

INVESTIGATION SQUAD

A role-playing game by Craig House

INTRODUCTION

Investigation Squad is a role-playing game set in a Game Runner made city packed with crime organizations and people. The players are the main members of a crack down organization created to control it.

The players get a set amount of people and money to make the organization, then they make their own decisions about what to do and where to go. Part of the organization is the tactical squad that handles the combat portion of the game.

The Game Runner (GR) creates all the things that the crime organizations do on a calendar of events and all the people and places in the organization. Thus the players discover a hidden world; it is not made up as they play.

The players do not create much of a character because it is not really necessary in the game.

This game is difficult to play because it is not always apparent what to do. I hope you enjoy the challenge

CREATING THE ORGANIZATION

THE ORGANIZATION

The first thing the players need to make is how the organization is going to operate. Is it going to stake people out, interrogate, or draw maps with crimes in them? The organization should have many things it will do to combat crime.

Then the organization gets a name. Perhaps it has an acronym for a name.

The organization is made up with \$ 350, 000 dollars and has 20 people besides the players staffing it. What should be done first is the facilities. A crime lab, a gun identification lab, a holding cell, and a secretary who stays in touch with police are all facilities. Then the people are assigned as needed. You should have a combat squad to handle sticky situations. Finally, the people are equipped with the money. The building is free, the GR assigns value in money as the players spend it.

Now the characters must be made.

THE CHARACTERS

Your character first gets a name and a concept. A concept is a basic sum up of your character. It is usually an adjective followed by a kind of person. i.e. brilliant tactician.

The next step is to create your character's description. This is a set of 4- 8 points about your character. This could sum up your characters appearance, personality or any other feature.

The final step is to give your character a talent. This is some sort of trait or innate ability your character has. This could be tactician, deductive or clever. Your character then gets three powers. A power is a percent chance to make some sort of action work. For instance, a deductive person would know something from evidence, a person who tricks people would get what he wants. The GR sets the percent chance based on the circumstances. Trying to use a power more than once in the same situation or for a similar reason gets a 20% deduction each time until the chance is below zero, in which case the player can not use the power.

The GR should give really tight percent chances to things that make the game to easy.

PLAYING THE GAME

UNCERTAINTY

Sometimes it will be uncertain what will happen. Does the lie work? Will he hit it with his gun? These situations are resolved by the GR setting a percent chance of the action working and rolling two ten sided dice to determine the result.

PLAY

The players are either discussing what they are doing in the building they made or they are controlling what will happen.

If the players themselves are not out talking to people or in the combat situation, then they divide up the characters that investigate or go into combat and they control their portion of it.

The combat squad should not be sent in too hopelessly, as no one would expect them to die needlessly.

If a combat situation emerges, then consult the rules for combat.

COMBAT

Combat begins by tearing off little pieces of paper where the combatants are, making a five foot ruler on another piece of paper and drawing the places on the sheet. The GR then counts off seconds and completed actions happen at the end of the second. How many most common actions take is listed below. The players can make their own actions and time them. After estimating the fixed time, the GR adds a d2, d3 or d4 or to the total time. The players do not know how long the enemies are going to take to finish an action.

ACTION	TIME
<i>Speaking one sentence</i>	$1 + 1d2 - 1 \text{ seconds}$
<i>Getting up off ground</i>	$1 + 1d3 \text{ seconds}$
<i>Getting off chair</i>	$1 + 1d2 - 1 \text{ seconds}$
<i>Opening door</i>	1 second
<i>Using hand held weapon</i>	$1 + 1d4 \text{ seconds}$
<i>Firing gun</i>	$1 + 1d3 \text{ seconds}$
<i>Walk four feet</i>	1 second
<i>Run seven feet</i>	1 second

The chance of a hand held weapon hitting is always 80% or 1 to 8 on a ten sided die. The chance of a gun hitting is determined by range. The table is given below in number on a ten sided dice

RANGE	CHANCE
<i>Less than 5 feet</i>	9
<i>5 to 8 feet</i>	7
<i>9 to 10 feet</i>	5
<i>11 to 13 feet</i>	3
<i>14 to 16 feet</i>	2
<i>16 to 20 feet</i>	1

After a hit is scored on a character, a ten sided dice is rolled to determine how injured the character is. If the severity of the characters wounds exceeds one hundred then the character dies. The character also experiences back up time. This time is added to the characters current action. Also the character is slowed by his injuries. The severity and back up time is given on the table below. Beneath that there is the result of injury table. Bullet proof vests and other body armour may result in less injury. They have a protective rating from 1 to 7. This is the number that is subtracted from the result of a hit. If this brings the result below one then nothing happens.

RESULT	Bare Hands	Sharp	Blunt	Gun
1	0 / 1s	5 / 2s	3 / 2s	15 / 2s
2	0 / 1s	9 / 2s	6 / 2s	24 / 2s
3	0 / 2s	13 / 3s	10 / 3s	31 / 2s
4	0 / 2s	18 / 3s	15 / 4s	39 / 2s
5	1 / 1s	25 / 3s	19 / 4s	46 / 2s
6	1 / 2s	32 / 4s	25 / 5s	53 / 3s
7	3 / 2s	40 / 4s	33 / 6s	68 / 3s
8	3 / 2s	65 / 5s	39 / 6s	82 / 4s
9	5 / 3s	85 / 6s	46 / 8s	death
10	8 / 3s	death	55 / 12s	death

RANGE	RESULT
77 -60	Every other action takes one more second
59 – 55	Every action takes one more second
54 – 40	Only walk; walking gets one less foot; every action takes two more seconds
39 – 30	Limp at 2 feet a second, every action takes two more seconds
29 – 18	Crawl at 1 foot second; every action takes three more seconds
17 – 3	Can take action every 7 seconds and takes three more seconds to complete; crawl at 1 foot a second.
3 – 1	completely incapacitated.

RUNNING THE GAME

MAKING THE CITY

You will need paper with each organization or criminal taking up one page.

The long process of making a city begins with the kinds of crime in it, the “crime scenes”. Perhaps there are drugs in the city, or maybe there is mugging, or perhaps there are mob families. Make 5 – 7 crime scenes.

The next step is to create organizations. For each “crime scene” create 1 – 6 organizations or individual criminals. Do not make too many organizations.

The creation of an organization (not individual criminals) starts with making organs. An organ is something that the organization is set up to do. For instance, a mob family might sell drugs or have a hit man department. Depending on the size and importance of the organization give it 1 – 8 organs.

Then, using the organs, make a list of all the places the organizations are set up and make list of kind of persons there and their number. i.e goon – 15. Then create a separate title for leaders and know where they are.

Then create what the organization does regularly. i.e drug shipments, and at the bottom of the sheet make a week long calendar with the regular events on it.

The individual criminals do not need making, just a description and calendar.

Finally, make a master calendar of big events the criminals will do for each month of play. The players may only hear about these on the news or from the police.

RUNNING THE GAME

The game is run just like any other role-playing game.

The GR keeps track of the time of day as the players do things, deciding how much time things take. A sheet to keep track of this may be helpful.

If the players can not think of things, then the GR may create an event that brings something to do to the players.