





## Credits

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## Boilerplate

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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# The Score

## Hostile work environment!

Terrorists are planning to destroy vital pipelines, people are being kidnapped for ransom, and who knows what foreign dictators are plotting. Only one thing stands to protect the world from these madmen, the International Secret Intelligence Service, ISIS. The American public can rest well knowing that the best of the best are on the case.

Unfortunately, the head of the organization is more concerned with getting her hands on the new hire, the HR department is still trying to adjudicate that disgusting business about the Pita Predator, and the top agent just shot a coworker in the locker room. The coworker was *in* the locker room, not shot in the... never mind. But you're more concerned with getting these TPS reports filed before Ms. Archer gets back from her three-martini lunch while avoiding "volunteering" for that madman Krieger's latest science experiment.

Not even an international intelligence agency is above office politics and maddening bureaucracy, and you've got to navigate the bullets, red tape, and get the hell out by 5. After all, tonight is, um, uh... damn it! I had something for this!

## Movie Night

Archer, old James Bond, The Office, Office Space, Austin Powers

## Book Club

Dilbert, original James Bond novels

# Relationships...

## 1. Obligation

1. Vendetta!
2. Should have used a condom.
3. Lifedebt
4. Making up for a huge mistake
5. Because that's what family does
6. Because otherwise they'll never let it go

## 2. Romance

1. Regrettably fucked at some point in the past
2. Unrequited love
3. The love that dare not speak it's name
4. No one else must know!
5. A really bad breakup
6. Crush!

## 3. Family

1. Master and creation
2. Clones
3. "Wait, are you my \_\_\_\_\_?"
4. Estranged relatives
5. 50 shades of Oedipus/Elektra
6. Close knit family unit

## 4. Rivals

1. For the same target/contract/promotion/other
2. Dumper and dumpee
3. For the same lover
4. In different agencies
5. Agent and Criminal
6. For coolest/most macho/most kills/office betting pool

## 5. In the workplace

1. Former Partners
2. Employee and Supervisor
3. Mad Scientist and Intern
4. Newbie and Mentor
5. Agent and Handler
6. accused and accuser

## 6. On the Outside

1. Client/Service provider
2. John (or Jane)/Prostitute
3. Operative/Terrorist
4. Roommates
5. Dealer / Buyer
6. Old friends

# Needs...

## 1. To get rich

1. ... by betraying your agency
2. ... by getting that bonus
3. ... by getting in deep with the wrong crowd
4. ... with this one last job
5. ... and leave everything behind
6. ... so you can pay off your debts before they get you!

## 2. To get laid

1. ... by the new intern before anyone else
2. ... to get even
3. ... before you run out of time
4. ... for that promotion
5. ... and make them jealous
6. ... because it's been too damn long

## 3. To get back

1. ... to where you buried it before anyone else does
2. ... what you "misplaced" before anyone realizes
3. ... the secret plans
4. ... into the country
5. ... what was taken from you!
6. ... your dignity

## 4. To get out

1. ... of the office before anyone asks for your help on one more damn thing!
2. ... of these fucking handcuffs
3. ... of the country
4. ... of debt
5. ... of this ridiculous mess
6. ... with "the package" intact

## 5. To get revenge

1. ... on the person that slept with your fiancé(e)/lover/favorite prostitute
2. ... for whoever was killed
3. ... on the agency that kicked you out
4. ... for what they did to your office
5. ... on everyone! Everyone, I tell you!
6. ... preemptively

## 6. To get respect

1. ... by being the hero, even if it's a lie
2. ... by getting power, even if you don't deserve it
3. ... so they'll take you back
4. ... to show them they were wrong
5. ... to clear your name
6. ... or die trying

# Locations...

## 1. ISIS Headquarters

1. Armory
2. Administrator's office
3. Kreiger's lab
4. Break room
5. Situation room
6. Computer mainframe

## 2. Major City

1. Paris
2. New York
3. Berlin
4. Moscow
5. London
6. Singapore

## 3. Around Town

1. Penthouse Apartment
2. Tuntmore Towers
3. Down by the docks
4. The decoy business
5. Giant Mansion
6. Slums



## 4. Remote Location

1. Deep in the jungle
2. Deep in the desert
3. Deep in your mom . . . 's neighborhood
4. Training camp
5. Safehouse
6. Deep in the Arctic

## 5. Top Secret, Multi-Million Dollar

1. Super villain's lair
2. Research facility
3. Aircraft
4. Space Station
5. Underwater Lab
6. Movie set

## 6. Exotic Locale

1. Casino
2. Tropical resort
3. On a cruise ship
4. Crocodile-infested swamp
5. Giant Raceway
6. Refurbished castle

# Objects...

## 1. From the office

1. A 75-year-old bottle of Glengoole Blue Scotch
2. Carol/Cheryl's purse
3. Unmarked computer tapes
4. Sterling Archer's cell phone
5. Keys from the breakroom
6. Cyril's Passwords

## 2. From the armory

1. Spear gun
2. Night vision goggles
3. Several blocks of C4
4. Sniper rifle
5. Combat knife
6. Rocket launcher

## 3. From parts unknown

1. \$10 million in untraceable bearer bonds
2. Evidence that could destroy a political career
3. Those satellite pictures Ms. Archer was looking for
4. Valuable Human Organs
5. A suitcase supposedly containing 2 kilos of weapons-grade plutonium
6. ISIS active agent list

## 4. Off the street

1. Rocket Fuel malt liquor
2. A shopping bag full of purchases from the dollar store
3. Chino
4. A tricked-out, beat up 1995 Honda Accord with a locked trunk
5. Key to locker 184 at the bus terminal
6. Fully packed, brand new Louis Vuitton woman's luggage

## 5. From Kreiger's lab

1. Choke bot
2. Weapons Grade LSD
3. Body disposal kit
4. Silicone eggplant
5. Mind Control chip
6. Experimental helmet

## 6. Random shit

1. A literal, not figurative, ton of cocaine
2. A \$900 designer turtleneck in slightly darker black
3. Burt Reynold's keys
4. An adorable pet \_\_\_\_\_ with a bad case of \_\_\_\_\_
5. A combination microwave/toaster/blender/espresso machine
6. Title of ownership

## Optional: The element of Archer

Sterling Archer is the bane of anyone else's plan. So to add that extra bit of chaos to your Fiasco that only Archer can provide, replace two of the dice in the dice pool with stunt dice. These can be a different color, such as red (or a slightly darker shade of black). Whenever players resolve a scene, they can choose a black or white die for normal resolution or they can choose a stunt die. If a stunt die is chosen, Archer (or some other appropriate main character) **MUST** show up in the scene somehow. This is not necessarily a good or bad outcome, this is an Archer outcome. (Well, that probably means it's a bad outcome for everyone except Archer. Or maybe for Archer too.) It should change the trajectory of the scene.

Archer (or other main characters) can also make appearances thanks to your tilt elements. Just about every element on the tilt table has happened to Archer or his colleagues at some point on the show. Once you have chosen your tilt elements, don't be afraid to use Archer or other main characters to introduce them into your Fiasco if it would take it even more over the top. Remember, there is nothing so wrong that Archer has not said it or done it.

# Insta-Setup

## Relationships in your setting

For three players...

**Rivals for the same target/contract/promotion  
Agent and Handler  
Romance - No one else must know!**

For four players, add...

**Newbie and Mentor**

For five players, add...

**Agent and Terrorist**

## Needs in your setting

For three players...

**To get rich so you can pay off your debts before they get you!**

For four and five players, add...

**To get out of these fucking handcuffs.**

## Objects in your setting

For three or four players...

**A tricked-out beat up 1995 Honda Accord with a locked trunk**

For five players, add...

**Sterling Archer's cell phone  
Locations in your setting**

For three, four, or five players...

**Down by the docks**