

Magnum
VICE
FURY FORCE

*Totally Awesome '80s Roleplaying in a
Minimalist Ruleset*

by

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TinyD6 rules based on the game by Brandon McFadden

First Edition

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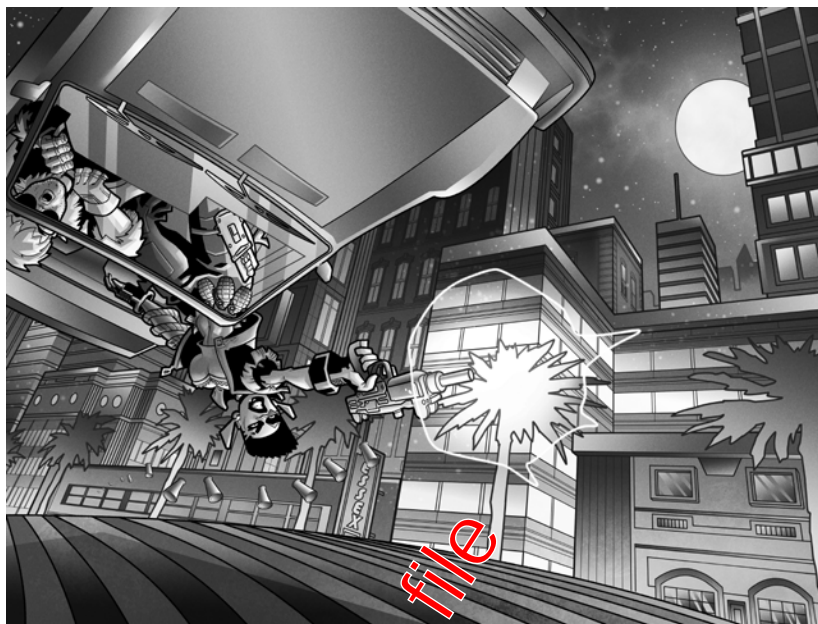
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Dedications: To 80s movies, television series, and fans everywhere. I hope you love this game.

Sample file

Note: There is mature language in this game.

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Introduction

Magnum Vice: Fury Force is a minimalistic tabletop role-playing game that delivers a satisfying gaming experience without books upon books of rules and options. You will not find classes, levels, or experience points in *Magnum Vice: Fury Force*—instead, you create organic characters that grow through roleplaying. While *Magnum Vice: Fury Force* does assume that its players are familiar with the tabletop roleplaying, newcomers and veterans alike should be able to easily understand the basic mechanics of the game.

Magnum Vice: Fury Force (also called MV:FF), focused on roleplaying '80s television and movie tropes, from shows like *Hawaii Five-O*, *MacGyver*, *The A-Team*, *Knight Rider*, and *Airwolf*, to movies like *Commando*, *Die Hard*, *Last Action Hero*, *The Thing*, and *Big Trouble in Little China*.

It's tongue-in-cheek, meant to be a little silly and lots of fun.

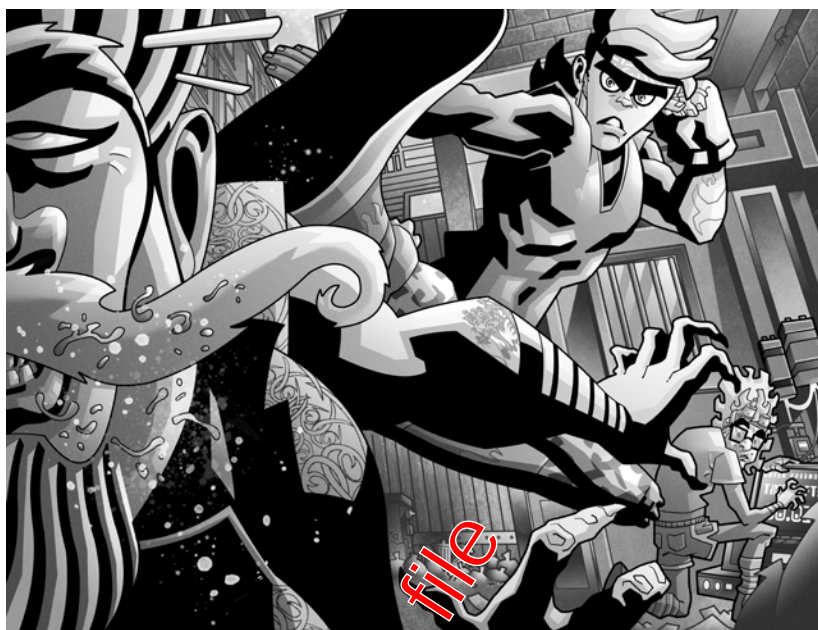
Getting Started

You will need at least two players: one to act as the **Game Master**, and one to act as a **Hero**. It is highly recommended to have at least three players acting as Heroes in a game. Each player will also need three six-sided dice, or 3d6, called a **Dice Pool**. You can make do with 1d6 by rolling it multiple times, but it's easier to have three to roll at once when needed. Besides, d6 dice are easy to come by.

You should also have some paper and a pencil to write down your Hero's information and notes. A plain index card generally has enough space on it to be an adequate Hero Sheet, which simply lists all of your Hero's information, gear, and notes.

Game Masters will usually require more paper in order to keep their thoughts and plans in order, as well as information on Non-Player Characters, or NPCs, that the Heroes will encounter.

Finally, *Magnum Vice: Fury Force* is truly a pen-and-paper game in the classic sense; however, maps and miniatures do assist in visualizing where things are so that everyone is on the same page. While maps and miniatures aren't required, they do have their place at the table.



How to Play

Before you create your heroes, take some time to get down to the nitty-gritty of playing the game.

Roleplaying games are about storytelling, and *Magnum Vice: Fury Force* is no different. Most of the game is played simply by describing your Hero's actions to the Game Master. When describing these actions, you will want to relay what you want to do, or what you're attempting to do. It is the Game Master's job to react to these actions and describe the outcome. Simple actions are typically resolved with the Game Master's consent.

TESTS

The core mechanic that runs *Magnum Vice: Fury Force* is called a **Test**, which is a roll of 2d6 from your Dice Pool. For complex actions, the Game Master will usually require you to make a Test to determine if you succeed at what you're doing. Tests are considered to be successful if you roll a 5 or a 6