METHODS OF TERROR
A role playing game
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INTRODUCTION AND EXPLANATION

Methods of terror is set in a Game Runner (GR) made world where the government of the country you live in is being taken over by an evil regime that is executing, torturing and doing horrible wrong to people. This is done unknown to the people of the country who think they are letting in a new kind of liberal government. Only you and a handful of people know, and you have formed a good guy terrorist cell to try to bring down the government.

The players begin by making their cell with details like their "basement", a *modus operandi*, a plan, and other features. Then they make their characters who have an "advantage". An advantage is basically the source of the characters powers, and is made by the player from categories like skill (chemist), talent (conman), trait, etc.

When the players are done with talking about their plans, they go do something, which is called an "operation". The preplanned actions of GR controlled characters, the events the GR has planned and the players actions are co-ordinated with time. Depending on the events that are happening, the GR checks off each hour, minute or second and lets the events continue or stops the players and tells them some event interrupts them. Combat comes up in operations

This game is a difficult one to play. Not everyone can think of a plan to bring down a government or sneak into a building. I have included a list of ideas to use if the players can not think of anything.

I hope you enjoy this role-playing game as much as I enjoyed making it.

CHAPTER 1: MAKING THE CELL AND CHARACTERS

MAKING THE CELL

The first thing you cell needs is a name. The players may decide that it does not need a name. A symbol may be made up if desired.

The next step is to make a "basement". This could be any place that the characters decide (within reason). Basement may serve for hiding, talking and concealing anything they have. The players can include features in the basement. Examples would be a hole in the wall covered by furniture for hiding, a sound proof wall or a booby trap. A basement is then drawn on a piece of paper with furniture and other things present in the place.

A *Modus Oprandi* or a method of operating is what is required next. This is a list of two or three things the cell does as it operates. They could include precautions, plans, and contingencies the players think of. For instance, they could wear ski masks to hide their identities, always have a driver and a get away car handy, or only send one person in incase they get caught. Use the idea table 1 if stuck.

Then the characters need a plan. Before they discuss this plan, the players should have plenty of information about the story. This is basically how they are going to bring down the government. They could seek to gather proof, assassinate or any other things the players can think of. The players should come up with exactly what actions they are going to take to do this. Table 2 can help if you are stuck.

The players then think of three exceptional things. This could be anything reasonable that the players could not get as a normal person or any information a normal person would not know. Anybody can buy a gun; few can get a police radio or know how to make poisons or a bomb. Any skill, possession, or knowledge is up for grabs. Basement features may be exceptional, so long as they are for the basement.

The players can have any other equipment that a normal person would have or could reasonably get.

The next step is to create the characters.

TABLE 1:

Stay in touch with walkie talkies	*Set bomb or poison and run*
Hide their faces	*Leave or give false information*
Have get away handy	*Take pictures*
Work by night	*Burn things*
Sabotage things	*Only work in ones*
Take prisoners	*Enter by smashing windows*
Have codes	*Make letter plans (i.e. plan A)*

TABLE 2:

Stake out places	*Get proof*
Interrogate people	*Assassinate*
Capture people	*Get non-evil underlings on your side*
Bomb	*Stir up a rebellion*
Bargain or Co-erce	*Cripple their abilities*
Get hands on documents	*Cause dissent*
Plant spies	*Sabotage*

CHARACTER CREATION

The first step is to give your character a name. Then include any relevant information like age, weight, etc.

Your character then gets a description. This is four to eight dashes followed by something that describes you character. This could be about appearance, mannerisms, personality or anything about the character.

Your character makes an "advantage", which is the source of the characters abilities. Pick a category below to make your power from. Your character then gets advantage powers, which are things the character uses like a button to make some effect happen. Each category has a different procedure for making advantage powers. The players receive few advantage powers, because this role-playing game is less focused on the characters.

Category	*Explanation*	*Examples*
Talent	Some innate ability the character has	Conman, Sneaky, Rambo
Skill	Knowledge of how to do something	Chemist, How to commit and and get away with crimes
Possession	Something the character owns	Military surplus collection, Surveillance equipment , Spy equipment
Trait	The character possesses an exceptional trait	Intelligent, Persuasive
Affiliation	The character belongs to some organization	Police, FBI

A talent has two to three powers that are percent chances of doing something the talent can do. A talent is some action the character can do; a trait is something more general then that character can do.

A skill has three or four things the skill can make or plan. If the skill can not make or plan something, than put down anything the skill could otherwise plan. These are specific things that can be made or planned. For instance, a chemist could make a bomb, not "use house hold chemicals".

The advantage powers for a possession are simply specifications for what it can do. For instance, spy microphone can hear 40' away and can filter out back-ground noise. Fully describe everything the possession can do.

A trait has three things that the trait is more specifically good at. For instance an intelligent person might be creative, or a persuasive person might be good at selling things. The player may then try to apply his trait to get some outcome and the GR will give a percent chance of it working. If using the trait requires something beyond the character, then it is not explained what happened, the person simply succeeds. The advantage powers that a trait has are often like what a talent would have. Since a trait can do anything with his powers, and a similar talent could not, the chance for a trait's advantage power should be lowered by 25%.

An affiliation has three advantage powers. These come from powers granted to the player, things the player has access to, or any other "perk" of being in the organization. If you can not think of enough powers, then think of a word that describes the organization and give the players powers similar to a talents power.

Your character is now complete.

CHAPTER 2: PLAYING THE GAME

THE BASICS

This game is played just like any other role-playing game.

Two ten sided dice are needed in this game. The two are rolled together to determine percent chances, one is rolled to determine if a hit is scored or to determine the result of the hit.

If there is uncertainty that something will happen, the GR sets a percent chance and the dice are rolled. Examples of uncertainty whether or not the computer have the files the character wants, or if someone will hit something with his gun.

If someone attacks the characters, then the rules for combat will be explained later.

PLAY

The players have two modes, they are either discussing in their basement, or they are out on an operation. An operation is any instance where they are implementing some sort of plan and not talking.

Another unlikely situation is that the government prepared by the GR comes after the players. The government does not have a firm hold on the police, so they do not have access to investigation, wanted posters, and forensic science. However it may come up that the government will know and care enough to kill the players, in this case play like they are on an operation.

When the players are discussing things in their basement, they take all the time they want to come up with plans. Players in their basement may program their characters to do anything in a given situation.

When the discussion is done, the players will likely then implement their plans. At this time the GR goes away to make the place that the players are going to. This will be discussed in chapter 4. Basically the GR has all the people and events that go on in the site of the operation on a schedule. The players take their actions and the GR decides how long it will take in minutes, seconds or hours. The GR then either counts out hours, minutes, or seconds, and if the players are in a place at the right time, they are interrupted and the time goes to seconds. Walking 4' takes one second, running 7' takes one second and saying a sentence takes 2 seconds.

If combat ensues, then consult chapter 3.

Sometimes the characters will make some sort of subterfuge that might be caught. "I work here on night shift" or "I was called to service your computers" might be knowledge the person the characters are speaking to know about. There is always a 5 – 95 % chance that a lie is caught. The chance is set by the GR.

CHAPTER 3: COMBAT

OVERVIEW

Combat is not intended to be a major part of this game. The players are not supposed to just attack things and the GR is not supposed to put things just for the sake of combat. However, there will always be situations where people that work for the government will try to kill the players.

Combat basically works like this. When the combat situation erupts, the GR draws the obstacles and things present in the place of the combat with a "five feet ruler". This can be a piece of torn paper with marks on it or an interval on an actual ruler. Little markers or pieces of paper are placed where the people involved are.

The characters declare actions, each of which takes a certain amount of seconds. The GR says each second and any finished actions happen at the end of the second. The characters and their opponents can pick actions from table 1, or make their own. If they make their own, either the GR gives a number of seconds or the action can be done in the air and timed. The GR uses the 5' ruler when distances are needed to be known

A player may opt at any time to change their action; no matter how many seconds they have left to complete an action.

TIME

When struck by a weapon, people cringe or at least are impaired a little from what they are doing. Thus when struck with a weapon people experience "back up time". This time is subtracted from how far along with their actions they are. Then for the remaining time of the incurred back up time they can do nothing. If struck, a player may opt to try to do something different then what they where doing. If a player opts to do this, they can do nothing for the duration of the whole back up time. If the action was something that after being struck they could come back to (like a keypad), then the time to complete it is what remained before the strike.

People may be in "states". Game Runners make their own conditions people are in. Examples are being on the ground, limping, on furniture etc. Each state has an effect both on times to perform an action and it imposes limits or possibly improves on what actions they can take. For instance, a person who is knocked down takes 3 seconds to get up and can't do anything else.

WEAPONS

Weapons fall into a category given in table 2. Each weapon has the time to use it next to it. When an attack happens the attacker rolls a ten sided die and compares it with the number needed to hit it. All hand held weapons hit if the result is 9 or lower, as it is hard to miss with such a weapon. For long range weapons, the number to hit them depends on the range given in table 3.

When someone is struck with a weapon, a 10 sided die is rolled and the result of the hit is given on table 4. Each entry has the back up time scored as well as % death. The percent death is subtracted from 100%. When a person has 0% death, he dies. As a person gets more injured, he is subject to the effects on table 5.

If weapons are improvised, such as a chain saw, the GR quickly draws a damage table for it similar to table 4.

COMBAT TABLES

TABLE 1

Action	Time
Walk 4'	1s
Run 7'	1s
Speak (per sentence)	2s
Get off chair	1s
Get up, lying down	3s
Open door	1s
Throw	1s
Drive 13'	1s
Look at some detail	2s

TABLE 2

Weapon Kind	Use Time
Sharp	2s
Heavy, Blunt	3s
Bare Handed	2s
Hand Gun	1s every 5ft. away
Shot Gun, Rifle	2s, +1 every 5ft. away
Military Hardware	2s, +1 every 5ft. away

TABLE 3

Range	To Hit Number
> 5ft	9
5ft - 8ft	7
9ft - 12ft	5
13ft - 16ft	3
17ft - 20 ft	1

TABLE 4

Result	Sharp	Blunt	Hand Gun	Rifle/Shotgun
1	8% / 2s	2% / 0s	16% / 2s	17% / 3s
2	15% / 3s	8% / 0s	22% / 4s	27% / 4s
3	21% / 3s	13% / 1s	27% / 4s	35% / 4s
4	28% / 3s	17% / 2s	32% / 4s	50%/ 5s
5	38%/ 4s	22% / 2s	37% / 5s	65%/ 6s
6	48% / 5s	26% / 2s	46% / 5s	73%/ / 6s
7	59% / 5s	30% / 3s	67% / 5s	87% / 6s
8	73% / 6s	44% / 4s	74% / 5s	*death*
9	93% / 10s	48% / 4s	89% / 6s	*death*
10	*death*	*54% / 4s*	*death*	*death*

Result	Hands	Military Hardware
1	1% / 0s	20% / 3s
2	3% / 0s	30% / 3s
3	5% / 1s	40% / 4s
4	6% / 1s	55% / 4s
5	7% / 1s	65% / 4s
6	9% / 2s	75% / 5s
7	11% / 2s	88%/ 5s
8	12% / 2s	*death*
9	14% / 2s	*death*
10	16%/ 2s	*death*

TABLE 5

% Death Categories	Results
76%-67%	Every other action requires one more second
66%-55%	Every action requires one more second
54%-45%	Every action requires two more seconds, speeds for walking is 3ft, can't run
44%-38%	Limping at 2ft a second, actions need two more seconds
37%- 20%	Limp at 2 ft a second, actions need two more seconds
19%-8%	Incapacitated, crawl at 1 ft a second only
>7%	Can take no action

CHAPTER 4: MAKING AND RUNNING THE GAME

\MAKING THE GOVERNMENT

The first thing the government needs is a face to the public. Is it a party promising a liberal paradise? Is it new form of government that is being tried out? Make the party's a name, promises and make a few details about when and how they came to power

The making of the rest of the government begins with what the government wants in terms of evil, and how it gets it. Perhaps they wish to control the minds of the people. Perhaps it wants to hold absolute power. Include minor evil actions such as it believes in assassinations or it jails people whom it does not like. It should have at least one major motivation and about three minor evil actions.

The intermediate step before making the places and people in it is to make an "organ system". An organ is basically something the government is set up to do. For instance, if it gives out false information, it would have a headquarters, a news room, etc. If it has a military to use against people demonstrating, it might have barracks and a recruiting desk. Buildings for spreading false information and a having a military are examples of organs. Give the government three or four major organs, and five or six small organs.

For each organ make the places where the organ is set up. Try to get more than one building or place. Then make important people in the government. These might be the people in charge, people who are thinking about defecting, or spies planted by another organization. Be sure to make the important places, such as the legislature, the place where the head of state does his work etc.

When you have enough to say you have a government, this part is finished

RUNNING AN OPERATION

When the players decide to go do something, you have some work to do. The first thing you do is to make what the place looks like. Draw a floor plan as you decide this. Decide how the place operates as you make the floor plan

If there are many people working in the place, go through each kind of job and give them a "calendar". By kind of job, I do not mean every position, I mean roughly what kind of job the people have i.e. office worker, guard, scientist, etc. Simply note what they do regularly, and when they leave or arrive. Then make a calendar for the whole place. Put on it things that happen regularly, events that will occur, and what important people will do. For instance, a guard sweeps the perimeter every half hour or there is an experiment every Thursday in the yard.

Use this information to improvise what happens on operations.

THE BEGINNING

The characters need writing into the story. Maybe they all escaped from a prison or they used to work for a place that was taken over by the government.

The most important part of the beginning is what information you give the players. If the players just know the location of a prison, how are they supposed to come up with a plan to stop the government?

You should write in a reason to tell them information about the government. They should have at least one important, critical place they could go, and about four places in total. See table 1 for ideas

TABLE 1:

A news report they saw that never went to air
An escaped prisoner has heard a few things
A an written internal message got into the player's hands
A defected person informs the players
The government puts a certain sign and security checks in places for some reason
A hacker has got onto a secure sight and learned some things
Another vigilante organization has learned a lot