

Introduction

Welcome to Bulldogs!

Bulldogs! is a sci-fi role-playing game using the FATE system. If you have played other FATE RPGs, such as Spirit of the Century or Dresden Files RPG, the system in Bulldogs! will be familiar to you. If you haven't played a FATE game before, don't worry, you will be able to learn everything you need to know from this book.

Bulldogs! is a high action space adventure! You will be flying in a starship and kicking ass in no time.

Setting Basics

Bulldogs! takes place in a galaxy that is not our own. Rather than a structured, ordered spiral galaxy, Bulldogs! is set in a dwarf nebula galaxy, basically a blobby mass of stars. This galaxy is in the grips of what amounts to a centuries-long cold war, with two massive galactic empires holding an uneasy truce. The buffer zone of independent star systems between them is a patchwork of governments and jurisdictions, making it a hotbed for trouble—and adventure! Your characters will be just the type to take advantage of this situation.

On one side is the Devalkamanchan Republic. This empire is ruled by the Templari, a warrior species that believes in their own superiority. They conquer worlds and ruthlessly subject the inhabitants. Their empire is a republic, but only the Templari have a vote. All other species are slaves within the empire.

On the other side is the Union of the Saldralla, an empire organized as a semi-democratic constitutional monarchy. The Union of the Saldralla lets all citizens, regardless of species, participate in government. That's not to say that the Saldrallans are nice. They are an empire, and they throw their weight around when they can get away with it. Their way of life is better and they will ruthlessly pursue it.

Between these two empires lies the Frontier Zone, a vast and unregulated area of independent states. At the center of the Frontier Zone, indeed, at the center of the galaxy, is a system called GCP: Galactic Central Point. This system is home to vast Pangalactic Corporations, formed by legal rules in the peace treaty between the two empires.

One of these PgCs is called TransGalaxy. This massive shipping firm moves goods across the galaxy, in both empires and the Frontier. Sometimes they must ship dangerous cargo, or deliver to inhospitable or war-torn regions. For these jobs, they have a shipping division known as Class D. You will fly one of these ships, deliberately putting yourself in mortal danger.

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What Bulldogs! Is About

Bulldogs! is a high action sci-fi game. This is not a game of calculating escape velocity, time dilation, and orbital vectors. Bulldogs! is about freebooting ruffians flying from planet to planet causing trouble.

Ryan Macklin 5/25/11 10:05 PM

Comment [1]: Overall: you have some good points here, but the flow doesn't do the jobs this chapter needs to: sell the game to the buyer and then be a tool for the GM to sell the game to players.

Ryan Macklin 5/25/11 10:05 PM

Comment [2]: This feels like either a sidebar or to be mentioned at the very end. Yes, Fate is a selling point, but many people picking it up will know that. And if not, then telling them what games it's like is less sell-worthy than telling them what game this is.

Ryan Macklin 5/25/11 10:05 PM

Comment [3]: This is your opening line, and should be the sentiment of this entire chapter. Imagine a GM reading this chapter to players he's trying to sell the game on. Imagine it as what you'd like to put as ad copy. Your first 500 words will make or break selling your game.

Ryan Macklin 5/25/11 10:06 PM

Comment [4]: This should come before Setting Basics. In fact, I think Setting Basics should be moved to the next chapter, which should be the setting chapter (currently chap 12). Use this intro as a focus to jazz people about the game overall.

It also doesn't talk at all about your default assumption of the Class D Freighter. (Which I comment more on in that chapter)

Ryan Macklin 5/25/11 9:51 PM

Comment [5]: Don't start selling an idea but defining it in the negative. "What are we eating today?" "It's great! It's not Chinese, Indian, or pizza! It's..." It's not helpful.

You've at best interrupted the flow of your sell and at worse you've turned off people who happen to also like the thing you're saying this game isn't.

Bulldogs! is a sci-fi game, not a science fiction game. What science there is in Bulldogs! is there to give a veneer of plausibility, but at its core, Bulldogs! is really a fantasy game set in space. Don't hand-wave anything that is going to break the illusion for your group, but don't sweat the science if your group isn't interested in that stuff. Bulldogs! follows movie-science, far future technology that probably wouldn't work given what we know about the universe today. Bulldogs! is about blasters and faster-than-light travel, it's about hopping from planet to planet and running into a vast variety of weird aliens, it's about being shot at and pissing off powerful locals only to flee just in time.

Bulldogs! is sci-fi that kicks ass!

[ON A NEW PAGE, RECOMMEND A CHAPTER-BY-CHAPTER OVERVIEW OF THE BOOK, WITH EACH CHAPTER GETTING TWO OR THREE SENTENCES]

Ryan Macklin 5/25/11 10:06 PM

Comment [6]: I lied. This is your opening line.