RED SCARE

A light RPG for 2 or more players set in an alternative 1960's where the U.S.S.R invaded the United States.
Requires pencils, paper, and 6-sided dice.

It is December 22, 1963. President Kennedy was recently assassinated. The USSR saw a moment of weakness and launched a full scale invasion. It has been 4 weeks since the atom bombs exploded above our cities. Millions are dead. Your town has been occupied by Soviet troops. Power is intermittent and telephone service is almost non-existent. Radio and TV stations have been taken over or knocked out. Shortwave is unreliable due to the radiation in the atmosphere. Survivors are starting to emerge. Food is scarce and looting is rampant. First you must survive, then you can resist.

Making a Character: Write your name on a blank sheet. Now write the 7 skills listed below. Each character starts with one point in each skill and 7 more points to distribute as they wish.

Skills:
Strength: Used in feats of strength and physical combat
Aim: Used for firearms, precision tasks
Speed: Used for dodging attacks, out running foes
Social: making friends, influencing people, lying, bluffing, intimidating
Education: Anything that requires training from a teacher, book, or mentor. Examples include – first aid, electronics, auto mechanics, carpentry
Pilot: Everyone starts with one point in cars. For each point spent here, add another vehicle type – train, plane, helicopter, boat, tanks/military
Street smarts: sneaking, lock picking, hot wiring cars, and other skills of ill repute

Now pick a **Career** and **Hobby** – Your character gets +2 dice on rolls in those areas. For example, Hank is a veterinarian with a love for painting. He gets a +2 to first aid checks and a +2 to checks using his artistic ability. Perhaps he makes some propaganda posters. Let's give him a +2 bonus to a **Social** check to see if they influence people. Tom is Korean War vet with a pension for hot rods. He gets a +2 to **Aim** with firearms and a +2 to **Pilot** when driving cars.

Experience: Complete a mission and get an additional point to spend on one of your skills.

Your Game Master (GM) will provide you with a campaign map. As you gather intelligence write it on your map. Make sure this map doesn't fall into Soviet hands!

Skills Checks: When a character attempts to use a skill in a stressful or difficult situation they must make a skill check. The player rolls one 6 sided die (1d6) for each skill point. A roll of a 6 indicates a success. The GM then rolls an opposing check based on the difficulty of the task.

Easy: 1d6
Medium: 2d6
Hard: 3d6
Impossible: 4d6 or more
Each one rolled cancels out a successful six rolled by the player.

Combat: Similar to skill checks. Roll a number of dice based on the weapon. Distance weapons add a die for each point of AIM skill; hand-to-hand weapons add a die for each point of STRENGTH. More potential for damage equals more dice rolled. For example:
Knife: 1d6
Sword: 2d6
Arrow: 1d6
Pistol: 2d6 close range, 1d6 long range
Shotgun: 4d6 close range, 1d6 long range
Rifle: 2d6 all ranges
Sub-machine gun: 3d6 short, 1d6 long
Assault Rifle: 3d6 short, 2d6 long
Grenade: 5d6 in a 10' radius

Each 6 is a hit. The defender rolls one die for each point of speed. Each one rolled cancels out a hit. Hits affect the player as follows:

1 Hit – just a flesh wound, no effect
2 Hits – wound (-1 aim)
3 Hits – wounded (-1 speed)
4 Hits – bleeding (-1 strength)
5 Hits – down (-3 all skills) – requires first aid
6 Hits – incapacitated – requires first aid from another

All damage is cumulative. Each hit requires 24 hours to heal without first aid.

First aid: Roll a die for each education point. Each 6 is a success. A success reduces a character's damage by one level. First aid can only reduce 2 hits in a 24 hour period. Remember, if you are performing First Aid under fire, the GM may roll opposing dice to cancel out your success.

Background – Find an old paper map of your town (or the town your game is set in), the kind you would get from a gas station. Print something out if needed. Pick a starting location/shelter for the players or allow them to choose one. The players will use this map to document their game play.

Then choose locations for the following and keep them secret from the players:
Food Sources: groceries, butchers, bakers, etc.
Medicine: pharmacies, doctors, dentists, vets.
Weapons: hardware stores, gun stores, departments stores, armories.
Enemies: supply depots, barracks, supply columns, food distribution centers, communications, and command. Some important things may be on the map already such as trains, hospitals, military bases, and airports.

Remember there is no Internet; everything must be researched at a school, library, or government building. Some of the places on the map may be destroyed or could be held by the enemy.

The players should start with a few days food. Many stores will be looted already. Very few businesses will be operating and they will be charging outrageous prices. With the food shortages, some people will be working for the enemy in exchange for food or safety for their family. There may also be gangs of people grouped together to survive. They will be wary of outsiders. The occupying forces will also be providing limited food and water using supply trucks at various points throughout the city.

What's going on outside the city? At first the players will be in the dark. Has the whole country fallen? Spread rumors. Maybe President Johnson was killed or captured. Is there a resistance? Maybe they pick up radio signals from another towns resistance group. Maybe they see a US fighter jet fly over.
Give them small nuggets of information and let them come up with conspiracies for you.

Radiation: While the fallout has subsided in the cities, there are still areas with increased radiation. Some military sites and cities were bombed directly and will be completely off limits. Other places will cause radiation sickness if the players stay too long. The players can use a Geiger counter or radiation detector to measure their exposure. For every 2 hours in a high radiation area the players suffer a **Hit**.

If the group is highly motivated or experienced role-players they may come up with their own missions. If they are having trouble getting started, they can get recruited by a resistance group. The resistance leader can assign them missions from the table below (in order of difficulty).

Missions:
1. Collect Intel – Map out the surrounding area.
2. Recruit /Propaganda – Make posters, graffiti, underground newspapers to fuel resistance.
3. Supply – Acquire food, medicine, weapons, or specialty goods.
4. Safe house –Build a network of safe houses and supply caches around the city.
5. Contact – Seize radio station/radio equipment and get info from the outside, broadcast propaganda, or send intelligence reports to US forces.
6. Rescue – A pilot ejects from a US jet and lands nearby. They group must rescue him before the soviets find him.
7. Disrupt – Destroy enemy supply lines by derailing trains, bombing bridges, and destroying infrastructure.
8. Prison Break – Free prisoners from a soviet prison camp.
9. Assassination – Locate and eliminate soviet officers or politburo members.
10. Hijack – Take over a soviet missile launcher and direct it at enemy forces for maximum mayhem!
11. Escape – The soviets are on to you, escape the city and move to the country or another city.

Equipment: You can allow the players to start out with some random equipment from the list below. Roll 2d6.
2. Shortwave radio
3. Pistol + 6 ammunition
4. Rifle + 5 ammunition
5. Shotgun + 6 ammunition
6. 15 ammunition (DM's choice)
7. 30 ammunition (DM's choice)
8. Gas mask
9. Iodine pills (protect from radiation for 4 hours)
10. Geiger counter
11. First aid kit (+2 dice to first aid, 4 uses)
12. Survival knife (1d6)

The players should also start with basic clothing, a week of food, and $50. Use modern prices for everything to simulate war scarcity.