

# Pinnacle Empty Quiver (OPREP-3PEQ)

Threat Level Red – a 1:59:59 RPG

by Bryan Hansel

A Game Chef Submission

Ingredients: Package Two: Steel, Law, and Team

Time Constraint: Game is completely playable in just **1 Session of 2 Hours**.

Players: 3 or more

**Design Notes:** Steel is a resource representing the weapons, guns, equipment that a character uses during the game. These are used up to move the game forward towards resolution. Teamwork is rewarded in the game through better retention of Steel, but it makes the mission harder. Going solo makes the mission easier, but the player loses Steel more quickly. The characters are a member of a special forces group that specializes in restoring Law and Order, and as the Threat level of the game moves towards fulfillment it is a representation of Law being restored on the base. Also, players can utilize Laying Down the Law during combat to combat any GM hoarding of Steel until end game. In addition, the Laws of The Black Box dictate that if a nuclear countdown is aborted, those injected with poison capsules will die or if those injected with poison capsule are moved, the nuke will blow. There can be no other outcome. Also, the situation involves a law about nuclear security and transport, which was violated and created this situation.

All traits, skills, and equipment are taken from recruiting pamphlets for British or American Special Forces or from wikipedia entries about these organizations. Everything in the squad set up is based on American Army Special Forces, except for Squad Specialties, which is based on British Forces. The Threat Track and Mission Breakdown is a descendant of Metal Opera or InSpectres and spiced up by separating resolution from story advancement to give the players some more choices but also to make it slightly more difficult to resolve, and hopefully this will help keep the game slightly more serious. The combat system was inspired by Wushu, but dreamed up while watching Lord of the Rings. The event system just popped in my head when I got the idea of a televised hostage forced to say something against their will.

# **Pinnacle Empty Quiver (OPREP-3PEQ)**

Threat Level Red – a 1:59:59 RPG

by Bryan Hansel

## **Introduction: Mission Briefing**

3.3.5. **PINNACLE EMPTY QUIVER (OPREP-3PEQ)** reports the seizure, theft, or loss of a nuclear weapon or nuclear component.

-From the Air Force Manual 10-206 which implements AFD 10-2, *Readiness*.

**Situation Pinnacle:** A terror organization has infiltrated an overseas military base in an occupied country, secured a nuke, and has taken hostages. The military base is the home base of an elite anti-terror special force, which will be used in this engagement. If this nuclear device is detonated the local city of 100,000 people will be destroyed, but all of the bases population has been evacuated except for the hostages. No citizens of the special force's nation will die other than the hostages.

**The Mission:** After insertion, the team will infiltrate, subdue the enemy, defuse the weapon, and secure the compound.

**International Situation:** The nuclear material, part of a suitcase bomb, was stored and transported in violation of international law convention INFCIRC/274/Rev. 1/Annex I/1c and 2b. This violation allowed the terror organization to gain access to the nuclear device. Failure of mission could result in the destabilization of the international community and the dissolving of the UN and all international laws. Situation is dire.

**Laws of the Black Box:** Certain Laws of Engagement were instituted after the development of suitcase nukes (The Black Box). Any and all users will be injected with poison capsules that release poison if after initiation of a countdown if the countdown is aborted. There can be no witnesses left alive if The Black Box is captured. All the hostages have been injected with capsules. If the capsules, once activated, are moved further than 100m from The Black Box, the countdown will change to 15 minutes if it is not lower already. Removal of the capsule will result in the same change of the countdown.

**Personal Situation:** Each member (operator) of the anti-terror special force has; at least, one loved one among the hostages. They have been informed that the hostages have been injected with the poison capsules, and that they will die when the countdown is aborted. There is no way to save the hostages if the bomb is stopped. No loopholes. No work arounds. Period.

**Rescue:** Should a member of the team choose to ignore this mission, go rogue, and attempt to rescue a hostage, they will have five minutes to secure fast air transport and

get into the air in order to escape the bombs blast radius once a poison capsule is removed or the hostage is removed 100m from the bomb. Multiple players wanting to rescue the hostages can team up.

**Who are the players?** The players take on the roles of operators in an anti-terrorist special force specializing in the restoration of law & order in hostage situations. They are highly trained, efficient, and quick moving. Each operator functions in a specific capacity that completes the core squad of the force. These soldiers are the best of the best of the best.

**What do the players do?** The players use limited steel resources to drive the action and plot towards resolution. They control their character's movement as they infiltrate, have conflicts, rescue hostages or disarm the nuke. They also control the games direction through their actions.

**Who is the GM?** One player takes on the role of the Game Moderator. The game moderator presents the initial situation, provides color, helps narrate scenes, and adds conflict in the form of combat that slows down the other players. The GM also presents events that happen at certain timed intervals.

**Timer and Game Start:** This game is timed, preferably with a timer that counts down and has a loud alarm at the end of the countdown. Set the timer for two hours. The GM should then read everything in the Introduction, except for the design notes. Tell the players that they have exactly two hours from character creation until the nuke detonates. Hand the players a copy of the rules, and then say "Go" and start the timer.

**What the timer does:** The time signifies a real world time constraint placed on the game. The game resolves itself in exactly two hours from its beginning regardless of the progress of the players. If the players are efficient then the situation may resolve before the timer runs out. The timer also triggers game events at predetermined times. The GM picks these times prior to game play or during character creation.

## Character Creation: Equipment Procurement

Character creation occurs using the following order: Special Force Creation, Squad Specialty, Squad Assignments, Individual Operators, Trait Allocation, Basic Skill Training, Specialty Training, Equipment Procurement, and finally preferred Insertion Method. The timer is running. The players may ask the GM any questions during character creation that they want, and they can ask for help. The GM must answer questions truthfully and help if asked.

### Special Force Creation: Step One

The main mission of this anti-terrorist special force is the restoration of law and order after and during hostage situations. The players must decide on a **Name** for their special force, a **Motto**, and draw an **Insignia**. Then answer the question if the Insignia is displayed on their uniforms. Sample Mottos: Improvise and Overcome, Over All Ends Our Means, and Utilize Situation.

### Squad Specialty: Step Two

Four separate squads of 12 make up the entirety of this special force. Each of the squads specializes in a slightly different area, and these Specialties are: **Air, Boat, Mobility, and Mountain**. In addition, a fifth squad of 6 forms a special **sniper team** that supports the operations of the primary four when possible and appropriate.

**Air:** This squad specializes in the insertion via air. They are highly trained in HALO/HAHO operations and Parachute Qualifications, and gain those Specialty Skills for free. They also gain a bonus of +1 to any reconnaissance rolls made when using aircraft.

**Boat:** This squad specialized in insertion via water and is highly trained in all boat operations, and water warfare skills. They gain the following Specialty Skills for free: SCUBA, Water Navigation, and Water Combat. They gain a +1 bonus to any attempts of insertion or infiltration that involve water.

**Mobility:** This squad attacks its mission using quick movement through a variety of situations using vehicles, pack animals, or otherwise. They gain the following Specialty Skills for free: Urban Warfare, Vehicle Handling. They gain a +1 bonus on any actions involving a vehicle.

**Mountain:** Highly trained in mountaineering and climbing. These troops are trained to withstand the several weather elements of high altitude combat. They gain the Specialty Skill of Mountaineering. They gain a bonus of +1 on any recon or movement in snowy and freezing conditions.

**Sniper:** This support squad hardly sees any direct action, and they move into position before insertion by the main squad and help to provide cover fire and elimination of the enemy as the main squad moves towards their objectives. If used this squad allows two enemies to be eliminated during Wide-Angle combat instead of the normal one. Restrictions: the combat must be visible to a sniper. Roll 1d6: 1-4 - Visible 5-6 - Not Visible. In order to take this support group, the squad's bonus is sacrificed.

### **Squad Assignments: Step Three**

Each member of a special force squad takes on a specific role that provides a key function for the squad to operate as a team. If the squad contains less than 8 members, each member may take on multiple roles as noted below. The roles are as follows: Commander, Warrant Officer, Weapons Sergeant, Engineering Sergeant, Medical Sergeant, Communications Sergeant, Intelligence Specialist, and the Operations Sergeant.

**Commander:** The commander is responsible for mission organization and execution. All characters acting under his direct orders receive a +1 to their skill rolls. A commander may take an additional role of any variety if the squad has less than 8 members. There can be only one commander.

**Warrant Officer:** The warrant officer serves as a back-up commander taking the lead when the commander is absent or non-functional. If a mission is split, the warrant officer takes command and both groups can function as a team. If the commander is absent, all characters acting under his direct orders receive a +1 to their skill rolls. A warrant officer may take an additional role of any variety if the squad has less than 8 members. There can be only one warrant officer.

**Weapons Sergeant:** A weapons sergeant is a specialist in the operation of all weapon systems, foreign and domestic. All characters acting under his advice during combat receives +1 to their rolls. He receives the following Specialty Skills for free: Hand Guns, Weapon Systems, Urban Warfare, Rural Warfare, Guerilla Tactics, and Target Acquisition. A weapons sergeant may not take on any additional roles.

**Engineering Sergeant:** An engineering sergeant is a specialist in several areas, including demolitions, explosives, navigation, building, recon, and sabotage. They also are the most skilled at disarming weapons. He receives the following skills for free: Engineering, Security, Mine Emplacement, Fortifications, Sabotage, Bridging, Demolitions, and Camp Building. An engineering sergeant may not take on any additional roles.

**Medical Sergeant:** A medical sergeant is responsible for maintaining the health and fitness of the squad while in action. They are among the finest first aid and trauma medical technicians in the world. After combat, a medical sergeant can heal every character by one point automatically. They also gain a +1 on First Aid skill rolls. They

gain the specialty skill of Field Medic. A medical sergeant can take on additional roles, but not as a weapons or engineering sergeant

**Communications Sergeant:** Specializing in communications, this operator can use any and all communication devices from high tech encrypted satellite systems to the Morse code. They also are bilingual and are trained in computer systems. They gain the following specialty skills: Signals, Communications, Computer Systems, Language, Encryption, and Surveillance. Twice per game, **except** during Threat Level Seven, they can call in a precision air strike that will eliminate all enemy combatants before the start of a combat. Communication Sergeants can take on additional roles, but not as a weapons or engineering sergeant.

**Intelligence Specialist:** The intelligence specialist is able to gather information from the field, process, submit, and receive detailed data on that information. He also is highly trained in the tactics and composition of enemy forces. He gains the following specialty skills: Security, Military Customs, Target Acquisition, Area Assessment, Communications, Surveillance, and Enemy Tactics. He also gains +1 on any actions performed for recon, and if the team uses his ideas, they gain +2 on any actions performed because of the recon. An intelligence specialist can take on any additional role.

**Operations Sergeant:** The operations sergeant is responsible for training, outfitting, and overall organization of a squad. He also supports the Commander directly in all his decisions. He gains the following Specialty Skills: Security, Outfitting, and Mission Building. He also gains a number of Steel Points equal to the number of players that he can give out to whomever and whenever he desires, but not to himself. An operations sergeant can take on any additional roles, except commander and warrant officer, and visa-versa.

## Individual Operators: Step Four

The individual operators that make up a special force squad are made up of several elements: **Nickname, Description, Six Traits, Basic Skills, and Specialty Skills**. First, the player must make up a Nickname for his character and then a brief description including tattoos if any.

## Trait Allocation: Step Five

After a Nickname and Description is finished, the player divides the following totals into the traits: 3, 2, 2, 2, 1, and 1. Traits are used during action resolution to provide a number to roll equal to or under for success. Two traits are also combined to give a skill a rating. Traits represent the important characteristics that are required for special force operators, and they are as follows: **Intelligence, Agility, Resourcefulness, Strength, Endurance, and Resolve**. In parenthesis, is the abbreviation of the trait.

**Intelligence (INT):** Intelligence is a measure of how quick thinking and smart an operator is. It is also a measure of how well a character can analyze information.

**Agility (AG):** Agility is a measure of how quick moving an operator is and an important indicator of hand-to-hand combat fitness.

**Resourcefulness (RSF):** Resourcefulness is a measure of how well a character can think outside the box and make do with the situation, item at hand.

**Strength (STR):** Strength is a measure of how strong and mean a character is. A stronger character gives off a don't-mess-with-me glow.

**Endurance (EN):** Endurance measures how long an operator can continue to function under the stress of combat and execution of mission.

**Resolve (RL):** An operator's resolve is how focused on the mission he is, and also how determined he is at completing tasks.

### **Basic Skill Training: Step Six**

All members of special force squads receive a number of basic skills as part of their training. They are considered proficient in all these skill and gain a +1 bonus, because of all the hard training. Basic skills are given a number calculated by adding two traits and adding +1. If traits are reduced during the game, so are the skills that rely on the trait. Skills are represented in the following way: Skill Name (Trait one, Trait two).

Camouflage (INT, EN)  
Escape and evasion (AG, RSF)  
First Aid (INT, RL)  
General Survival (RL, RSF)  
Hand-to-Hand (STR, EN)  
Land Navigation (INT, RSF)

Marksmanship (AG, RL)  
Martial Arts (AG, INT)  
Reconnaissance (RSF, EN)  
Small Arms (AG, STR)  
Small Unit Tactics (INT, RL)  
Weapon Maintenance (RL, IN)

### **Specialty Training: Step Seven**

In addition, to any specialty skills gained during squad assignment up to four additional specialty skills may be taken. Specialty skills are calculated by adding two traits. Specialty skills are never reduced during the game. Specialty skills are represented in the following way: Skill Name (Trait one, Trait two).

Area Assessment (INT, RSF)  
Assassination (AG, EN)  
Biological Warfare (INT, EN)

Boat Handling (AG, STR)  
Bridging (INT, RSF)  
Camp Building (INT, RSF)

Chemical Warfare (INT, EN)  
Communications (INT, RSF)  
Computer Systems (INT, RL)  
Confinement (STR, AG)  
Deception (INT, RL)  
Demolitions (EN, INT)  
Desert Combat (EN, RL)  
Disarm Weapons (AG, INT)  
Encryption (INT, RSF)  
Enemy Tactics (INT, RL)  
Engineering (EN, INT)  
Espionage (EN, INT)  
Explosives (RSF, RL)  
Field Medic (INT, EN)  
Fortification (STR, RSF)  
Guerilla Tactics (AG, EN)  
HALO/HAHO (AG, EN)  
Hand Guns (INT, AG)  
Jungle Survival (RL, RSF)  
Language (INT, RL)  
Leader (RL, RSF)  
Military Customs (INT, EN)

Mine Emplacement (INT, STR)  
Mission Building (INT, RSF)  
Mountaineering (EN, STR)  
Outfitting (RSF, RL)  
Parachute Qualification (RL, AG)  
Psychological Warfare (INT, EN)  
Protective Equipment Usage (STR, EN)  
Reconnaissance (EN, RSF)  
Rural Warfare (STR, EN)  
Sabotage (EN, INT)  
SCUBA (EN, RL)  
Security (RL, AG)  
Signals (AG, INT)  
Sniper (AG, EN)  
Subversion (INT, RL)  
Surveillance (RSF, INT)  
Target Acquisition (AG, RSF)  
Urban Warfare (AG, EN)  
Vehicle Handling (AG, STR)  
Water Navigation (RSF, INT)  
Weapons Systems (INT, RSF)

## Equipment Procurement: Step Eight

Equipment is represented in two ways: First, it is represented as Steel Points, which are a player resource that is used to move the game forward. Second, equipment is represented as the actual items carried by the characters.

**Steel Points:** Steel Points represent equipment carried, and they also move the story towards conclusion. A player may use a Steel Point during any action resolution, and if the resolution is a success, then the score on the Steel Dice is used and compared to the charts in the Action Resolution sections. When Steel Points succeed, they move the Threat Track higher, which means that the player is getting closer to resolving the story. Steel Points can be lost when used. If a character is acting solo, it is easier to lose steel points than if acting as a team. It is helpful to have a die that is a different color than the rest to represent Steel Points. If you can find it, it should be silver or the color of steel. Spray paint is good. **All characters start with 5 Steel Points, and the GM starts with 10 Steel Points.**

**Equipment:** Every operator within a squad has the following items, which will not be lost when Steel Points are lost: TACcom radio with headset, and a combat knife. The rest of the equipment may be gained or lost when Steel Points are lost and gained. One Steel Point equals one piece of equipment.



### **Weapons**

- Ak-47
- General Officers .45
- Grenades
- Glock
- M16A2
- M4
- M4A1
- PP Walther
- Uzi

### **Accessories for the A4 and A4A1**

- Aimpoint M68 CCO device
- AN/PEQ-2 Advanced Combat Optical Gun sight
- Bipod
- EOTech holographic site
- IR light sight
- M 921HB barrel replacement
- M203 Grenade Launcher
- Rail-Mounted carry handle
- Telescoping Stock
- XM26 LSS Shotgun

### **Miscellaneous Gear**

- SCUBA GEAR
- Binoculars
- Body Armor
- C4 & Detonator caps
- 100 oz H.A.W.G Pack
- Climbing gear
- Entrance tools
- First Aid Kit
- Flashlight
- GPS Locator
- HALO Helmet
- Long-range communication satellite computer
- Map & Compass
- MC-4 Parachute
- Night Vision Goggles
- R.A.P.T.O.R. X1 Pack
- SPEAR / MOLLE Special Forces UM21 Backpack System
- RE-Breather
- Survival Kit

## **Insertion Method: Step Nine**

Each squad has a specific insertion method that they excel at. The players pick this method from the following list. All the equipment needed for the insertion is provided to the characters for free; they needn't spend Steel points.

**Airborne Entry:** The character use one of the following pieces of equipment to insert. Air insertions are quick but not exactly stealth.

- AH-60 Blackhawk Helicopter drop off - The characters come in with guns blazing, and gain a +1 to every action in the next combat.
- A/M/TH-6 Little Bird – Flying fast, low and off of radar, this little bird will carry the characters in quickly and quietly. The gain a +1 to their action rolls until an action roll fails or a Steel Die fails.
- HALO (High-Altitude Low-Opening) jump – The characters jump at high altitude and steam down quickly opening their parachutes at the last minute. They can force the GM to spend a Steel Point and have a quick combat with one mook per player.

**Kayak/ Inflatable Boat Entry:** The characters entry via boat by coming up a local river that runs close to the base. They gain three bonus +1s to use on their next three actions that involve stealthy movements.

**SCUBA Entry:** The characters use SCUBA gear to infiltrate the base. They are invisible to the enemy while under water. If the base has a sewer system, the players can use that for entry. As a team, at any time, except during Threat Level Seven, they can convert a GMs spent Steel Point to a new Threat Level.

**Cliff Side/Impassible Terrain Entry:** Using mountaineering gear and stealth the team makes there way towards insertion. They rely on the surprise on entering in an unexpected way. Characters acting in a team gain a +1 bonus for one roll in every combat.

**Vehicle/Foot Entry:** Coming in fast and stealthy, the team uses ground-based methods to make their entry. They gain a +1 to their next 5 rolls that involve Agility.

## Threat Track: Mission Building

All players receive a threat track. Each threat track consists of seven squares, which are number from 1 to 7. When seven is reached the room containing the hostages and The Black Box is reached. The Threat Track represents progress as the team or rogue operator moves towards the final conflict and spending Steel Points moves it. The Threat Track is also affected on whether or not the players are acting as a team or as a rogue. Use a relevant token, like a toy soldier or metal miniature, to track the current Threat Level. All players start at zero unless otherwise noted due to character creation.

Sample Threat Track:

1	2	3	4	5	6	7
---	---	---	---	---	---	---

## Advancing the Threat Level

Using Steel Points during resolutions advances the threat level. A player may choose to spend one of his Steel Points during any resolution, and by doing so, he will run into several outcomes. If the resolution fails, the Threat Track does not advance and the Steel Point may be lost depending on the result on the Steel Die. If the action resolution succeeds, then depending on the result of the Steel Die, the Threat Track may be advanced.

## Team Vs. Rogue Operator Tracks

All characters start as member of a team. In this role, all the tracks are placed together on the table, and individual Threat Tracks do not advance to the next number until all the tracks are at an equal level. Every player's Steel Points apply equally over the teams Threat Tracks. For example, three players are in a team and two of the players have their threat tracks at two, and the third player's is at three. The third player rolls a Steel Point and succeeds. He gets to advance one of the other two player's tracks to three, and both of those player's tracks need to move to three before anyone's track can be moved to four.

**Splitting A Team:** If the commander orders the team to split into two, then each team loses one Threat Level on one player's track. A team must consist of two or more characters.

**Going Rogue:** If a player has his character leave the team and become a rogue operator, then he loses two points from his track.

**Minimum Level:** No track can be reduced below zero for any player.

**Joining A Team:** At any point, if the other players allow it, a rogue operator may join back up with a team. Threat Levels are spread out evenly across all the player's Threat Tracks with the rogue operator receiving the least, if they don't spread out evenly.

## Threat Level Seven

When the Threat Level reaches seven on all the Threat Tracks if a team is involved or the Threat Level reaches seven on a rogue operator, then the room that contains the hostages and the nuke is reached. One final battle must take place with seven mooks per player entering the room, and if the GM has any Steel Points left, he may buy one extra round of mooks. Each player must fight one hand-to-hand combat with a boss. After the battle is finished, the team or rogue decides what he is going to do, disarm the nuke or rescue the hostages. He cannot do both. Any action resolutions are rolled accordingly. If the players choose to rescue the hostages, they have five minutes to get airborne in order to escape the blast radius. If they choose to disarm the nuke, they each get a scene to say goodbye to their loved ones.

## Action Resolution: Mission Initiation

Whenever a player wants to perform an action, he rolls a six-side die (1d6) and compares the result to the skill's score that he was using. The player succeeds if the result is less than or equal to the skill's score. If a player wants to take an action for a skill that he doesn't have, or an unlisted skill, then use the highest relevant trait's score. Before making a roll, the player may also elect to spend a Steel Point in order to gain a Steel Die and try and advance the game with his action. If the player succeeds, then the player narrates the outcome in his favor. If the roll is 6 and is a failure, the outcome results in a critical mistake and the GM narrates what happens. If the roll is not a 6 and still fails, then the player narrates the outcome in a negative way, but allowing for a positive result for the next player should they choose to take a similar action. This is a +1 bonus for the next player.

Action Resolution Chart	
Success	Player narrates the result.
Fail and 6	GM narrates a critical mistake.
Fail not 6	Player narrates the result in a negative way, but the player may allow for positive result for next player. Next player +1 bonus.

If the action is successful, and the player spent a Steel Point, then compare the result of the Steel Die to the following charts.

Steel Die Result: Player is a Rogue Operator	
1-3	Raise personal threat level, describe result, and keep Steel Point.
3-6	Loose Steel Point, and the GM adds a complication.

Steel Die Result: Player is part of a Team	
1-2	Raise team threat level, describe result, and keep Steel Point.
3-5	Keep Steel Point. No additional complication.
6	Loose Steel Point, and the GM adds a complication.

## Combat System: Engagement

This combat system is a cinematic system that when used will attempt to recreate movie-like modern combat. It's main purpose for the player is to gain extra Steel Points to use during Action Resolution. It occurs in several phases including Initiating Combat, Wide Angle Scenes, Close-up Scenes, and One-on-One Scenes. Each player may utilize one or more scenes during combat, and each player may be having a different type of scene during the same time. A forth type of combat scene is one where an operator fights an operator.

### Initiating Combat

Combat may be initiated in two ways. The GM can start combat by spending one of his Steel Points to buy Steel Point times the highest Threat Level of the player or team number of enemy, called Mooks. **SP x TL = Mooks**. The players can also initiate combat at any time by saying they have discovered an enemy patrol. Players starting combat encounter a number of mooks based on rogue (Mooks = Threat Level of player) or team (Mooks = Threat Level of all players added up). **Rogue: TL = Mooks. Team: TL + TL + TL, etc... = Mooks.**

### Combat Scenes

After initiating combat, the battle moves into a series of three different scenes representing different camera angles. Each character starts in a Wide-Angle scene and may choose to move to another scene or just to remain in Wide-Angle. Different actions can occur in each scene, but Steel Points may only be gained in One-on-One. Only one One-on-One scene can occur per player during a combat.

**Wide-Angle:** The players describe the scene, where the mooks are, and what they are doing, then each player may make a **choice**: **1.** Describe how many of the enemies move towards or attack the player's character. Each action that the mook is taking must be described. After all the players have narrated their actions in wide-angle, then this player moves into Close-up combat. **2.** The player can take out one mook without having to roll a die, but another mook gets a shot at an attack of the player. The player describes what the mook is doing to attack and then uses a skill or trait Action to dodge and dispatch the mook. **3.** Move directly to One-on-One combat.

**Close-Up:** Close-ups happen only if choice one was taken in wide-angle combat. During close-up fighting, the player describes how his character takes out each mook using a skill or trait. A roll equal or under the skill results in an additional +1 bonus on the next mook. A failure of the skill role means that the mooks attack got through, damage is taken, and all the bonuses are lost. The player can choose to hold off on attacking one mook in the close-up and move into One-on-One Combat.

**One-on-One:** One-on-One combat can be moved into from either of the other scenes. Each One-on-One combat happens in a number of turns equal to how many Steel Points a player is trying to gain. The player picks 1 to 3 Steel points. Each one-on-one turn is divided into three phases: 1. The player attacks and receives a +1 bonus for a creative description of the attack. If the skill or trait roll succeeds then move on to phase two, otherwise damage is taken. 2. The enemy strikes back. The GM describes the counter assault, rolls a die and if the die is equal to or less than the result in 1, then this combat is a draw, go to step three. If the die is higher than that rolled in 1, the player gains a Steel Point, and if the total number of Steel points picked for this combat is met, then the mook dies, otherwise back to one. Narrate a nice blood ending. 3. The player may attempt a counter assault by rolling under the result in 2 and gains a -1 bonus for a neat narrative effect. If successful, a Steel Point is gained. If fails, damage is taken. A player can only back out of One-on-One during phase 3.

**Operator vs. Operator:** For one on one combat, each player states what action he is doing to hurt the other and then they both roll the appropriate skill. Commanders, and Warrant Officers receive +1 Bonuses when fighting another operator. If the player succeeds in the roll, then the other operator takes damage. At any time, a player can back out of combat, but he will lose one threat level by doing so and the other player will gain one threat level.

## **Mook Boss**

A GM may buy a boss at anytime. A boss cost one Steel Point, and may only be defeated during One-on-One combat. If the mook boss isn't in one-on-one, then he gets a free pot shot at one player's character must dodge. The character must be in wide-angle combat. A Mook Boss, also gets 3 Mook Boss points, which may be used to either raise or lower one die result per point or cause an extra point of damage per point.

## **Laying Down the Law**

Because the Operators main duty is restoring law and order in hostage situations, they may Lay Down the Law in any combat situation, **except** during Threat Level Seven. To lay down the law, the player sacrifices one Steel Point to take out all the mooks that a GM has thrown at them. They player must narrate how this happens and it must be satisfying. This also represents using grenades, C4 or other mass damage weapons.

## **Damage**

If a player takes damage during combat, it reduces the trait of the player's choice by one point. This takes effect immediately. If all the character's traits equal zero, then the character dies.

## **Healing**

All healing takes place after combat. Each player can attempt on First Aid roll, and if successful, it will restore one point. A player can spent one Steel Point to heal all wounds. A Medical Sergeant can heal every character by one point automatically.

## **Mission Breakdown: Execution**

Each mission breaks down into several stages, and the players move the action forward towards each stage. The stages are: Recon, Insertion, Infiltration & Engagement, Threat Level Seven, and Rescue or Defuse.

### **Recon**

The first step of play is recon. This is where the players run reconnaissance to determine the base layout, terrain features, enemy locations, and any other information that may be useful during Insertion and Infiltration & Engagement. Each player may attempt one roll during recon, and any successful rolls give that player a +1 bonus to use during Insertion, Infiltration or Engagement. The player must declare where they will use the bonus. This is the only stage of the mission that a GM cannot spend a Steel Point to force an Engagement combat.

### **Insertion**

After recon, the characters have the information needed to be able to efficiently insert into the situation. They must insert via the method that they picked during character creation, and each character must make an insertion roll using a skill that reflects the insertion method. A failed roll will allow the GM to start using Steel Points immediately. If all players pass their insertion rolls, they each receive two +1 bonuses to use during the next Engagement.

### **Infiltration & Engagement**

This is where the bulk of the action happens as the players have their characters move from room to room, location to location. They can perform actions that move them further into the complex, attempt to disable security systems, gain intelligence, do anything that moves the Threat Level towards seven. They can also split up, work together, discuss what they will do about the nuke or rescuing the hostages. They can get into fights. The GM can spend Steel Points.

## **Threat Level Seven**

When the Threat Level reaches seven on all the Threat Tracks if a team is involved or the Threat Level reaches seven on a rogue operator, then the room that contains the hostages and the nuke is reached. One final battle must take place with seven mooks per player entering the room, and if the GM has any Steel Points left, he may buy one extra round of mooks. Each player must fight one hand-to-hand combat with a boss. After the battle is finished, the team or rogue decides what he is going to do, disarm the nuke or rescue the hostages. He cannot do both.

## **Rescue or Defuse**

After Threat Level Seven is resolved, play move to Rescue or Defuse. The character or team of characters must decide what they will finally do. If the players choose to rescue the hostages, they have five minutes to get airborne in order to escape the blast radius. If they choose to disarm the nuke, they each get a scene to say goodbye to their loved ones after the nuke is disarmed.



## Timed Events: The Real World Reaching

A series of timed events occur at random intervals determined before play or during character creation if the GM had no time. If determined during character creation, the GM is unavailable to the players until the event intervals are determined.

### Determine Intervals

To determine the intervals at which the events occur, create a set of counters with the following written on them: :30, :40, :50, :60, 1:10, 1:20, 1:30, 1:40, 1:50. These numbers are represented from the start of the game. For example, :30 takes place after the first 30 minutes of the game. If you are using a timer that counts down, use the following: :10, :20, :30, :40, :50, :60, 1:10, 1:20, 1:30. Then mix them up in a cup or hat where they can't be seen. Randomly draw a token and tape or set it on the Event Track. Keep the event track hidden from the players. Attach three times to Event One.

### Time Tokens (Countdown)

1:30	1:20	1:10	:60	:50	:40	:30	:20	:10
------	------	------	-----	-----	-----	-----	-----	-----

### Event Track

Event One	Event Two	Event Three	Event Four	Event Five	Mandatory Event
-----------	-----------	-------------	------------	------------	-----------------

### Mandatory Event One

The first event occurs five minutes after the game starts. The GM should interrupt character creation, and all work on character creation must end. Read the following:

Your commanding officer runs into the room and quickly turns on the TV. On the news is a live broadcast of two of the hostages taken by the terrorists. The picture is grainy and full of static, but you can hear a man's with a foreign accent say something and one of the hostages starts to talk.

The GM then should randomly pick a player, and that player must now play his loved one begging for his or her life. The GM can play the terrorist forcing the hostage to speak. If the hostage speaks out against the terrorists, then she or he is hit and has to speak with a

slur. The first interview lasts 1:30, and then the GM randomly picks a second player, and the interview repeats only this time the player has to have his loved one repeat everything that the GM states. This lasts 2:00.

### **Event One: Hostage Killed**

During this event, one hostage is killed. Pick a player who the GM thinks is going to disarm the bomb. All play stops and the GM narrates a newscast on the TV from a news organization sympathetic to the terrorists. The newscast lasts 2 minutes and shows the loved one begging for their life and then dying in a terrible way. Optionally, the player can play his loved one. If the player wants, a second loved one can be a hostage. After the event, the GM rolls a 1d6 and keeps the result hidden. 1-3 the event is repeated at the next time. 4-6 the event does not repeat.

### **Event Two: Bombing Run**

The countries leader decides to bomb the heck out of the base in an attempt to destroy the nuclear bomb before it is detonated. A B2 flies overhead and drops several precision-guided bombs. Describe the bomber flying overhead, the bombs falling, explosions, and the like. Try to make the description take two minutes. The GM then prompts all players to make a remark about the bombing run either against it and why or for it and why.

This event reduces the threat level of every rogue character by one point, and every team by two points.

### **Event Three: Weapon Cache**

Any team will stumble across a weapon cache at this point. The event last two minutes and each player in a team describes what his character finds in the cache. Each player in a team gains one Steel Point.

### **Event Four: Ambushed**

The team is ambushed by the team's highest Threat Level times 4 number of mooks. **TL x 4 = Mooks**. The players must defeat all the mooks or if they retreat, they will lose one threat level per player.

### **Event Five: Secret Passage**

Secret passages are found. A rogue agent may advance their Threat Track by one. Any operators in a team may choose to leave the team without any penalties. And teams may split into two without any penalties.

## **Other Events**

The GM can make up extra events that replace the above, but they must reward with a steel point, advance the threat level, or reduce the threat level. They should not directly harm the character's through damage without the players acting (Combat threats are okay.)

## **Afterwards: Further Missions**

Because the randomness of the events, the possibilities in character creation, different styles of play many different outcomes can occur during this game. Even though, some players may want to use this system for further missions that don't involve nukes and hostages. This is possible. For other missions, the GM with input from the players should come up with an issue that holds two sides and then make a situation where only one side of the issue can be completed. Use the player's input to make sure that they buy into one side or the other. Then create the situation.

## **Example Further Missions**

Suicide bombers and rebel troops have seized a building in the nation's capital. They are wired to explode which will release enough gas to kill 10,000 people, but at the last minute, they chickened out and want to come out. They received the gas from a rogue general in the nation's chemical weapon's program. The team's job is to go in and bring the terrorists out alive to keep the chemical weapon program hidden. If they kill the bombers, 10,000 people will die, but it will stop a planned chemical attack that will kill 1,000,000 people in an enemy nation. If they bring out the bombers, the 1,000,000 people in the enemy nation will die.