

# **Danger Market Game Rules**

**V3.0**

**Nov 2017**

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# The Danger Market

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## Influences & Style

Spy-Fi; Man from Uncle, The Avengers, James Bond, Danger Man, Mission Impossible, Department S and similar shows.

Slightly tongue in cheek, but played serious: Light and dark moments. It is not, and we repeat **NOT**, *Austin Powers*.

## Themes

Agencies, Cold-War, diplomacy, edge-of-destruction, espionage, humour, ideologies, peril, personnes-fatales, psychedelia, race-against-time, secrets, shades of grey, spies, technology.

## Cautions

Assassination and other forms of violence. Mental compulsion effects / brainwashing. References to torture and indiscriminate killing.

## Setting Overview

The game is set in a slightly alternate 1966. The two great world power blocs, the Capitalist 'West' and the Communist 'East' are in the midst of an icy Cold War for ideological, military and technological supremacy. The fear of Nuclear obliteration holds both sides back from an all-out, and devastating conflict, and thus the propaganda war for hearts and minds is supplemented by the intricacies of the glamorous, but deadly espionage game. But it is also the sixties, and the new generation are challenging the status quo with their way out music, fashion trends and rejection of authority. At times glamorous, and at times deadly, international espionage is full of adventure, gadgets, spies, agents and supervillains.

More setting information is available on our website [www.aetherfield.co.uk](http://www.aetherfield.co.uk)

## Portraying the 1960s in 2016: Sex, Race and spies

If you look back at the time period that spawned the Spy-Fi genre it had a lot of values – sexist, racist and homophobic ones – that we don't want in our game. In our game's environment, it matters not one bit what someone's gender, sexuality or skin colour is. Derogatory, objectifying or demeaning behaviours focused on those characteristics, and other OC characteristics like disability or physical appearance, are not necessary and not appropriate.

Role-playing antagonism involving IC characteristics – such as nationality, ideology, and group membership- are all encouraged.

You can find further details in our OOC rules (Social contract) document which also incorporates our Equality & Diversity statement.

## Game Format

The game is designed to run on 3-event **arcs**, with each individual event being an **episode**.

An episode is designed to run over a weekend period. During that period – as might happen in an episode of a genre film or multi-part show- several distinct 'acts' occur, that may (or may not be) not be in the original location. For example, after events on the first night, it might become apparent an op needs to take place on the other side of the world. Which, then might lead to a remote location that would take 10 hours to access by foot – etc, etc. As no one wants to RP packing their stuff and sitting on a cargo plane for twelve hours (we assume not, anyway) we would time skip to the 'new' location.

# Game Rules

The rules attempt to represent a stylised genre in a stylised way. They are intended to facilitate role-play driven gameplay, whilst creating engaging opportunities for failure and prevent 'one-person-gets-everything' stories.

The rules incorporate numerous elements of other LRP systems, because we like them. In particular, Victoriana LRP (for perks, nerf and blueprints) and Slayers LRP (for the healing system and combat style) have been significant influences. We are indebted, as always, to those who have come before.

We would like to thank the following individuals for their input on refining these rules: David Garwood, Alex King and Tom Garnett. Apologies to anyone we've missed out.

## General Rules assumptions

The genre is littered with examples of characters managing to escape in 'the nick of time' on some occasions, but having to be rescued on others. Therefore, some skills are useable on a limited number basis, striking a balance between effectiveness and tension. This allows players to save skills for appropriately dramatic moments (or indeed, for \*not having them\* at others).

An OC day is a regular day, so for example, on a weekend event you could use a 1 x OC day ability three times.

An IC day accounts for the possibility, within the game, of time passing more quickly than OC time.

A combat scene is represented by a single 'op', or, by fights separated by a period of time no less than 30 minutes.

*All characters* are assumed to be competent enough to engage in ordinary conversation and identify signs/orders/basic documents in any appropriate language. The Mission Impossible team were always going uncover around the world and didn't seem to have problems, after all. Technical and/or detailed conversations, and complex written documents require translation. So, Agent A and Agent B can chat each other up in a bar, and Agent C can respond to queries about their (false) documents and read a newspaper. However, Agent D can't read the secret orders and Agent E can't translate the scientist's ramblings without having the requisite language skills.

*All characters* are able to read their own agency's codes without the cryptography skill – if they chose to.

*All characters* have at least been familiarised with basic field skills. In keeping with the genre, any character *without any combat skill* can activate **dramatic desperation** once per episode, provided they (or their *friends*) are in a clearly dangerously disadvantaged position. This operates with respect to an offensive combat skill, letting them lay out their captor with a timely punch, shoot the baddie with a discarded gun etc. Dramatic desperation allows the character to call *dramatic stun* or *dramatic grapple*. *Dramatic stun* stuns the target character for *twenty* seconds and does the maximum possible damage of the weapon/manoeuvre used. *Dramatic Grapple*, unlike an ordinary grapple, can only be held for 30 seconds. *Dramatic desperation* moves cannot be dodged.

*All characters*, if conscious, can stabilise another character (who is unconscious and dying) for no longer than 5 minutes, at which any attempts at further stabilisation by unqualified personnel will be ineffective. A stabilised character can't be moved, except by medics.

*IC bags, jackets and coats* are assumed to be freely IC **if** separated from their owners; you are free to plant things in and remove things from them, therefore we **strongly** recommend that players don't carry valuables in them. It is however entirely acceptable to keep OC items such as inhalers and medication in a labelled compartment or small container within a jacket or bag, which must not be interfered with.

*All player characters* should have the following values, which retain genre flavour and give PCs a good reason to act co-operatively. However, there are also good reasons to carry on business as usual with their cold-war enemies, and

beyond these restrictions (other than those integral to the social contract) there is no expectation PCs will be nice (or not) to each other.

Nuclear War or some similar form of global devastation is not a desirable outcome of international conflict. Similarly, concentrating global power in the hands of a single despotic or criminal individual would not be a desirable outcome.

Spies and their affiliates know the score and are legitimate targets in 'the game'. People who aren't part of 'the game' (ordinary people, civvies, bystanders) should -in the main- be protected from it.

## Seduction

There is no seduction skill. Any character can attempt to charm information or some other thing from another. We anticipate our players and crew will do so respectfully and entertainingly. However, for clarity, **a character targeted by a seduction has the *absolute right to not have it work***. Attempts can be rebuffed (at which point you must *immediately* stop pursuing that means of enquiry) or simply unsuccessful. This applies even if they have a particular weakness for 'pretty faces' – perhaps yours just isn't the type they like.

Making it clear: If you are attempting to charm your way to the heart/bed/codebook of a character, show or pass them a token (likely to be a playing card or casino-style chip) to make it evident this is what you are doing. On seeing the token the targeted player should make clear if the character is:

\*not interested (no thank you, Nope, No, not interested, go away and leave me alone, hand back the token etc). At this point you have been rebuffed and it is time to stop this line of RP. It is not acceptable to admonish someone who has rebuffed you.

\*interested (I am intrigued, colour me interested, we should go somewhere else, I'll play along). At this point you can respectfully continue RP until one of you decides to 'fade to black' (or reasonable decency demands it!).

A token **is not** a substitute for roleplaying, it is merely intended to be a clear sign.

Flirting from a distance is fine – flattery, a wink or a knowing look (no ogling). If someone feels OC uncomfortable with this, let one of the crew team know (or use 'can you not').

## Interrogation

It's also very difficult to have a spy adventure without a scene in which information is demanded (with menaces, or by various means). Most of it is roleplay driven, as there are few means to control the thought process of other players. Little can happen in an interrogation that is not covered by the rules in this document regarding combat, medicine or available drug effects. However, we remind players that Interrogation scenes might (hopefully will) be both physical and intense, and thus we refer potential interrogators to the social contract regarding that.

## Character creation

Players start the game with characters from one of 4 Character types: Agent, Operative, Contractor or Specialist. Each type gets a package of skills and perks (shown in the table below) which they add to and customise with personal choices. Players also have the option of choosing up to two points of flaws for their character, which will enable them to buy up to two additional skills or perks.

The player will also need to decide which ideology – the Capitalist Bloc, Communist Bloc, or Neutral -and which country /agency the character calls home. They need not necessarily be zealots for any cause, but they generally prefer one over the other for a myriad of complicated reasons.

We recommend players send a background of no more than 1000 words about their character – detailing any significant incidents and people in their life.

## **Agents**

Agents are the full time employees of intelligence agencies who are trained to go out into the field (and beat things up). Often, they get numbers and code names – if not always. Play an agent if: you want to work for an organisation that theoretically has your back, have a more combat emphasis to your character, less freedom in pursuit of particular assignments but a better supply of back-up items. Agents get the least choice from their character package and a more rigid hierarchy to follow. Agents are also likely to find themselves in character playing a different character as a cover.

Examples of genre Agents: James Bond, the Men from Uncle, Jim Phelps, Vesper Lynd, Rosa Kleb

## **Operatives**

Operatives are active recruits who tend to be employed on a ‘retainer’ basis. Usually they have achieved a distinction in some other field (e.g. Businesspeople, Artists, Socialites, Academics, Chief Inspectors) and are of independent means or in the employ of another official body. They tend to not be ‘directly’ recruited by intelligence agencies, instead relying on their other activities as cover for assignments by side ministries. Operatives are often quirky, working in pairs or small groups. Play an operative if: you want to be on a looser leash, have a wider range of skills, some official assistance, but less back-up, want to be in a small team or twosome.

Examples of genre Operatives: Emma Peel, Cathy Gale, John Steed, Jason King, the regular support actors in the original Mission Impossible series.

## **Contractors**

Contractors are often former agents or operatives. They know it is a dirty business and have a disagreement with the powers that be – but enough skills and experience to be ‘employed’ on a per operation business. Play a contractor if: you want to be independent (but mostly unprotected), have limited official standing and status, may be equally trusted or distrusted by both sides, or have been bribed (money is good) or coerced (e.g. they’ll tear up your criminal conviction) into working for a side.

Examples of genre Contractors: Danger Man, The Saint, Modesty Blaise, Harry Palmer, (theoretically, the 2015 Napoleon Solo also qualifies – but he may have done it long enough to have swapped types).

## **Specialists**

Specialists are employed to interpret, translate, repair, rescue, investigate, diagnose and enable field ops and no Agent, Operative or Contractor, however talented, can complete a mission without their support at some level. Specialists are broad and varied, and include intelligence service handlers. Play a specialist if: you don’t want a combat role or mainly combat role, to have some autonomy and a sandbox to play in, and like the idea of telling agents what to do remotely.

Examples of genre Specialists: Q, Company Medic, Money Penny, Diplomatic attache, Mr Waverly, Handler/Controller, ROC, RCS

## **Character Packages**

	<b>Skill</b>	<b>Skill</b>	<b>Skill</b>	<b>Skill or Perk</b>	<b>Perk</b>	<b>Perk</b>
Agents	Melee	Unarmed	Firearms	Any skill or perk	Tough	Any perk
Operatives	Any Combat skill	Non-Combat Skill	Any skill	Any skill or perk	Influence	Resources

Contractors	Any Combat skill	Any Skill	Any skill	Contacts	Contacts	Resources
Specialists	Non-Combat Skill	Non-Combat Skill	Non-Combat Skill	Any skill or Perk	Resources	Any Perk

Dark Grey : Compulsory skill Light Grey : Flexible skill choice White : Free Choice

## Skills

### Combat skills

#### Demolitions

Characters with demolitions have been trained in the art of setting charges safely and accurately. They can also defuse simple bombs and booby traps with 3 minutes or so of appropriate roleplay, but complex devices and military grade weapons (like missiles) may require a tech specialism and will be marked as 'complex'.

#### Demolitions – Advanced

Characters with advanced demolitions are able to defuse complex devices in 3 minutes, having been trained to work on such things as nuclear weapons. They are also able to disarm an ordinary device with two minutes of roleplay – provided it has not been *modified* in any way. Caution: it is wise to take adequate prophylactic medication if fiddling about near nuclear material.

#### Escapology

Characters with this skill are able to, once per IC day, escape from handcuffs, ropes, or other bindings (so if they are *tied up*) after a minimum of 30 seconds appropriate roleplay.

#### Firearms

The game doesn't draw a distinction between firearms types – any good agent will have training in everything, after all. The game uses a NERF based firearms system, with any shot that hits doing one point of damage. Darts are \*non-recyclable\*<sup>1</sup>, meaning running out of ammunition is a real possibility without adequate supplies.

Special calls might occasionally be available for various ammunition types or add ons– see 'combat' below.

Characters with firearms are able, with suitable equipment, to manufacture a limited quantity of standard bullets.

#### Firearms - advanced

Characters with advanced firearms are able to use small arms more effectively (one that requires firing for each shot) to greater effect. Characters can call triple, twice per combat scene, on a particular shot. We recommend that you only do this on shots where you are in eye contact with the target (or it is otherwise obvious) to make it clear which hit is triple.

Advanced firearms also gives access to the execute call, once per episode.

#### Melee

Safety note: Melee combat should be roleplayed in a reasonably slow, highly stylised fashion. Exaggerated reaction to the combat call is encouraged, with much reeling and staggering. The focus is on safety, drama and occasionally humour.

The knife is the easily concealed characteristic weapon of spy-fi melee, but this skill lets the character handle any weapon that involves hitting or stabbing the opponent, such as (suitably LRP safe) knives, swords, 2x4, spanners and umbrellas. A Melee weapon automatically does one point of damage when used by someone with the skill.

<sup>1</sup> By which we mean, you can't pick them up and reuse them, not that we'll run off with them forever

Characters with a particular fondness for hand to hand weapons can sometimes obtain a personalised weapon which is weighted for them and their preferred style. Such a weapon enables the wielder to make occasional special calls – akin to those of the unarmed skill - see 'combat' and 'resources' below.

Any character can attempt to parry melee attacks with a suitable item.

### **Melee – advanced**

Characters who have become particularly skilled with hand to hand weapons are automatically able to do double damage with each strike.

Advanced Melee also gives access to the execute call, once per episode.

### **Unarmed**

Safety note: Unarmed combat should be roleplayed in a stylised, telegraphed fashion. Exaggerated reaction to the combat call is encouraged, with much reeling and staggering. The focus is on drama and/or humour.

With this skill the character is able to strike six blows per combat scene and use one special manoeuvre. They may RP the move in any style they feel fits their character, for example a 'karate chop' (a definite genre staple) or a 'left hook'. They may also stun an opponent who is not expecting a blow (e.g. if their back is turned, or are not in a combat-ready situation) once per combat scene.

A character can take unarmed combat more than once. They do not gain additional *normal* blows with successive levels, but choose **one** other unarmed manoeuvre per level of unarmed combat.

*Disarm*: The character may relieve their opponent of a weapon (or other handheld item) once per combat scene, provided they can see and reach the target item. *The circumstances of the fight should determine whether the item is cast aside, or ends up in the hands of the character with disarm.*

*Dodge*: The character is able to dodge a blow or special call (stun, throw, grapple, disarm) twice per combat scene, meaning that particular call is ignored. Stuns from behind cannot be dodged in this way. Dodge can be taken more than once.

*Double blow*: The character is able to deal two points of damage with their blows, instead of one.

*Execute*: The character is able to call execute once per episode.

*Grapple*: The character is able to grapple an opponent twice per combat scene. A grapple does not entail actually grappling the player, putting your hand on their shoulder and calling \*grapple\* is sufficient.

*Stunning blow*: the character is able to stun their assailant with a well-placed hit twice per combat scene. Feel free to elaborate \*why\* it works - "Knee in the bollocks -Stun" for example.

*Throw*: The character is able to call a throw twice per combat scene, with the effect that the target character falls to the floor taking a point of damage.

## **Non-Combat Skills**

### **Cryptography**

Everything that's anything secret is probably encrypted. Like their close cousins, the linguists, cryptographers are crucial to the cold-war effort - in fact, many interpreters and codebreakers possess both skills, as they are complimentary. Cryptographers will receive a primer and a code book which will help (to varying extents) with the solving of cryptographic puzzles. Not all code books will be the same. The code book is an IC document – don't lose it.

Characters are able to read their own agency's codes without the cryptography skill.

## Languages

Linguists have a particularly crucial role in espionage – monitoring and translating anything from diplomatic speeches to covert radio transmissions. Because of the immense range of possible languages, linguists chose a bloc (West, East, Asian, African) per pick of Languages, which enables them to translate documents from a variety of different sources. Some documents will use a substitution font (cheat sheet available), others will have a cover page or leader paragraph to indicate the need for a linguist.

## Lock-picking

One of the first places people put secret things is behind locked doors. One of the first things a good spy learns to do is get through locked doors. With this skill, a character is able to pick manual locks (including handcuffs) if they have the suitable tools (or a handy hairpin and a dose of luck), or open manual safes (without blowing them up). You will be issued with a small bag of key tokens in two colours. You draw one key token when you start work on a lock, and one every 30 seconds or so. Ordinary locks require you to draw two tokens of the same colour to be successfully opened. More complex locks may require a different combination, you can check with a referee or look for a target number or detail on the locked item itself.

Booby trapped locks may trigger if you draw a particular combination. Booby trapped locks can be disarmed by use of the demolitions skill or gadget engineers, but will still require opening. .

You may keep going until you have drawn the right combination, exhausted all of your key tokens, or are discovered. Your token bag replenishes after each lock.

The resource: electronic lock pick, enables you to draw 2 keys instead of 1 key.

## Medicine

Medics are indispensable for their ability to restore the injured and dying to full health. Some specialise in accompanying teams into the field, whereas others, with a more scientific focus, might remain at base camp to perform more complex procedures. Some more unethical types may have an interest in interrogation or weapons development. Medics carry a token bag that adds a random element to medical treatment, which can be modified by the use of medical resources. Medics begin play with a basic set of surgical tools, and 3 items from the specialist resources item list.

## Medicine – Advanced

Through experience or training the advanced medic is more competent. An advanced medic can choose to ignore a red bead draw once per episode. Sufficiently unpleasant advanced medics are able to keep a target alive whilst ‘interrogating’ them, even if ordinarily the damage taken would be fatal. Advanced medics also begin play with an additional 3 items from the specialist resources list.

## Pick-pocketing

Characters with this skill are able to relieve other characters of small items- such as the very heavy secret plans hidden in their pocket that need to be removed before they ruin the line of their suit. The skill can also be used in reverse to plant an item. Pick-pockets will be given a limited number of pegs which they can discreetly attach to the target. The closer to the item of interest, the better the result is likely to be. After attaching, attract a referee’s attention to your action. Alternatively, if a character notices they have had a peg attached, they should seek a referee asap. It is also possible for other characters to draw attention to a peg, by using a suitable IC statement such as – ‘oh, I think your dress is caught up at the front there’, or ‘I think something’s falling out of your pocket’.

It is **not acceptable** to actually go into a character’s pockets or any other close-to-the-body storage spaces they might use.

If, and only if, a referee is readily available, a pick pocket character can notify a referee to their *immediate* intent to do a pickpocketing action and then do so without applying a peg – instead handing it over to the ref. A referee is at liberty to indicate they cannot supervise an action at that time.

Pick-pocket does not apply to firearms or side-sheathed knives.

### **Pick-pocketing – advanced**

Characters with advanced skills in this area are able to acquire hand-weapons such as a pistol in a shoulder holster or knife in a sheath from a character not currently using the weapon or involved in active combat.

### **Tech / Engineering**

All good genre spies are aided and abetted by crafty devices designed for espionage. Those with tech skills are responsible for developing and repairing such gadgets. But intelligence agencies also rely increasingly on new computers and communications technologies that need to work in the field, and on people who can put 2 and 2 together when faced with complex enemy blueprints. Each pick represents a particular area of expertise (Gadgets, Communications and Audio Visual, Computers, Weapons & aerospace technology) and will be accompanied by particular knacks that should be useful in play.

Techies begin play with an expertise based set of tools, and 4 items from the specialist resources item list, plus 1 additional item per expertise beyond the first.

Characters with tech skills are able, with suitable equipment, to manufacture standard bullets.

### **Science**

Unlike some games, science skills here aren't really focused on discovery and creative experimentation. Instead they provide a lot of background information, and opportunity for analysis. In game scientists might be involved in discovering what a formula is for, what a compound does, forensic analysis, interpreting satellite pictures etc, depending on their expertise. Each pick of the skill represents a particular area of expertise (Biochemistry, Psychology, Physics, Forensics) will be accompanied by a particular knack that should be useful in play.

Scientists begin play with a basic set of analysis tools, and 4 items from the specialist resources item list

### **Perks**

#### **Contacts**

You know a person who knows a person. Your character has 3 people they can probably rely on to not kill them, maybe even help them– but there may be a price. You must name your contacts and say something about them in your background. You can take contacts more than once, gaining an extra contact for each additional level you pick. Contacts are most useful for gaining information, but can occasionally procure resources.

#### **Influence**

Someone has strings you can pull. If you take influence you can chose to have significant influence in one sphere, or minor influence in three. Any successive pick gives you more influence in your chosen area, or increases the number of pies you have your finger in. Influence is less likely to bring rapid response than contacts. Choose from (By Bloc) Government, Military, Bureaucratic, Intelligence service, Other.

#### **Luck**

Despite often having been on the wrong side of a life/death situation, you've somehow managed to get out of it. The lucky character has a once per OC day opportunity to escape by the skin of their teeth. Did the bullet perhaps bounce off your union jack lighter? Perhaps some long buried memory about complex wiring

diagrams really guided your hand and whoever wired that circuit used the wrong colour. You should justify your luck with an IC rationale.

## **Photographic memory**

Some people are particularly gifted at recalling information. You can occasionally search your mind for a particular piece of information or a face, and reproduce it. Once per IC day you can intentionally memorise something that would be beyond the capability of most – for example, a couple of pages of a code book, technical drawing, numerical sequence. You can also ask a ref for guidance if you think you're missing something obvious.

## **Strong will**

You are able to maintain focus in unusually difficult circumstances. Perhaps it's a survival instinct, an anti-interrogation training technique, or plain stubbornness. You are able to deflect the mind analysing ability of psychologists, or resist (if you so choose) mind influencing effects of various substances and events better than most, but even you have your limits. Once per IC day, you can resist a truth serum, psychotropic drug, or other mind altering effect – but may also choose to play along.

## **Resources**

Characters with resources begin the game with additional material advantages. You can lay your hands on useful stuff - financial, technical, with a reasonable lead time. You can take resources multiple times, but to get hold of very rare or hard to get items (e.g. Helicopters<sup>2</sup>, Complex gadgets, Uranium, crates of guns) you would need a lot of influence and/or contacts as well. At resources 1, the character starts with two items from the list, at resources 2, they start with four items, and at resources 3, six items. The character will then receive 1, 2 or 3 items per episode. Items marked \* can only be picked once per episode.

Agent characters will be given an assortment of items by their handlers related to the mission at hand. That's the advantage of being an agent. They may, of course, buy their own resources if they chose to, but the powers that be tend to frown on people bringing their own kit to work. Something about plausible deniability. The resource list is in the appendix of the rules.

## **Tough**

From hard physical training or the genetic lottery, your character is just that bit harder to put down than your average bod, with a base hits of 5. Tough characters can also resist the physical effects of some drugs and poisons. *Can be taken twice to give a base hits of 7.*

## **Flaws**

*We expect you to RP your flaw reasonably (but not to the exclusion of everything else), but the game team can and will take advantage of them as well in terms of information and personal plot.*

## **Character flaw**

Pick a suitable weakness (such as pretty faces, high stakes gambling, dares, booze) that will come and bite you at regular intervals. When presented with the opportunity to indulge in your foible, you will – leaving you liable to be misled by pretty faces, drugged, or to take foolish risks. Expect consequences. You are not expected to do anything that you as a player find uncomfortable or distasteful as a result of this flaw.

## **Enemy**

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<sup>2</sup> It is *technically* possible to get a helicopter. But we can't phys-rep it. So we can assume that it's a no fly zone, it's broken down, or it's on another continent. Please don't ask for a helicopter.

Spies make enemies, but somewhere along the line you picked up someone with the skills and the talents to make your life more difficult on a regular basis. A friend turned sour? A spurned lover? A betrayed colleague? Whatever it was you were responsible for – rightly or wrongly- hasn't been forgotten. Enemies may affect downtime actions and create negative uptime events.

## **Green**

Specialists and newly promoted field agents are a liability. You might have completed some basic field training but for some reason when you are on an op or under fire, you struggle to keep your calm. You are likely to stand up when under cover, fail to keep your voice down, drop your weapons or other such inadvisable rookie mistakes. If a green character doesn't get injured in the field, they must take at least one point of damage they've managed to do to themselves during any op. Go ahead, shoot yourself in the foot...

## **Mental susceptibility**

Some people are just more likely to be led astray or manipulated than others, however good their intentions. Characters with mental susceptibility are less able to resist psychological effects, blackmail and drugs, and thus should roleplay greater intensity of effect. *Cannot be taken with strong will.*

## **Poor constitution**

You're a little more physically vulnerable than average Whether through previous injury in the field, or through plain old fate, you are more susceptible to damage and toxins, only having 2, rather than three base hits. *Cannot be taken with tough at any level.*

## **Under scrutiny**

You have done something that has very much annoyed your superiors. Did you trash some expensive equipment? Kill the wrong bystander? Start a diplomatic incident? Fall in love with the wrong spy? Whatever it was, a lot of effort has gone in to smoothing ruffled feathers and you will be in BIG trouble if you mess up again.

**Double flaw = Double agent** – that most dreaded of creatures, the infiltrator from the other side

It's one thing to have a cover name and false identity, it's a completely different thing to be masquerading as a trusted agent. Although your papers are perfect and your cover meticulous, there is always some kind of trail and some way to find out the truth. Always on edge, the double agent walks a particularly fine line and will likely be cut off – or worse – if discovered. *A double agent starts play as a member of a different side to the one they actually are. Make no mistake, there will be information in play that can out you if it's put together by the right people.*

## **Advancement**

At the end of **arc**, characters may pick another skill or perk.

At the end of an **episode**, characters receive *feats* – which act like temporary perks they can expend if necessary – or save for the right moment.

Success in missions has a tangible effect on the advancement of your particular cause – reducing or improving resources available to you, and your side at the next game.

# Combat and health

As a reminder, the rules are intended to represent a highly stylised genre in a stylised way. They are intended to facilitate gameplay, and look slick. As we don't have the benefit of a movie's fight co-ordinator, it's up to you to make scraps dramatic and cool – and above all, keep each other safe.

## Injury

After taking enough damage to take them to 0 health, characters immediately fall unconscious (or as soon as reasonably practicable after a combat scene) for 30 seconds. For unarmoured, undeveloped characters this would be four points. They can then move around slowly and painfully.

On any figure between negative total health (for example, -3 if standard) and -1, the character is dying. It takes 300 seconds to die.

On any figure below negative total health (for example, -4 or less for standard characters) the character dies within 30 seconds.

Any functioning character can stabilise another character, so that they stop dying. However, they can only stabilise a character for a maximum of 5 minutes.

Characters regain health without medical assistance from 0 at a rate of 1 every three hours (or completely overnight).

Characters cannot regain health while in negative figures without the attention of a medic.

## Non-combatants

In common with most LRP games, our game is considered to be a contact sport. We cannot therefore guarantee that players who are not playing combatants will not be targets of combat activity. If you are in range of a combat action, any player can call 'submit'. Alternatively, you can hide or back away from the combat rather than submitting.

## Armour

Any character can wear standard body armour if they have it as a resource. Damage comes off your armour before it comes off you, and can take as many hits as its value.

Full coverage: tactical armour covering the abdomen+ upper arms or legs, must be obvious – 3 pts

Partial coverage: armour covering the torso only; for example a bullet proof vest, or full bike leathers – 1 pts

Armour requires replacing between combat scenes if damage has been taken by it.

By and large, armour is ineffective against unarmed combat and melee, as the close range lets the opponent see exposed target areas.

## Damage and IC calls

There is no need to call for normal damage – Any hit from a nerf dart, normal unarmed manoeuvre or melee weapon does 1 damage, which is subtracted from your available health.

Damage is non-locational but we encourage attendees to roleplay particular locations if they suit the scenario.

Several calls are common to various parts of the system. Other calls/effects may emerge in play, and will be explained as they arise by a referee.

**Bang** – unsuppressed weapons always bang, and thus during gunfire, the player must periodically shout 'bang'.

**Disarm**- a disarmed character must drop or put aside (if safer to do so) the weapon (or whatever else) they are carrying.

**Dodge** - The character is able to dodge a blow or special call (stun, throw, grapple, disarm) twice per combat scene, meaning that particular call is ignored. Stuns from behind cannot be dodged in this way. Dodge can be taken more than once.

**Double/Triple** – damage is done accordingly – 2 points for double, 3 for triple etc.

**Execute** – Execute can only be used under certain circumstances and requires the executing character to be in hand to hand distance of the target character. **Execute kills a character.**

It can be dodged by *luck* – for example a gun misfires- or additionally by *dodge* if normal dodge rules apply and the attack comes from *melee* or *unarmed*; whichever method applies to the evasion, the targeted character can take 1 action before being reduced to -1.

It can be used on an unconscious character by anyone, but they must roleplay the act of executing for 30 seconds in such a way as it is obvious to anyone who sees it.

**Gas** – The affected characters are effectively stunned with much coughing choking and eye-watering. Remaining in the field of the gas does *toxic* damage. *Tough* characters may remain in the gas without being stunned, but will continue to take damage.

**Grapple** – a character can be grappled by being touched on the arm or shoulder and announcing *\*grapple\**. The grappling player should then immediately place a second hand on the target. A grappled character is effectively immobilised whilst the grappling player has two hands (or other relevant limbs) in contact. Grappling represents limb locks and wrestling holds. We encourage players to roleplay the grapple in a safe way but not to use OC grappling skills.

**Hypnosis** – a character becomes captivated by the source of the call whilst in its vicinity and unable to take purposeful actions, although they can defend themselves if attacked/threatened. A role-playing effect which may be interpreted as intensely or loosely as desired (keep it fun!) will usually follow any hypnotic call. Characters with *strong willed* are able to ignore the effect.

**Knockback**- a knocked back character must move back from the source of the damage by at least 5 long paces. If something is behind them that they would hit in that space, they hit it and may be stunned or take a point of damage from the impact, as they chose.

**Spar** – sparring does no damage and can be done with unarmed or melee combat, allowing the participating characters to ‘milk the scene’.

**Stun** – a stunned character is bewildered and disorientated for a minimum of 10 seconds – unable to make offensive actions or call out. You may roleplay a stun by reeling and staggering, or by crumpling to the floor if safe to do so– whichever seems appropriate.

**Submit** – A character that calls ‘submit’ is unresisting and on 0 hits, but conscious and mobile. (Do not use ‘surrender’ – this is an IC statement / action only). You should not attack a character that has submitted and should allow them to move away from physical fighting. **Do not** use submit as a feint or ruse, it is intended to allow people to reduce the physical aspects of the combat game if they choose to.

**Throw** – a thrown character may either fall over where they are or move clear of combat before falling. They are unable to get to their feet for 10 seconds, but may dodge further attacks while on the floor, if they have the skills to do so. Unlike most special calls, throw does a point of damage from being planted face (or butt) first on the floor.

**Tied up** – A character can be ‘tied up’ if grappled, willing (includes at gunpoint) or incapacitated. The character is then bound until released, or they escape, or run off if you only tie their hands. **Do not** actually tie a player up. It is

adequate to loosely wrap or drape something over their hands/feet (or get them to hold it) so that their OC movement is not restricted.

**Toxic** – the character is aware that something noxious is damaging their body. *Toxic* does damage to anyone in the area of its effect – *usually* at the rate of 1 per 30 seconds – which disregards any armour. Some toxic effects may persist after exposure.

## IC Drugs

Several types of pharmaceutical are available for characters to use. Others may come to light in play.

**Adrenaline** is a catch all treatment for the effect of most pharmaceuticals and is also able to rouse unconscious characters, even those in negative hits. It is administered by injection.

**Anaesthetic** is usually administered by medics by injection, whereupon it lasts for (a minimum of) 15 minutes and the character falls safely asleep. It can also be applied by shady characters in the form of 'hanky over the face'. To anaesthetise an *unwilling* character, the character must be grappled first. Don't actually put or hold something over the player's face without their consent and due care to not suffocate them. In these circumstances, the anaesthetic lasts only for 5 minutes and will be ineffective on *tough* characters. (Tough characters are welcome to play along, though).

**LSD** can be added to food or drink (following the same method as tranquilisers) or taken by mouth. It initially makes the character feel reckless, and then they begin to hallucinate. The effects last 15 minutes, but a character who has been dosed on LSD might experience a disorientating flashback at some future point. It is primarily used to embarrass political enemies, instigate distractions or by damn hippies.

**Marijuana** is the hippy drug of choice. It can be smoked or eaten and produces mild euphoria, relaxation and lethargy.

**Morphine** (or the street version, opium or heroin) is an effective painkiller when administered by injection – although medics might want to 'clean' the street forms before use. Used by uninjured characters it produces a strong euphoria and is addictive.

**Poisons** can be added to food or drink, and are represented either by using an (IC invisible) sticker on the base of the dosed item, or by attracting the attention of a ref to your dosing roleplay (which must be observable if anyone is watching), who will then pass on the information to the target. If *poisoned*, you will be handed an effects card. Tough characters will be able to resist some poisons. Poisons are listed in the appendices.

**Tranquilisers** can be added to food or drink, and are represented either by using a sticker (IC invisible) on the base of the dosed item, or by attracting the attention of a ref to your dosing act (which must be observable if anyone is watching), who will then pass on the information to the target. A tranquilised character is sleepy and unable to take offensive actions, but is able to defend themselves freely if attacked. The effects wear off after 15 minutes (30 for poor constitution), but the character remains confused about what happened during that time. **Do not** attempt seduction on tranquilised characters. It is primarily used as a way of confusing people as to their location or taking items from their person. Tranquilisers can also be medically administered.

**Truth serum** must be administered by injection; thus unwilling characters must be either *grappled* or *tied up*. It effectively makes the character very drunk, thus does not compel an average character to release the full truth but it does make them predisposed to saying what the giver wants to hear. Characters with 'mental susceptibility' should give accurate responses, which can be entertaining if questions are not precise. Characters with 'strong will' are easily able to resist the effects of a single dose (if they wish), best roleplayed with much wit and quipery. Giving a double, or second dose has a 50/50 chance of rendering the target immediately unconscious. For further doses contact a ref. The effect wears off after 15 minutes (30 for poor constitution).

# Medicine, Technology and Science (MTS)

The technological profile of the game is a strange beast. On one hand, it's a messier and less advanced thing than the 21<sup>st</sup> century offers. On the other, the genre is full of madcap scientists performing all manner of outlandish feats of medicine, miniature gadgets that we would struggle to make NOW, let alone when most computers were the size of rooms, and distinctly implausible weapons technology.

More detailed briefs on the workings of the token system and useful IC knowledge will be sent out to booked characters before the game.

## **Medicine**

Medically trained characters are given a token bag. If treating an injured or dying character, they draw tokens to see how effective their actions are. Red tokens are bad, the character is too injured to be saved (or you inadvertently worsen their condition if they are not already dying). Consumable items can give additional tokens to a treatment, meaning a greater likelihood of success. Occasionally, a particular treatment will be necessary, and absence of the treatment removes a token.

Please note, you are under absolutely no obligation, if making a successful treatment draw, to *\*give\** a successful treatment. Only another medic could notice if you didn't actually draw a red token.

## **Technology**

Rather like medics, the technologists have a token bag. If they are working on something and draw a red token, something has gone very wrong and there will hopefully be time to clear the area. A different engineer might be able to dive in and avert a crisis, but there are no guarantees.

Various technological components are available. Using a component reduces the likelihood of failure by adding a token into the bag. Occasionally a problem might require a specific component, in which case its absence *removes* a token.

Please note, you are under absolutely no obligation, if making a successful technical draw, to actually succeed at what you are doing. Only another techie could notice if you didn't actually draw a red token.

When not under pressure, engineers can use drafting tools to create plans for a project. Such plans increase the number of tokens available.

Technicians are also able to, with some study, interpret or work out broadly the nature of a type of device and its origins.

**Gadgets** – Gadget makers are inveterate tinkerers, known for their ability to make almost anything out of almost nothing, and putting together things that probably shouldn't work, but do. The gadget maker's knack is to jury rig broken devices (or sabotage them) or stick things together on the fly. Without a nice, long, development time, such repairs or inventions are very unlikely to stay reliable for very long – but a successful token draw at least means something holds together for the duration of one op.

**Comms & AV** – Increasingly, agents and operatives rely on lines of communication between themselves in the field and their back up back home. Given time and equipment, CAV specialists can make false tapes, forge photographs, develop and enlarge films, and build radio devices. On the fly, they can repair connections, redirect communications signals, listen in to secure channels and other such activities. More focused in expertise, when under pressure a CAV engineer can disregard a red token, once per episode day, if working on CAV project.

**Computers**- the field of computing is vast, and so are the computers. Computer engineers are not only specialised in the hardware, but in the programming methods as well. Almost any technical project can be improved by the use of integrated circuit controllers – ICBMs, Satellites, Advanced Aerospace vehicles. Computer engineers are able to interpret machine code, assist in cryptographic ventures, automate dull administrative activities (with the right

tapes) and rapidly reprogram (given access to a suitable machine) various computing functions. They can also repair damaged computing equipment. A computer engineer can disregard a red token, once per episode, if working on a Computing project.

**Weapons tech:** Weapons technicians are specialised in the tools of war, including modern missile systems and fighter aircraft. They are particularly adept at engineering problems relating to yields, weapons delivery mechanisms, nuclear weapons, and usually have an excellent knowledge of enemy technology of similar capability. They are able to repair and analyse weapons technology – other than crude explosives. Weapons technicians can, once per episode, ignore a red token working on a Weapon of some form. Additionally, characters with weapons tech are able, with suitable equipment, to manufacture non-standard bullets.

## **Science**

Scientists are primarily called in to consult and advise on new developments made by the enemy and to evaluate data. Depending on their specialty they might be building up a psychological profile of a dangerous opponent, conducting field tests on behalf of the Ministry, analysing a new poison, or simply be a resident boffin. It is unusual for scientists not to have other skills (usually cryptographic, technological, medical) in addition to their scientific knowledge and we would not advise someone takes *only* science skills.

**Biochemistry** – Biochemists understand a lot about drugs, poisons and toxins, the natural environment, obscure biological facts and obscure chemical facts. The biochemist has a 'knack' for identifying compounds by their effects on a person or the environment, or from the substance itself after some experimentation or tests. Biochemists can also manufacture some compounds, such as drugs and poisons, from raw materials.

**Forensics**- the art of forensic science is a new one, but it is becoming increasingly valuable. Forensic scientists are excellent at bringing together discrete bits of information into a whole, whether from complex computer information and a paper trail, or from a pattern of injuries, trajectories and residues. After spending time roleplaying in a location, (or with sufficient evidence) a forensic scientist can uncover – broadly – what happened there, or cover up evidence. They are also (usually) able to produce and detect forged documents.

**Physics** –Physicists include specialists in atomic energy, optical sciences (lasers!), space science and occasionally have obscure theories about the origin of the universe. Physicists are also noted for their mathematical abilities, which enables them to make leaps of logic in the face of seemingly disparate pieces of information, and can sometimes predict future patterns of activity given the right sort of data. In suitable circumstances, physicists can ask for information about emerging patterns. Physicists can also access iodine tablets.

**Psychology** -Psychologists are remarkable judges (and manipulators) of human beings. A psychologist, given adequate details about a person and/or their activities, can produce a personality profile of a target individual which may offer clues as to their next actions or to their identity if unknown. Psychologists are also able to analyse body language, and with careful study of a character may be able to ask a referee for information about them. Such a study is best conducted during an interrogation. Psychologists can also access tranquilisers from the medical specialist list (so, in 2 dose rather than single dose quantities).

# Appendices

## Influence

Influence is a measure of how important other people think you are, and is not tied to knowing specific individuals (that's contacts). It can be chosen for your pull in your own country or organisation and/or for another country or organisation, but does not *guarantee* a positive outcome and may leave a trail in either case.

More than a pick of influence is required to reach 'significant' after character creation. There are also levels beyond 'significant'.

Influence is available in the following categories:

**Academic** (Universities, Scientific communities, political philosophy etc)

**Arts** (Literature, Sculpture, Ballet, Fashion Design, Photography, Showbiz etc)

**Bureaucratic** (Councils, Administrators, low level civil service etc)

**Civillian Services** (e.g Police, Low level courts, prisons, fire brigade etc)

**Financial** (Banks, Stock markets, Building societies, Auctions etc)

**Governmental** (Policy, Political Activism, MP selection etc)

**Health & Medicine** (Hospitals, Health Projects, Doctors journals etc)

**Intelligence** (Agencies, stations, agents, secrets etc)

**Military** (Officers, Equipment, strategy, logistics, access to bases etc)

**Science & Tech** (Research laboratories, Technical communities, component manufacturers etc)

**Society** (Access to Movers and shakers' gossip, Garden parties and Black tie events, Who's Who)

**Underworld** (Criminal gangs, Drug deals, Forgers etc)

### *Minor influence examples:*

Get into a national nightclub or gallery event, get access to some confidential files, publish in a local journal, run a small committee or small business, get let off a minor offense, delay (or expedite) local affairs, access basic supplies, arrange surveillance, get a small loan approved 'quietly', get a forged permit, get someone roughed up.

### *Significant Influence examples:*

Get into international events, get access to some highly confidential files, publish internationally, membership of a national strategy or policy group, control a national business, access restricted supplies, borrow a valuable painting, get a large loan. May occasionally be able to employ a *minor* level of influence in some other areas.

Example:

*Lady Peridot d'Anster is an operative working for the British Ministry. She automatically gets the Perk 'Influence' and choses to have 'Significant' influence in Society thanks to all of those fancy balls and posh parties she goes to.*

*The Lady's sidekick, Kimberly Horner, is a specialist. She doesn't get influence automatically, but decides to pick it up as a free perk. She goes for Minor influence in Society (thanks Lady Peridot!), Underworld and Civillian because she's not in any way a cat burglar.*

## Resources List

**Dark grey** – Items which are assumed, if found (by most authorities) to be illegal. **Light grey** – items which are legal only under licence (or legal only in small quantities). **White** – items which are available but may arouse suspicion if ‘out of place’.

At resources 1, the character starts with two items from the list, at resources 2, they start with four items, and at resources 3, six items. The character will then receive 1, 2 or 3 items per episode. Items marked \* can only be picked once per episode.

You are free to pick from any option and are not restricted by your package; the exception is the medical and scientific (not the technical) specialist list which is only available to specialists or characters with relevant skills.

Gadgets resources	Financial resources	Scientific & medical resources	Combat resources	Misc. resources
*Multi-part (or concealed) weapon that gets through searches	£100 in cash, available in various currencies	3 items from the specialist item list (relevant skills only).	<i>Untraceable</i> Handgun or Rifle	Truth serum (character predisposed to telling the truth but is not compelled to and can be ‘creative’ with it) x 1
*Hidden small explosive device (e.g. exploding toothpaste or hidden in a watch)	£50 in gold sovereigns	Bullet manufacture kit	Ammunition, 25 rounds AP (ignores armour) or 50 rounds standard	Tranquilliser 1 x (character unable to take any offensive action, but can respond to any threat freely)
*Hidden 2-way radio	£50 in good quality gems		*DOUBLE RESOURCE: Assassin toolkit (small arms suppressor, execute card, 1 dose FATAL poison)	*Booby trapped briefcase
Body armour in clothing that can be <i>repaired</i> overnight (2pt)	*Swiss bank account (currently empty)		*Grenades, 10 of (3 damage within 10 metres, + stun)	*Suicide Pill (fitted into a tooth or similar)
Electronic bug			Body armour 3pt	Tear Gas canister (one room’s worth)
Tracking device			*Plastic explosive + 3 detonators	LSD (3 doses) or heroin (2 doses) or Cannabis (5 doses)
*Disguised miniature camera			*Personalised melee weapon (allows +1 pts damage or 1 x event execute or 1 x scene disarm)	Gas Mask
*Electronic lock pick device			*Personalised weapon upgrade (adds a new type of ability)	*Poison (Smoke Oil, Rat Poison or Arsenic) 3 dose
Exploding cigarette				*Poison (Mort de Roi, Radioactive source, Digitalis) one dose.

We are open for suggestions for suitable gadgets if you submit them in advance. We do request that you have a method of phys-repping the *effect* of the gadget, not just its existence (except where doing so would be dangerous – e.g. exploding)

## Specialist items List

Medical Items	Technical Items	Scientific items
2 x Dose of Anaesthetic	Variable output power source	Geiger counter
2 x Dose of Morphine	Transceiver unit	Scientific field kit (multi use & specialism dependent)
2 x Dose of Antibiotics	Assorted connectors x 3	Biochemistry Consumables (assorted chemicals, etc) can be used up to five times.
4 x iodine pills	Programmable module	Forensics Consumables (chemicals, etc) can be used up to five times.
2 x Dose of Tranquiliser	Duct tape	Super-computer time
2 x Dose of Adrenaline	Solder	Radiation protection gear
Hydration fluid sachets x 2	Insulated wire	
Sterile bandages x 2	Tool set (multi use, specialism dependent)	
Superglue (2 uses)	Superglue	
Surgical tools (multi use)	Electronics components (3 sets)	
	Optical component	
	Demolition disposal kit	
	Super computer time	

## Poisons

**Smoke Oil:** A debilitating but generally non-fatal poison. Commercially available (as a fumigant).

**Rat Poison:** Causes the victim to bleed more profusely and means they die faster. Commercially available.

**Arsenic:** This poison causes progressive weakness. Commercially available.

**Mort de Roi:** This poison is fatal unless treated.

**Digitalis:** This poison is fatal unless treated.

**Radiation:** A purposeful radiation poisoning is fatal unless treated. Delayed treatment is less effective.

## Changelog

Changelog	
V1.5	Including pickpocketing skills, thanks, use of tokens in seduction, text clarifications
V2.0	Including advanced medicine, calls use updates
V3.0	Updated resource list, updated 'Resources', 'Poisons', 'Influences', increased uses of consumables, decreased starting resources for medics/techs and also Pickpocketing.