

Grey Ranks: What Do We Do?

Before the Chapter

1. Read and discuss the **Radio Lightning** broadcast for the upcoming chapter.
2. Choose **situation elements**, one per player, based on the upcoming chapter and character grid positions. Share these and note them on scratch paper or the back of the Radio Lightning sheet.
3. Each player selects a **reputation die** (usually a d4 to start) and takes the appropriate grid die for the chapter, for their character.
4. Choose a **mission leader**. As mission leader, you will outline the scope and particulars of the mission, with everyone's input. You will also collect dice contributed to the mission as players narrate their mission scenes.

During the Chapter

1. The chapter begins. The target number is equal to the chapter number times the number of players. **Personal and mission scenes** are available for any player motivated to initiate them, in any order. Personal scenes are initiated by a player for their spotlight character and are resolved individually at the conclusion of their scene. Mission scenes are initiated by one player for another player's character. When another player initiates a mission scene for your character, hand your mission die to the leader.

Exposing the Thing You Hold Dear

Exposing the thing you hold dear allows you to re-roll any die already rolled during the scene, using either the same die or a d12. The die you re-roll need not be your own character's contribution. Only the character's player can expose a thing held dear.

Threatening and Destroying Something Held Dear

Threatening and Destroying the Thing any character Holds Dear follows the same rule for exposing a thing held dear - You may re-roll any die in the conflict, using the same die or a d12. It's important to note that unlike exposing, you can threaten or destroy another character's thing held dear as easily as your own.

2. The **outcome of the mission** is resolved immediately prior to the last player's mission scene. The mission leader rolls all the mission dice at one time and tallies the total, comparing it to the target number to determine collective success or failure.
3. Any **remaining personal scenes** can follow the final mission scene.
4. The **chapter ends** when each player has initiated a personal and mission scene.

After the Chapter

1. Note any **reputation d8's used** and subsequent changes from negative to positive.
2. The mission leader should announce who is to be **singled out** and explain the decision.
3. Note success and failure combinations and **move characters on the grid** accordingly, in preparation for the next scene. The singled out character moves twice.

Grid Outcomes

The outcomes of personal and mission scene, when combined, indicate the direction of movement:

Winning a personal scene and winning the mission moves a character **up** one space.

Winning a personal scene and losing the mission moves a character **right** one space.

Losing a personal scene and losing the mission moves a character **down** one space.

Losing a personal scene and winning the mission moves a character **left** one space.