

1. Personal Business

☐ Each PC gets two free downtime activities

☐ ☐ PC name	☐ ☐ PC name
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☐ Mix in free play (going places, talking to people, etc.)

☐ Introduce any trouble, and ticking timebomb changes

☐ Sprinkle in some:

☐ Sensory impressions of Dosvkol, seasonal weather, local color

☐ Rumors and news

☐ PC friends, rivals, and other contacts

Trouble

☐ Update faction clocks (or don't)

☐ Check for crew trouble

Crew trouble:

☐ Check for local trouble

Local trouble:

☐ Check for escalations of ongoing troubles

Escalations:

2. Planning Meeting

- ☐ **Sketch opportunities.** Each player, as well as the GM, presents an opportunity. Provide one of: A client, a target, or an operation type.
- ☐ **Roll for payouts.** Roll crew Tier and add Tier of the target to the result. This is the payout in stacks. Bigger payouts mean bigger scores.
- ☐ **Choose the next score.** Players may also choose a secondary score for a crew cohort to attempt.

THE SCORE

From :

Client :

Target :

Type :

Payout :

3. The Score

- ☐ Gathering information, if required
- ☐ Players choose approach and loadout
- ☐ Engagement roll
- ☐ Do the damn score

4. Aftermath

- ☐ Payout (stacks and Rep)
- ☐ Pay tithe to ward boss (or don't)
- ☐ Heat
- ☐ Unwind
- ☐ Faction status changes
- ☐ Harm complications

A different player decides how the crew unwinds each time. Each PC clears 1 Stress. If they have the Quarters base upgrade, each PC also clears all level 1 harm.

Engagement Roll

- **Start with 1d** for sheer luck.
- Is this operation particularly bold or daring? Take **+1d**. Is this operation overly complex or contingent on many factors? Take **-1d**.
- Does the **plan's approach** expose a vulnerability of the target or hit them where they're weakest? Take **+1d**. Is the target strongest against this approach, or do they have particular defenses or special preparations? Take **-1d**.
- Will the crew's loadout help their approach? Take **+1d**. Will the crew's loadout hinder their approach? Take **-1d**.
- Can any of your friends or contacts provide aid or insight for this operation? Take **+1d**. Are any enemies or rivals interfering in the operation? Take **-1d**.
- Are there any **other elements** that you want to consider? Tier, location, troubles, etc.

Crit: You've already overcome the first obstacle and you're in a controlled position.

6: You're in a **controlled** position when the action starts.

4/5: You're in a **risky** position when the action starts.

1-3: You're in a **desperate** position when the action starts.

Heat

0 heat: Smooth & quiet

2 heat: Contained

4 heat: Loud & chaotic

6 heat: Wild, devastating exposure

- Add extra heat for a high-profile or well-connected target.
- Add **+1 heat** if score on hostile turf.
- Add **+1 heat** if you're at war.
- Add **+2 heat** if killing was involved.
- Add **+1 heat** if explosives were used.
- Add **+1 heat** if military-grade weapons were used.

When your heat level reaches 9, you gain a wanted level and clear your heat.