

FACING FASCISM

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The Player Characters are regular people bent on ending the reign of a fascist leader whose secret hideout they've discovered. Poorly equipped and with no military training, these civilians are the only hope for a better world. Tonight, they face fascism.

PREPARATION

Choose one of the many current or recent world leaders who have a soft spot for fascist ideology. Grab a picture of them. Having him/her as the villain would be impolite, so make the picture unrecognizable by giving him/her a fastidious mustache, a militaristic hat or any ideology-revealing garment you find appropriate. Show your work of art to the players and tell them the fictitious evil deeds this fictitious character has perpetrated against the fictitious world you chose or made up for your game.

The group has an unreliable map (use this one or draw your own) plus one of these (1d6):

1. A permit to go inside
2. Some era-appropriate weapon
3. Some era-inappropriate weapon
4. A dozen well-trained dogs
5. Assorted office paraphernalia
6. Old army uniforms (might look like current ones from a distance)

An informant told the group that at midnight (1d4):

1. There will be fireworks
2. The fascist leader does something demoralizing in secret
3. Guards are replaced by a new shift
4. High-ranking officers get drinks

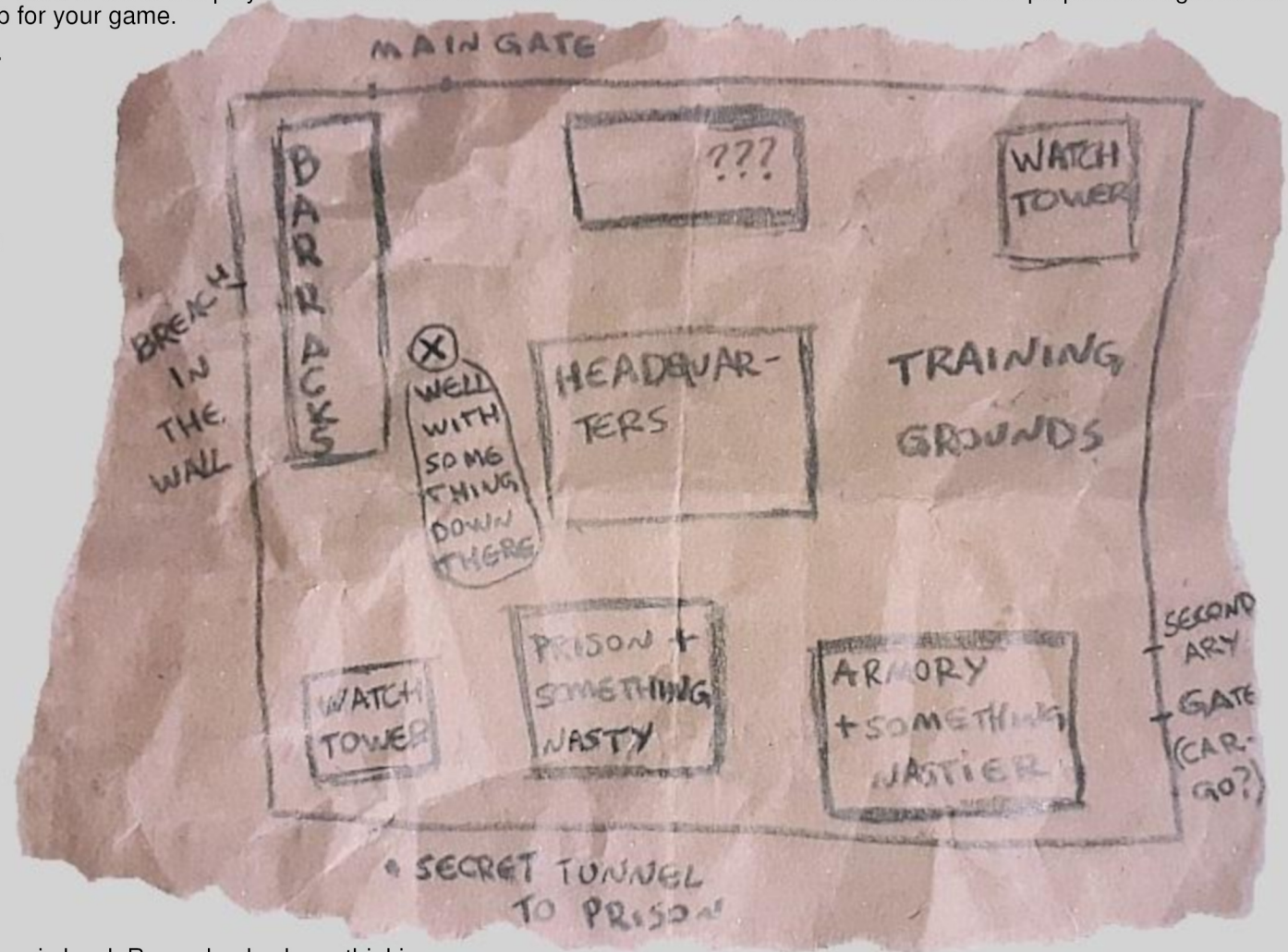
The group's informant is inside. Randomly decide where, or bring him/her on in the most unhappy moment.

The fascist leader is in a subterranean dome under the headquarters with (1d6):

1. A mecha
2. 2d6 clones of him/herself
3. A donkey — the actual evil mastermind
4. His/her whole family
5. A demon they serve
6. All of the above

The dome is (1d4):

1. Labyrinthic
2. A lab full of clones identical to the PCs
3. A holodeck
4. A mall-like building full of eccentricities



Facing fascism is hard. Reward only clever thinking.

You're both the GM and the fascist leader. Treasure him/her.

The players win if they capture, kill or demoralize the villain, or otherwise end his/her reign.

If they win, you're out of the game. You lose your authority over them. Tell the players to decide what happens to the world. If someone sabotages the conversation, that player becomes the new GM/fascist and the game is played again. If nobody can reach an agreement, the group must play some other warlike game and the victor becomes the new GM/fascist and must run this "dungeon" again for the others. Do this as many times as needed.

Don't play this game (or any other) with actual fascists.

GM INSTRUCTIONS