions)

- Checks off one of the four boxes above the Tour Track to indicate Missions attempted during that Tour
- Checks off first box of Training and rolls 1 Blue die (Scout Ship) with a result of "2" (needed a 2+) = SUCCESS
- Checks off first box of Promotion, due to 1 Promotion Point received from successful Training Mission
- Checks off first box of Fitness Skill Level due to successful Training Mission (just in time for Survival Roll)
- Training Missions do not qualify for Medals, so no Medal Roll
- Finally, Dan rolls 1 die for Survival with a "2" result and adding his +1 Fitness Skill Level, has a final total "3" (needed a 1+) = SUCCESS

Cadet Dan, assigned to a Scout Ship selects Security as his second Mission

- Checks off a second box above the Tour Track to indicate Missions attempted during that Tour
- Checks off first box of Security and rolls 1 Blue die (Scout Ship) with a result of "2" (needed a 3+ on Blue die) = FAILURE
- No Promotion Points received
- No Skill Level received
- Dan rolls 1 die for Survival with a "1" result and adding his +1 Fitness Skill Level, has a final total "2" (needed a 2+) = SUCCESS

This ends Dan's first Tour and checks off the Box 1 of the Tour Track

Tour 2: Cadet Dan can attempt 2 Missions

Cadet Dan, assigned to a Scout Ship selects Security as his first Mission of Tour 2

- Checks off one of the four boxes above the Tour Track to indicate Missions attempted during that Tour
- Checks off second box of Security and rolls 1 Blue die (Scout Ship) with a result of "3" (needed a 3+ on Blue die) = SUCCESS
- Checks off second box of Promotion, due to 1 Promotion Point received from successful Security Mission
- Checks off first box of Efficiency Skill Level due to successful Security Mission (now can attempt one extra Mission per Tour)
- Security Missions do not qualify for Medals, so no Medal Roll
- Dan rolls 1 die for Survival with a "3" result and adding his +1 Fitness Skill Level, has a final total "4" (needed a 2+) = SUCCESS

Cadet Dan, assigned to a Scout Ship selects Security as his second Mission of Tour 2

- Checks off a second box above the Tour Track to indicate Missions attempted during that Tour
- Checks off third box of Security and rolls 1 Blue die (Scout Ship) with a result of "5" (needed a 3+ on Blue die) = SUCCESS
- Checks off third box of Promotion, due to 1 Promotion Point received from successful Security Mission (Promoted to Ensign)
- Checks off second box of Efficiency Skill Level due to successful Security Mission (now can attempt two extra Missions per Tour and will also receive 1 bonus point in Final Scoring due to the +1 inside the Skill Level box)
- Security Missions do not qualify for Medals, so no Medal Roll
- Dan rolls 1 die for Survival with a "6" result and adding his +1 Fitness Skill Level, has a final total "7" (needed a 2+) = SUCCESS

Ensign Dan, assigned to a Light Escort Ship selects Security as his third Mission of Tour 2 (based on current Rank of Ensign O-1, he is eligible for Training, Security, Communications, Survey and Aid Missions)

- Checks off a third box above the Tour Track to indicate Missions attempted during that Tour
- Checks off fourth box of Security and rolls 2 dice = 1 Blue die and 1 Green die (Light Escort Ship) with a result of "Green 2" and "Blue 4" (needed a 3+ on Blue die) = SUCCESS
- Checks off fourth box of Promotion, due to 1 Promotion Point received from successful Security Mission
- As he has reached maximum Skill Level for Efficiency, no Skill Level added
- Security Missions do not qualify for Medals, so no Medal Roll
- Dan rolls 1 die for Survival with a "3" result and adding his +1 Fitness Skill Level, has a final total "4" (needed a 2+) = SUCCESS

Ensign Dan, assigned to a Light Escort Ship selects Training as his fourth Mission of Tour 2

- Checks off a fourth box above the Tour Track to indicate Missions attempted during that Tour
- Checks off second box of Training and rolls 2 dice = 1 Blue die and 1 Green die (Light Escort Ship) with a result of "Green 1" and "Blue 1" (needed a 2+ on any die) = FAILURE
- No Promotion Points received
- No Skill Level received
- As Dan failed the Training Mission, he received a Disciplinary Action as checks off one box next to Discipline under the Medals Section (he will subtract 3 points for each Discipline from his Final Score)
- Dan rolls 1 die for Survival with a "4" result and adding his +1 Fitness Skill Level, has a final total "5" (needed a 1+) = SUCCESS

This ends Dan's second Tour and checks off Box 2 of the Tour Track

Tour 3: Ensign Dan can attempt 4 Missions (based on his Level 2 Efficiency)

Ensign Dan, assigned to a Light Escort Ship selects Communications as his first Mission of Tour 3

- Checks off one of the four boxes above the Tour Track to indicate Missions attempted during that Tour
- Checks off first box of Communications and rolls 2 dice = 1 Blue die and 1 Green die (Light Escort Ship) with a result of "Green 2" and "Blue 4" (needed a 3+ on either die) = SUCCESS
- Checks off fifth box of Promotion, due to 1 Promotion Point received from successful Communications Mission
- Checks off first box of Computer Skill Level due to successful Communications Mission (now can re-roll 1 die each time he needs to make a success roll, i.e., Mission, Medals, Survival)
- Communications Missions do not qualify for Medals, so no Medal Roll
- Dan rolls 1 die for Survival with a "1" result and adding his +1 Fitness Skill Level, has a final total "2" (needed a 2+) = SUCCESS

Ensign Dan, assigned to a Light Escort Ship selects Communications as his second Mission of Tour 3

- Checks off one of the four boxes above the Tour Track to indicate Missions attempted during that Tour
- Checks off second box of Communications and rolls 2 dice = 1 Blue die and 1 Green die (Light Escort Ship) with a result of "Green 2" and "Blue 2" = FAILURE; however, he uses his Computer Skill to re-roll the 1 Blue die with a result of "Blue 5" (needed a 3+ on either die) = SUCCESS
- Checks off sixth box of Promotion, due to 1 Promotion Point received from successful Communications Mission
- Checks off second box of Computer Skill Level due to successful Communications Mission (now can re-roll 2 dice each time he needs to make a success roll, i.e., Mission, Medals, Survival)
- Communications Missions do not qualify for Medals, so no Medal Roll
- Dan rolls 1 die for Survival with a "5" result and adding his +1 Fitness Skill Level, has a final total "6" (needed a 2+) = SUCCESS

Ensign Dan, assigned to a Light Escort Ship selects Aid as his third Mission of Tour 3

- Checks off one of the four boxes above the Tour Track to indicate Missions attempted during that Tour
- Checks off first box of Aid and rolls 2 dice = 1 Blue die and 1 Green die (Light Escort Ship) with a result of "Green 3" and "Blue 3" (needed a 4+ and 4+ Green die) = FAILURE; however, he uses his Level 2 Computer Skill to re-roll the 1 Blue die and 1 Green die with a result of "Blue 5" and "Green 4" = SUCCESS
- Checks off seventh box of Promotion, due to 1 Promotion Point received from successful Aid Mission
- Checks off first box of Leadership Skill Level due to successful Aid Mission (now can add +1 to any 1 die roll for Mission success only, not for Medal or Survival rolls and will also receive 1 bonus point in Final Scoring due to the +1 inside the Mission Executed box)
- Aid Missions do not qualify for Medals, so no Medal Roll
- Dan rolls 1 die for Survival with a "3" result and adding his +1 Fitness Skill Level, has a final total "4" (needed a 2+) = SUCCESS

Ensign Dan, assigned to a Light Escort Ship selects Aid as his fourth Mission of Tour 3

- Checks off one of the four boxes above the Tour Track to indicate Missions attempted during that Tour
- Checks off second box of Aid and rolls 2 dice = 1 Blue die and 1 Green die (Light Escort Ship) with a result of "Green 2" and "Blue 1" (needed a 4+ and 4+ Green die) = FAILURE; however, he uses his Level 2 Computer Skill to re-roll the 1 Blue die and 1 Green die with a result of "Blue 2" and "Green 4" = FAILURE (even if he used his Level 1 Leadership to add 1 the Blue die, it still will only be "3" and not equal to or greater than the "4" needed)
- No Promotion Points received
- No Skill Level received
- As Dan failed the Aid Mission, he received a Disciplinary Action as checks off one box next to Discipline under the Medals Section (he will subtract 3 points for each Discipline from his Final Score)
- Dan rolls 1 die for Survival with a "2" result and adding his +1 Fitness Skill Level, has a final total "3" (needed a 2+) = SUCCESS

This ends Dan's third Tour and checks off Box 3 of the Tour Track

This provides some feel for how the game works. As a scoring example, Dan's current score at the end of his third Tour would be:

Tours Bonus	=	0 (only if achieve Grand Admiral by Tour 13 or earlier)
Final Promotion	=	14 (seventh box multiplied by 2)
Rank Bonus	=	0 (only if achieve Grand Admiral)
Missions	=	1 (First Box of Aid Mission)
Skills	=	1 (Second Box of Efficiency)
Medals	=	-6 (2 Disciplinary Actions)
Grand Total	=	10 (Washout)

* The One Page in a Life (OPIAL) Series pays homage to my Grandmother Opal, who taught me my first dice games – *Yahtzee* and *Bowl and Score*.