

# Basic Moves

## Stage and Initiative Moves

**When you start a stage**, the MC chooses a player to describe a new area on the planet where the squad is heading. The MC chooses whether the area is far away or hard to get to, that player then leads the squad to a new area. Players may also exchange squadmates among their fire teams (no more than 5 squadmates to one team).

**When the stage is described**, the MC rolls a d6. If it is equal or less than the number of stages that have happened before this is a Danger Stage, otherwise it is a Discovery Stage. The game ends after the 7<sup>th</sup> stage.

**When you lead the squad to a new area**, if the area is far away roll +Legs, if it is hard to get to roll +Hands. On a 10+ you get there, no problem. On a 7-9, you get there but something goes wrong: spend 1 comms or your fire team takes a hit. On a 6-, you encounter a trap: your fire team and a fire team of your choice both take a hit. In a Discovery Stage, each fire team may search the gruesome scene that awaits you for clues of the danger. In a Danger Stage, the danger is here now and you are called on to act.

**When you are called on to act**, your fire team makes one Primary Move and any follow-on moves. Then call on another main character to act who hasn't acted yet this round. If you are last to act this round, call on any main character to act first next round.

## Support

You may spend support any time during a Danger Stage, and you lose all support at the end of a Danger Stage.

**When your fire team spends support**, spend one support to:

- Negate the over-tempo penalty
- Give +1 to a primary move
- Negate a hit on a fire team

## Primary Danger Moves

**When you stay in apparent safety and shoot at danger**, roll +Hands. On a hit, your fire team hits a danger card of your choice. On a 10+, gain 2 support and on a 7-9 gain 1 support (you can gain support up to the number of people in your fire team). On 6-, you find yourselves in the fray and the MC activates a danger card if possible. *You cannot use this move when your fire team is in the fray.*

**When your fire team assaults the danger within the fray**, roll +Arms and lose all your team's support. On a hit your fire team hits a danger card of your choice. On 9-, the MC activates a danger card if possible. If charge into the fray as part of this move, add +Guts to your roll.

**When your fire team moves to support**, roll +Legs. On a 10+, gain 4 support and on a 7-9 gain 2 support (you can gain support up to the number of people in your fire team). On 6-, gain 1 support but the MC activates a danger card if possible.

## Supplemental Danger Moves

**When you roll on a Primary Danger Move**, choose one of your d6 values to add to the Tempo. Tempo starts at 0 each stage and when it is 5 times the number of players you get +1 ongoing. When it is more than 10 times the number of players, you get -2 ongoing (1 support negates this penalty).

**When you resist a weird attack**, roll +Guts. On a 10+, you shake it off. On a 7-9, your focus is broken spend 2 comms, 2 support, or your fire team takes a hit. On 6-, your main character either takes 2 hits or one of your fire team is out till the next stage.

**When you exploit a weakness**, when you hit any face-up danger card with the weakness tag, hit another danger card.

# Death



# Spiral

## Getting Hit Moves

**When your squad gets hit**, decide who gets hit, you or a squadmate.

**When you are hit by a danger**, roll a d6. If your armor is unbroken and the die rolls 1-5 ignore the hit. If your armor is unbroken and you roll a 6, your armor becomes broken. If your armor is broken then on a 1-5 take a hit on that stat, as a -1 forward and on a 6 you are immediately killed.

**When a squadmate is hit by danger**, if they have unbroken armor their armor is broken. If their armor is broken they are immediately killed.

**When you are killed**, you may promote a squadmate by taking a Grunt Specialty playsheet and making them on the spot.

## Basic Discovery Moves

**When your fire team searches the gruesome scene**, the MC describes a few details of the scene and your roll +Guts. On a 10+, you keep your cool and your fire team gets +1 forward to discover something about the danger. On a 7-9, you are shaken up, but can discover something about the danger with no penalty. On a 6-, you are in trouble, when rolling to discover something about the danger, either your fire team takes a hit or take -2 forward.

**When you discover something about the danger**, describe what detail or trait you discover on a blank card and spend 2 or 1 comms or roll +Head. For 2 comms or on a 10+ add a weakness tag and the MC chooses an appropriate weak move. For 1 comms or on a 7-9, you may choose to let the MC choose an appropriate weak move, or add a weakness and let the MC choose a strong move. On a 6 or lower, the MC chooses a strong move and a weak move. Add this card to the danger deck.

# MC Moves

A game of death spiral has 7 stages, each stage will either be Discovery or Danger. At the beginning of each stage, the MC rolls a d6, if this is lower than the current stage number this stage is a Danger stage, otherwise it is a Discovery stage. So the first stage will always be Discovery and the last is always Danger.

**During a Discovery Stage**, once the squad has created one danger card per player, the MC creates a secret detail of the danger, choosing a weak and strong move for it and makes one copy of this card for the number of stages up to and including this one (so for stage 4, she makes 4 copies). Then this stage ends. and the next stage begins.

**During a Danger Stage**, the MC shuffles the danger deck and deals out 3 piles face down as evenly as possible (the MC chooses where to put any extra face down cards). These piles represent three waves of the danger coming after the squad. The first wave is engaged immediately as the stage begins. After all cards in the previous wave are discarded, the next wave engages. When this happens fire teams may choose whether or not to start in the fray.

After a Danger Stage, if this isn't the last stage, the MC will shuffle the danger deck and draw out 1 card per player, making a duplicate of those cards on blank cards and adding them to the danger deck.

If this is the last stage, congratulate any surviving squad members.

**When a danger card is activated**, flip a face down card up (if possible) any moves it has happen (if possible) and the moves of all other face up danger cards happen too. The MC should briefly describe how this detail of the danger comes into play.

**When a danger card is hit**, discard it from the wave, it won't be used again until the next danger stage.

## Danger Card Moves

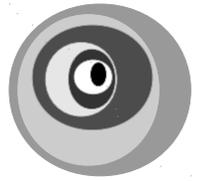
*Weak:*

- Direct Attack - Hit triggering fire team
- Interference - lose 2 comms
- Weird attack on triggering fire team
- Call for Help - Flip over another card (its moves don't happen yet).

*Strong:*

- Heavy Attack - Hit triggering fire team twice
- Jamming - lose 4 comms
- Strange Weapons - Hit triggering fire team and weird attack on them.
- Alien Assault - Weird attack on triggering and one other fire team
- Barrage - Hit triggering fire team and one other fire team.
- Reinforcements - flip over another card (its moves happen)

# Death



# Spiral

# Squad Tracking Sheet

## Comms

Add up all comms from starting characters. Any player may use these comms until they run out and you lose contact with command.

## Tempo

Resets to 0 each stage. Each primary danger move adds one die rolled to the total of that player's choice. In the Zone your stress is working for you, Over-temp things start to break down and focus is lost.

## In the Zone: +1

>=  5 \* # of players

## Over-Tempo: -2

>  10 \* # of players

# Death

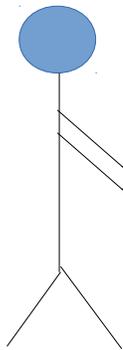


# Spiral

## Lost Squadmates

## Specialty: Sergeant

Stat Hits



- 1) Head
- 2) Arms
- 3) Hands
- 4) Guts
- 5) Legs
- 6) Armor – Broken?

Head is +2, Place +1, +1, 0, -1 in Arms, Hands, Guts, and Legs, however you wish

### Specialty Moves

**When you move to support**, roll +Head instead of +Legs.

You can have one more support than the number of people in your fire team.

You can spend one support to recover a fire team member lost to a weird attack.

Name:  
Player:

Your Current Fire Team

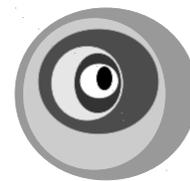
Your Current Support

Starting  
Comms  
4

Starting  
Fire Team:

- Brick
- Happy
- Chuck
- Zen

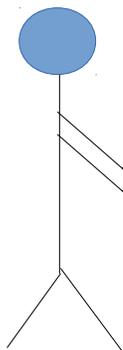
## Death



## Spiral

## Specialty: Heavy Weapons

Stat Hits



- 1) Head
- 2) Arms
- 3) Hands
- 4) Guts
- 5) Legs
- 6) Armor – Broken?

Arms is +2, Place +1, +1, 0, -1 in Arms, Hands, Guts, and Legs, however you wish

### Specialty Moves

**When you assault the danger from within the fray**, you may expend (before you lose your own support) or be given support up to the number of members of your fire team. If you roll 7+, you hit an additional danger card for every two points of support spent.

**When another fire team is about to be hit by a move from a flipped danger card**, spend 3 support to hit that card before it can use its moves.

Name:  
Player:

Your Current Fire Team

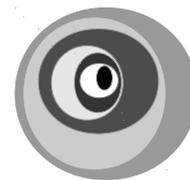
Your Current Support

Starting  
Comms  
2

Starting  
Fire Team:

- Jack
- Deuce
- Lester
- Prince

## Death



## Spiral

### Comms Spends

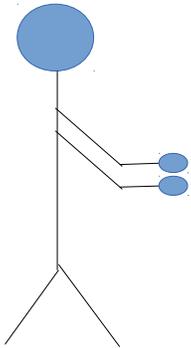
- Airstrike – spend 1 comms to hit a danger card.
- Reinforcements – spend 1 comms to gain a squadmate, during a Discovery Stage.

### Comms Spends

- Airstrike – spend 1 comms to hit a danger card.

# Specialty: Sharpshooter

Stat Hits



- 1) Head
- 2) Arms
- 3) Hands
- 4) Guts
- 5) Legs
- 6) Armor – Broken?

Hands is +2, Place +1, +1, 0, -1 in Arms, Hands, Guts, and Legs, however you wish

## Specialty Moves

**When you find your team in the fray**, you or another team may spend 2 support to get you out of the fray.

**When you are out of the fray**, you may skip adding a die to the Tempo on your primary move.

Name:  
Player:

Your Current Fire Team

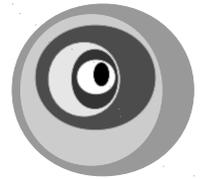
Your Current Support

Starting Comms  
3

Starting Fire Team:

- Cool
- Spaz
- Mix
- Telly

# Death



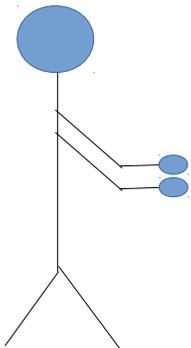
# Spiral

## Comms Spends

- Airstrike – spend 1 comms to hit a danger card.
- Strategic Strike – spend 3 comms to remove a danger card from play, up to once per stage.

# Specialty: Medic

Stat Hits



- 1) Head
- 2) Arms
- 3) Hands
- 4) Guts
- 5) Legs
- 6) Armor – Broken?

Head is +2, Place +1, +1, 0, -1 in Arms, Hands, Guts, and Legs, however you wish

## Specialty Moves

**When a danger stage ends and you have unspent support**, you may spend that support 1 for 1 to remove hits on stats.

**When your fire team searches a gruesome scene for clues**, roll +Head instead of +Guts.

Name:  
Player:

Your Current Fire Team

Your Current Support

Starting Comms  
3

Starting Fire Team:

- Geet
- Cass
- Baxter
- Oops

# Death



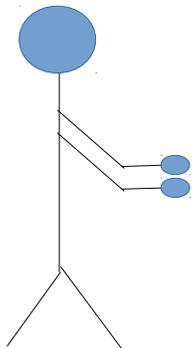
# Spiral

## Comms Spends

- Emergency Medical Supplies – spend 3 comms at the end of a stage to save a squadmate killed this stage (their armor is still broke).

# Specialty: Driver

Stat Hits



- 1) Head
- 2) Arms
- 3) Hands
- 4) Guts
- 5) Legs
- 6) Armor – Broken?
- ) Vehicle – Broken?

Hands is +2, Place +1, +1, 0, -1 in Arms, Hands, Guts, and Legs, however you wish

## Specialty Moves

**When you have your vehicle working,**

- Your team generates 1 extra support each primary move.
- Roll +Hands for **moving to support** instead of +Legs.
- When anyone **leads the squad to a far away new area**, they get +1.
- You may break your vehicle instead of armor if a fire team member is hit.

Name:

Player:

Your Current Fire Team

Your Current Support

Starting Comms

2

Starting Fire Team:

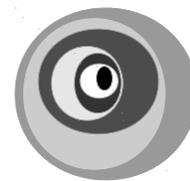
Starting Fire Team:

- Lucky
- Ghost
- Fish
- Winnie

## Comms Spends

- Fix Vehicle – spend 3 comms to fix your vehicle during a discovery scene.
- Fix Armor – spend 1 comms to give a squadmate working armor during a Discovery scene.

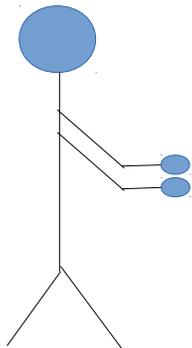
# Death



# Spiral

# Specialty: Comms

Stat Hits



- 1) Head
- 2) Arms
- 3) Hands
- 4) Guts
- 5) Legs
- 6) Armor – Broken?

Head is +2, Place +1, +1, 0, -1 in Arms, Hands, Guts, and Legs, however you wish

## Specialty Moves

**When you are out of the fray,** fire teams may exchange support, as long as no fire team has more support than their limit (usually the size of the fire team).

Name:

Player:

Your Current Fire Team

Your Current Support

Starting Comms

5

Starting Fire Team:

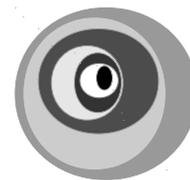
Starting Fire Team:

- Hunter
- Dude
- Orville
- Grass

## Comms Spends

- Airstrike – spend 1 comms to hit a danger card.
- Spoof – once per stage you may use a comms spend for a specialty not present in your squad, it costs +1 comms.

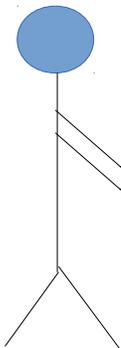
# Death



# Spiral

## Specialty: Technician

Stat Hits



- 1) Head
- 2) Arms
- 3) Hands
- 4) Guts
- 5) Legs
- 6) Armor – Broken?

Hands is +2, Place +1, +1, 0, -1 in Arms, Hands, Guts, and Legs, however you wish

### Specialty Moves

**When you place explosives and other booby traps**, roll +Hands. On a 10+ you set 2 traps, on a 7-9 you set 1 trap. On a 6- MC activates a danger card if possible. This is a primary danger move.

**When you set a trap**, name a danger card. The next time a card with that name is revealed it is immediately hit, expending the trap. Traps last until the end of the stage.

Name:  
Player:

Your Current Fire Team

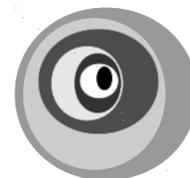
Your Current Support

Starting  
Comms  
4

Starting  
Fire Team:

- Buck
- Crab
- Root
- Quinn

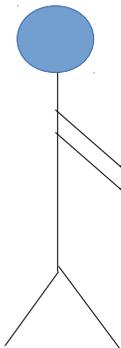
## Death



## Spiral

## Specialty: Psychic

Stat Hits



- 1) Head
- 2) Arms
- 3) Hands
- 4) Guts
- 5) Legs
- 6) Armor – Broken?

Head is +2, Place +1, +1, 0, -1 in Arms, Hands, Guts, and Legs, however you wish

### Specialty Moves

**When you use psychic powers instead of conventional weaponry**, you roll +Head for any primary danger move. If you do, your fire team then undergoes a weird attack from psychic backlash.

**When danger card would use a weird attack on your fire team**, ignore the attack.

Name:  
Player:

Your Current Fire Team

Your Current Support

Starting  
Comms  
2

Starting  
Fire Team:

- Monk
- Gray
- Toast
- Prez

## Death



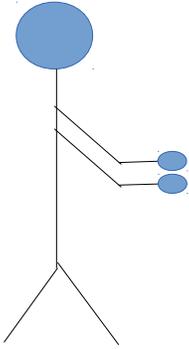
## Spiral

# Specialty: Grunt

Name: \_\_\_\_\_ Player: \_\_\_\_\_

Death

Stat Hits



- 1) Head
- 2) Arms
- 3) Hands
- 4) Guts
- 5) Legs
- 6) Armor – Broken?

Your Current Fire Team



Spiral

Your Current Support

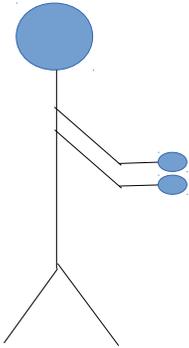
Guts is +2, Place +1, +1, 0, -1 in Arms, Hands, Guts, and Legs, however you wish

# Specialty: Grunt

Name: \_\_\_\_\_ Player: \_\_\_\_\_

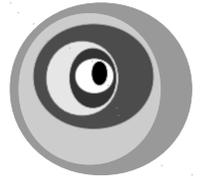
Death

Stat Hits



- 1) Head
- 2) Arms
- 3) Hands
- 4) Guts
- 5) Legs
- 6) Armor – Broken?

Your Current Fire Team



Spiral

Your Current Support

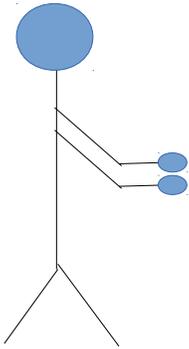
Guts is +2, Place +1, +1, 0, -1 in Arms, Hands, Guts, and Legs, however you wish

# Specialty: Grunt

Name: \_\_\_\_\_ Player: \_\_\_\_\_

Death

Stat Hits



- 1) Head
- 2) Arms
- 3) Hands
- 4) Guts
- 5) Legs
- 6) Armor – Broken?

Your Current Fire Team



Spiral

Your Current Support

Guts is +2, Place +1, +1, 0, -1 in Arms, Hands, Guts, and Legs, however you wish