

THE BELTER GAME OF

GOLGO

The title 'GOLGO' is rendered in a bold, white, stylized font with a dark purple outline. Each letter is integrated with a metallic ring: the 'O's are large rings, the 'L' is a vertical bar, and the 'G's are smaller rings. Small, colorful spheres (brown, yellow, blue, red) are placed within or near the rings.

A FAN-DEVELOPED PROJECT
BASED ON THE EXPANSE BY JAMES SA COREY
AND THE EXPANSE RPG BY GREEN RONIN PUBLISHING

DESIGNED BY JM ROMIG
WITH THE HELP OF
AUDUN LØVLIE.

The background is a dark, star-filled space. Scattered throughout are various metallic spheres and rings in colors like blue, green, red, yellow, and brown. Some spheres are large and prominent, while others are small. Rings are also scattered, some with spheres inside them. The overall aesthetic is futuristic and sci-fi.

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The background is a dark teal space filled with white stars. Several colorful, metallic-looking spheres (planets) are scattered throughout: a large red one in the bottom left, a yellow one in the top right, a blue one on the right, a green one in the middle right, a red one in the middle right, and a small yellow one at the bottom center. Two golden rings are visible: one in the top left and one in the bottom right.

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RECONSTRUCTING GOLGO

No one truly knows where the word Golgo came from, though that hasn't stopped generations of linguists, archivists, and barroom experts from insisting they do. One folk etymology — charming in its simplicity — suggests the name compresses two Old Earth English words: goal (a target) and go (to move forward). This interpretation aligns neatly with the general shape of the game, which involves both pursuing a target and propelling objects toward it with varying degrees of skill, desperation, and luck.

Yet that tidy explanation collapses under scrutiny. Golgo's earliest verified references predate the widespread adoption of English among the early proto-Belter communities, and the oldest surviving rules fragments borrow idioms from at least three unrelated dialect clusters. Others propose that Golgo is a belterized echo of some forgotten acronym — perhaps the initials of an engineer who first built a playable field in a half-gutted cargo bay. Still others insist the word is onomatopoeic: a reference to the deep “gol-gok” sound steel balls made when bouncing off an old bulkhead.

What we do know is that Golgo emerged organically in the chaotic, DIY world of early long-haulers, in a time when Mars was still a colony of Earth and the denizens of the Belt were little more than a handful of mining outfits just beginning to form the Belter identity many descendants later claimed. Golgo is a game shaped by low gravity, cramped quarters, improvised materials, and a cultural preference for cleverness over brute force. The surviving accounts — fragmentary though they are — agree on a few essentials: teams tossed steel balls; the playing field included drifting obstacles and unpredictable motion; and goals, once set, could be “borrowed,” “co-opted,” or lost entirely depending on the physics of the moment. The oldest known match preserved in a documentary feed about Life in The Belt follows what today's Golgo fans and scholars call the Corridor Rules Golgo.

If Belters were not the originators, they were certainly early adopters and prolific innovators. Two major rule families now dominate play and are named for the stations that popularized them: Eros Style and Pallas Style. They are far from the only ways to play. The variant known as Dugol, with its style points and audience-voting system, differs so radically that some historians treat it not as a variant but as a distinct branch in the family of 24th-century Low-G sports.

As an anthropologist, one develops a certain humility toward ephemeral artifacts like games. They resist tidy classification. They evolve in the hands of their players. Golgo, more than most, reflects the environment that birthed it: clever, precarious, collaborative, and occasionally violent. Understanding it is less an academic exercise than an act of cultural archaeology — piecing together the story of a sport that was never meant to be codified, only played.

What follows, then, is not a definitive history of the game but the best reconstruction of how it was played and its many variations, as best as we can manage: equal parts scholarship, inference, and educated guesswork. Like the game itself, it is held together by momentum, improvisation, and a willingness to embrace uncertainty.

Zauchwa Womang
Cultural Anthropologist
Thirty Worlds Era

HOW TO PLAY GOLGO (GENERAL RULES)

The objective of Golgo is to score points by launching steel balls (Golgos) through floating goal rings, yours or others'. You can manipulate the low-g environment to steal, block, or combo your way to victory. It is often imagined by the fans of The Expanse as a low-g combination of pinball and beer pong. I used this as my inspiration for this version of Golgo.

COMPONENTS OF GOLGO

FIELD

A concave or modular metal table suspended in low gravity, containing obstacles: bumpers, spinners, tunnels, and magnetic zones.

EQUIPMENT

1 Goal Ring per team (color-coded)

2-5 Golgo Balls per player per round (steel balls, uniform size)

Launchers (Pros use slingshots, "finger guns", or special gloves, but games we see in bars are usually hand-toss)

PLAYERS

2-4 Teams (1-3 players per team)

Games can be free-for-all or alliance-based.

"THE GOLGO TABLE WAS SET FOR OPENING THROWS; THE FIRST AND SECOND GOALS UNTOUCHED AND THE FIELD STILL EMPTY...THE GAME IS PLAYED BY THROWING STEEL BALLS. (SHE) SPUN THE BALL. OPPOSITION BALLS SPRANG TO HOLD HER SHORT, MATCHING HER SPIN AND TRYING TO CO-OPT HER THROW. TABLE REGISTERED, ENDING THE THROW; THE MARKER APPEARED WELL PAST THE FIELD'S HALF MARK."

-NEMESIS GAMES, CHAPTER 3

OBSTACLES

- **Bumpers:** Rubber protrusions from the walls of the field that bump back if bumped into.
- **Spinners:** Think of a really tiny revolving door or a merry-go-round
- **U Curves:** A U or C shaped piece that players can use in maneuvers.
- **Doors:** Holes in the bottom of the board with a vacuum suction that pulls balls that cross over too slowly into tubes. Your ball will pop up in a moment out of another door on the field. Which one? That's anyone's guess.
- **Corners:** Always come in pairs, close together. Easy to get trapped in.

ZONES

Green	The outermost zone is the Low Acceleration zone, you tend to have the most control here. It also is the least likely to see major gameplay.
Yellow	The middle zone is where most of the obstacles are, and where the action most happens.
Red	This area artificially enhances your acceleration. Passing through it can give you a real boost. But be careful, it's next to the Dead Zone.
Dead	Dead Float/Zone is a magnetized area at the center of the field that stops your ball dead in the air, leaving it on the float unless knocked back into play.

GOL (GOAL) TOSS

- Each team throws their Gol (goal ring) onto the field. Gols must land within on the far side of the Half Mark, from your team's perspective.
- Short throws are penalized and re-tossed.
- Floating, bouncing, or rebounding is allowed, so long as your goal settles on the far side of the Half Mark.

DRIVES

- Players launch Golgos (balls) one at a time in rounds. These are called drives.
- For teams: Teammates alternate throws.
- Once a ball has been thrown, other teams can throw balls to intercept (short) or try and beat their opponent to the Gol.
- For 3+ teams: throws happen in paired simultaneous turns:
 - e.g., Red & Green, then Blue & Yellow, etc.
 - Simultaneous tosses resolve in real time. Mid-air collisions are legal.

After all teams have tossed their balls, scoring is resolved. Goals and balls that drift during play are scored based on final resting positions.

GENERAL RULES FOR SCORING

- **Standard Goal:** Your ball passes through your own goal = +1.
- **Stealing a Goal:** Your ball passes through another team's goal = +1, and the gol's owner loses -1 (effectively stealing a point).
- **Combo Goal:** If one throw passes through multiple goals in a round, score as above, +1 for each additional goal.
- **Double/Triple-Dipping:**
 - In **Pallas Style** games, If your ball passes through the same goal more than once in a single toss, score as above +1 for each additional pass.
 - Note: This is **not** a valid way to score in **Eros Style** games.
- **Borrowing a Goal:** If your ball forces another team's ball through a goal, you gain an additional point.
 - Normal scoring still applies to the ball that was forced through.
 - Stealing rules apply if the borrowed goal belonged to another team.
 - If you force your own teammate's ball through your team's goal, they score the +1 for a standard goal as well, but this is called an **Assist**, and is not technically "Borrowing".

WINNING

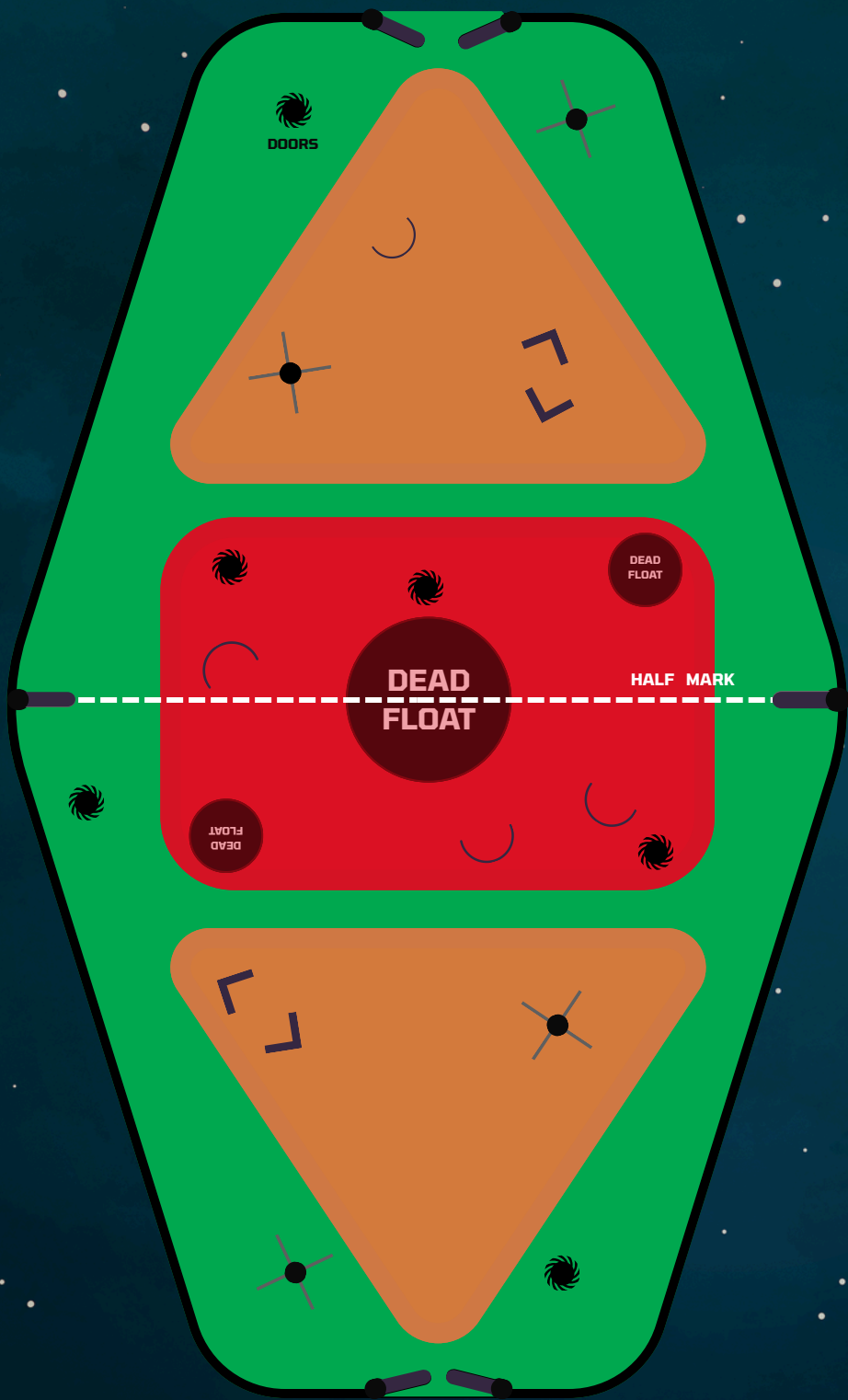
This varies port to port, and station to station, but in general the final scores are tallied one of 2 ways:

EROS STYLE SCORING

Players must get an exact target score for the first round (5 points) to get into the game and end the game as close to a overall target score (usually 21 points) as they can without going over. If they go over or "break" the win is awarded to the second highest scoring team that did not.

PALLAS STYLE SCORING

The variation that developed on Pallas Station was a bit different. Due to most Golgo on Pallas being the illegal gambling kind, the game could end abruptly. Their solution was that a team or player with the highest score after 5 rounds of play (or when the party got shut down) wins.



An example of a regulation table that would have been approved and sold by Tygra Inc.

A NOTE ABOUT OBSTACLES

In Regulation or Professional Golgo, tables follow strict dimensions, and all obstacles were fixed in place only after being inspected and approved as fair by EGRA (the Eros Game Regulation Agency), long regarded as the neutral authority on the sport.

After the Eros Incident, Belters on Tycho Station established the Tycho G.R.A. (stylized as TyGRA) as a successor to EGRA.

TyGRA eventually evolved into Tygra Inc, a private company that both oversaw competitive standards and sold its own line of branded Golgo equipment. Whether this move was positive or negative for the sport was hotly debated by fans and players at the time.

In most casual Golgo games, however, obstacles are moveable, and much of the game's flavor comes from how teams arrange them. The common practice is for each team to place its obstacles on the side (or corner, in four-team matches) to which their team will launch. This creates a mildly adversarial ritual: each team effectively sets the Gol Toss difficulty for the others, who must throw their Gols/Golgos across the Half Mark.

Obstacle placement becomes even looser in Corridor Golgo, where obstacles are usually whatever debris or cargo hasn't yet reached the recycler—and where drifting objects rarely stay in the same place for long.

GOLGO TABLE EXPLAINED



Low Acceleration Zone



Medium Acceleration Zone



High Acceleration Zone



Magnetic Dead Float Zone



Bumpers - when hit, they hit back.



Corners - Always come in pairs close together easy to get trapped in



Doors - vacuum holes in the field, balls can get sucked down and will resurface from another random door.



Spinners - Think of a really tiny revolving door, or Mary-go-round



U Curves - Weeee!!!!

GOLGO VARIANTS

CORRIDOR RULES

This version of Golgo likely predates the current versions, as it has its origins with people killing time on long flights with low-g as early as the 23rd Century.

All the rules as base Golgo still apply here, but it is played with whatever balls/rings are available in open hallways narrow passageways, duct tunnels, or the occasional unused storage container. It's the kind of game two bored beltlers play between shifts, using whatever's handy: a bent washer for a goal, a steel bolt for a ball, and a sealed airlock corridor as the field. The balls for Corridor rules tend to be bigger and the boundaries are a lot more lax and a ton more variant house rules. Think playing street basketball vs playing on a court.

Setup & Gear

- **Players:** 2 (occasionally 3 in chaotic messes)
- **Field:** A straight or slightly curved corridor, duct, or narrow hall, no bigger than a few meters long.
- **Gear:** Totally improvised
- **Goals:** anything ring-shaped (a clamp, socket, washer)
- **Balls:** bolts, bearings, chunks of metal

Gameplay Changes

1. Toss/Flick to Start Each player tosses their goal down the corridor to begin. If the goal bounces too far, you can call for a "soft reset" and re-toss by mutual agreement.
2. Narrow Space = No Room for fancy plays. Straight throws, banks, and subtle curves are more common than wild rebounds.
3. Body Blocking = With so little space, blocking becomes a main tactic. Players use their Golgos to knock an obstacle in front of an opponent's goal to force awkward angles or stall scoring.
4. Physical Interference = In some crews, it's allowed Others treat it as a foul and allow a penalty shot
5. Airball Rule = If a ball drifts too long without landing, anyone can "boop" it back into play.

TERASH/WELWALLA (THRUST) RULES

In thrust/spin gravity, or planetary settings, Golgo loses its low-g ricochet vibe and becomes more grounded, literally. It becomes a Bocce/Cornhole style game.

2D Field

Like corridor rules, the field is not set in stone, but rather agreed upon ahead of time by the players.

No Floating Goals

Once tossed, goals cannot physically move on their own, although some house rule variants say that if you hit another team's ring, you get to re-toss it. In general, Goals lie flat on the floor or ground.

Throwing

Balls are rolled, slid, flicked, or tossed (underhand preferred) onto the field from a designated distance from your team's side of the field.

Gameplay

Gameplay progresses similarly to regular Golgo with Initial Drives and Reactions.

Tactical Defense

Instead of chasing combos, players now focus on positioning and blocking. You can "bodyguard" your scored ball by tossing another nearby to block incoming shots.

Obstacles

Depending on what the players have available, there may or may not be obstacles on the field. If there are, they are makeshift and largely stationary.

Scoring

- Your ball nearest to your goal ring = +1
- Your ball inside your goal ring = +2
- Your ball nearest another team's goal ring = Steal 1 pt from the team who owns it.
- Your ball in another team's goal ring = steal 2 from the team who owns it.
- If your ball shares a ring with one of theirs, you score twice and they don't score.
- Knock a ball out of/away from a ring before resolution and deny that team their point.

GOLGO VARIANTS (CONTINUED)

HISTORY OF DUGOL (TYCHO STYLE)

As mentioned in the introduction, Dugol is a variation of Golgo often thought of as a different game entirely. Dugol tables tend to be chock full of obstacles, nearly thrice as many as a regulation Golgo table. This is because Dugol is a game all about style.

Unlike Golgo, we know where Dugol came from. It is derived from the words Duel and Golgo. It has its origins in the 24th Century, in a bar on Tycho Station (*this is actually why some call Dugol "Tycho Style Golgo"*).

The story goes that two drunk Golgo players were trying to impress some belter girls. Over the course of the night they drove away the other patrons and wound up in a friendly trick-shot duel. One of the players, a Martian hustler named Pav McGrady, was the first to propose the basic structure of rules we still follow today, with each object interaction giving you a point, as long as you make it into your own Gol at the end.

It was his opponent, a Pallas Station-born belter named Shasha Cho, proposed the other two rules, that you can get double points for passing through your opponent's ring and that the audience had final say over who gets what share of 10 style points.

Each player gets two Gol Tosses and two Golgo Tosses, one set of practice throws and one set that actually counts. The hope is to trigger a set of chain reactions with the obstacles to not only get the most Technical Points, but to impress enough to earn the lion's share of the Style Points as well.

It is a much debated thing in history about who won that first game of Dugol. Those who have roots in Old Mars claim McGrady won. Those with Belter ancestry claim it was Cho. All we have are stories. What we can say for sure is the idea spread like wildfire across Sol System and Duel Golgo (shortened to Dulgo, and later to shifting to Dugol) was a craze. It was briefly more popular than Golgo itself. Famous Golgo players would participate in special Dugol matches to prove what players were the best.

DUGOL RULES

- Dugol is a head-to-head two player game using all the same components of Golgo.
- Players will agree upon a configuration of obstacles. Usually twice as many obstacles in the table as traditional Golgo games.
- Each player then tosses a Gol for their opponent, setting their scoring difficulty.
- Each player gets 2 tosses per round, but only the higher scoring toss counts for points.
- A match is 3 rounds.
- Highest scoring single toss wins the round.
- You win by having the highest scoring toss in 2 of the 3 rounds.

SCORING

- 1 point for each obstacle interaction in your chain.
- 2 points for every pass through your opponent's ring.
- 0 points for passes through your own ring.
- Up to 10 Style points awarded by the judges.
- For Tournament-style, there's a panel of 5 that each get 2 points they can assign to each player.
- For casual play, the audience in attendance is polled either by applause or electronic vote and the Style Points divvied up accordingly.

BETTING CULTURE

- Dugol, even more than Golgo, is associated with gambling.
- Even the most conservative Dugol fans will bet each other small inconsequential things on different outcomes.
- This culture of betting has led to Dugol gaining a reputation as a corrupt and sometimes violent sport associated with crime.

EXPANSE RPG GOLGO

THE SHAPE OF PLAY

This minigame ruleset is abstracted to fit with The Expanse RPG rules. As such, it does assume familiarity with Green Ronin's AGE System. Specifically, Basic and Advanced Tests. The goal is to create the emotional high-energy feel of playing Golgo, rather than being faithful to the exact rules as described earlier in this document.

Each player has a minimum of two golgos per game (no higher than 5 to prevent the minigame from going too long) that can be used to perform **Drives**, **Reactions**, or **Salvage** attempts. A round starts with one player's **Drive**. After that, other players can opt to roll a **Reaction**, starting with someone from the opposing team. Then everyone is given **Salvage** golgos from Dead Float.

After the table is scored and cleared. A new Round begins as play passes to the next Team for a player to make a Drive. If that Player has spent all their Golgos, play passes to the next Player who can still toss.

Players are encouraged to describe their actions and play up the drama with each roll as they attempt to outdo one another. Using a VTT can be very helpful in visualizing the table.

GOLGO STUNTS

Roll doubles on a successful Drive/Reaction Test to unlock these stunts

- **Trick Shot 1-4 SP**
 - Describe a dope trickshot, bouncing off obstacles, etc. Add/Subtract the amount of SP spent to your directly to/from your Team's **Success Total**, even if you don't ultimately win this Drive.
- **Spin - 2 SP**
 - Putting a little spin on your Golgo for a nice arc. Gain add +2 to your Drive/Reaction Score, making it that much harder to beat.
- **Defensive Positioning - SP 1-3**
 - Spend SP on a 1-to 1 basis to increase the TN on the Golgos you have in **Dead Float**. This makes it harder for others to Salvage/Co-Opt them.
- **Carry - 1+ SP**
 - Add +SP spent to your teammate's next Drive or Reaction.
- **Borrow - 2 SP**
 - If you end this round with the **Momentum**, add one opponent's most recent drama die result to your **Success Total**.
- **Knock On Effect - 4 SP**
 - Your Golgo starts a chain reaction. If you end the round with the **Momentum**, multiply your Drama die x 2 for the purposes of calculating your team's **Success Total**.
- **Hold Short - 4 SP**
 - Bypass the normal process and steal the **Momentum** from the player who currently has it.

I. RING TOSS /ROLL OFF

- Each team has a player roll 3d6 + DEX *symotaneously*. The highest result becomes everyone's **Victory Threshold**, which will be what everyone compares their **Success Total** (*total drama die results of Successful rolls*) against at the end of 5 rounds of play, or when all Golgos are spent.
- 1 player from each team will roll *Dex (Initiative)* to determine what team Drives first (*this is called a Roll Off*)

II. DRIVES/REACTIONS

Team 1 player rolls a **Drive Test** (3d6+ACC). The result is that player's **Drive Score** and sets the Target for **Team 2** to beat.

Team 2 Player rolls a **Reaction Test** (3d6±DEX) at the same time, compared against the **Team 1's Drive Score**.

- Whoever has the highest Drive Score at any particular moment has the **Momentum**.

Another player from either team may then throw a **Reaction Test** (one at a time, in initiative order) against the current highest **Drive Score** (spending a golgo to do so).

- If they beat the current highest **Drive Score**, they take the **Momentum**
- This can happen multiple times, with multiple teams sending out **Reactions** to try and compete for the highest **Drive Score** in the round.
- Any Golgos that whose **Drive Scores** get beaten end up in **Dead Float**.

At the end of this frenzy, whatever player has the **Momentum**, their drama die result from the most recent drive will count toward their team's running **Success Total**.

III. SALVAGE

After Reactions resolve but before the table clears, any player may attempt to **Salvage** (aka Co-Opt) a **Dead Float**. This costs a golgo. Roll **3d6+Wil** against a (typically) static TN13.

- **Success:** You redirect the Dead Float. Add the Drama Die from your roll to your team's **Success Total**.
- **Failure:** Both your ball and the Dead Float ball are cleared with the table. No additional Successes are gained. 1 Golgo spent.

IV. CLEAR THE TABLE, AND REPEAT

The table is cleared save for the Gols. The next team puts forward a player wh still has Golgos to roll an Inital Drive, starting a new round.

V. "SCORING"

PALLAS STYLE:

- If the **Victory Threshold** was met or beaten before round 5 or players run out of Golgos, the team that meets/beats it wins.
- If not, the highest accumulated **Success Total** after 5 rounds, or players run out of Golgos, wins.

EROS STYLE

- After 5 rounds, or when players run out of Golgos, the team with the closest collected Drama Die score to the **Victory Threshold**, *without going over* wins.
- If a team goes over the **Victory Thershold**, they lose and the next highest **Success Total** that *hasn't gone over* wins.

Note: Success Totals don't represent points in Golgo, as Gol crossings aren't counted in in the abstracted rules. You can flavor them as points if you so wish or you can keep is abstracted as a general measurement of how well the teams did.

Whichever works best for your table.

EXAMPLE OF PLAY

ABOUT THIS MATCH

ABOUT THE PLAYERS

The Riot Dogs

- **Pavel "Pav" McGrady:**
 - Stats: ACC 2, DEX 2, WIL 1.
- **Karmin Takei**
 - Stats: ACC 3 (Throwing), DEX 1, WIL 2.
- **Markus St. Luigi**
 - Stats: AAC 1, DEX 3, WIL 0

The Void Rats

- **Ishaan Sibelius:**
 - Stats: ACC 2, DEX 4 (Sleight of Hand), WIL 1.
- **Dominic Olsson:**
 - Stats: ACC 3, DEX 1, WIL 3
- **Nadia Bond:**
 - Stats: ACC 1, DEX 3, WIL 1

THE MILLER CUP

The Miller Cup, a decades long tradition created in honor of Joe Miller's sacrifice on Eros. They play under outdated ERGA rules and regulations (commonly called Eros 2-Ball) all, in honor of victims of the incident.

The Void Rats are a legendary team in the Golgo world and the current reigning champions of The Miller Cup. **The Riot Dogs** are new kids on the scene, with a chip on their shoulders and something to prove. RD won the roll-off and will get first toss.

• **Scoring: Eros 2-Ball**

- If the Victory Threshold was met before round 5 or players run out of Golgos, the team that gets meets it without going over wins.
- If not, the highest accumulated Success Total after 5 rounds, or players run out of Golgos, without going over wins.
- If someone goes over, the other team wins.

I. PAV DRIVES FOR THE RIOT DOGS

Pav tosses his first golgo (3d6+2). He rolls a 9 (2,1,4), describing an elaborate move, bounding off of two bumpers to score. we will see if that happens. by default, The Riot Dogs have the Momentum.

GOL TOSS / VICTORY THRESHOLD

- Riot Dogs send **Markus** to toss their Gol (3d6+3) He gets a 10.
- The Void Rats send **Ishaan** to toss their Gol (3d6+4) He gets a 20.

The Victory Threshold is set at 20.

II. ISHAAN REACTS FOR VOID RATS

Ishaan tosses a golgo in a Reaction (3d6+4). He gets a 17 (6,6,1) He rolls doubles with 6 on the drama die. 3 things are immediately true:

- 17 is the new number to beat. The Void Rats have the Momentum.
- Pav's golgo is now in Dead Float.
- Ishaan as 6 SP to spend.

Ishaan spends 4 sp on **Knock On Effect**, if no one meets or beats a 17 this round, the Void Rats get 12 added to their Success Total. **Since they spent 4 SP on a Stunt, this adds 1 to The Churn.**

III. KARMIN REACTS TO ISHAAN

Karmin sends out a reaction to Ishaan's reaction (3d6+1), and shockingly gets a 17 (5, 6, 5), meeting, and thus beating, Ishaan's score. She has 5 SP from rolling doubles. 3 things are now true:

- 17 is still the number to beat, The Riot Dogs have the Momentum.
- There are 2 golgos in Dead Float
- Karmin has 5 SP to spend.

Karmin spends 4 SP on Trick Shot, adding +4 directly to their Success Total. If they hold Momentum, they get 9 (5 from the Drama Die+SP spent added to their ST at the end of the round).

IV. VOID RAT 2 PASSES ON A CHANCE AT A REACTION

Dominic decides to not pursue. Strategically saving remaining golgos.

V. VOID RAT 3 REACTS TO KARMIN

Nadia rolls a reaction (3d6+3). They get a 13 (3,2,2). This does not beat 17, Nadia did technically roll doubles. The GM may allow them to spend those. If so, they spend 3 on Trick Shot, so his team comes away with 3 added to their Success Total.

VI. EVERYONE ELSE PASSES - THE TABLE OPENS UP FOR SALVAGE PLAYS

There are 2 Golgos in Dead Float. Dominic goes for one of them (3d6+1) They roll a 15 (6,3,5). They successfully Co-Opt one of the Dead Float Golgos and add 6 to their Success Total.

VII. THE ROUND ENDS

The table is cleared. The round ends with the game tied.

Riot Dogs: 9/20 and the **Void Rats 9/20.**

The Void Rats are up for the Initial Drive of Round 2. With 4 rounds still to go, It's anyone's game at this point.