

HOT WAR

CONFLICTS CHEAT SHEET

The chapter relating to conflicts can be found on pages 98–122 of Hot War

Conflict Arena (pp.100–101)

Physical = ACTION
Social = INFLUENCE
Intellectual = INSIGHT

Dice Pool (pp.101–107)

1) Start with a number of dice equal to the Attribute in use.

2) Hidden Agenda used? If yes:

Rating 3 = +4 dice
Rating 5 = +3 dice
Rating 9 = +2 dice

Remember: A character may only bring ONE Hidden Agenda into a conflict.

3) Traits: +1 die for each. Negative traits should use a distinctive die.

4) Relationships:

Positive – Player with the relationship on their sheet gets first choice on using it.
Negative – Opponent gets first choice on using.

If the conflict is with the object of that relationship in question, then the situation is reversed.

Add dice to the pool equal to the value of the relationship.

5) Tools: Bringing in a tool gives +2 dice. Only one tool per character per conflict.

6) Environmental/social effects: Any participant not involved in the conflict can add or subtract a die from ONE pool if they describe something that impacts on the situation.

7) For GMs: If you're in this conflict and don't have an NPC prepared, create a dice pool from the following guidelines (p.101):

Incompetent, cowed, incapable = 3 dice
Competent, experienced, willing = 5 dice
Very competent, unafraid, advantaged = 7 dice
Highly capable, very experienced = 9 dice

If you have an NPC, the pool is created in the same manner as for a player character.

8) Roll the dice!

Results (pp.107–110)

Highest die wins. If tie, remove matching dice until one participant has a die that opponent(s) cannot match.

Number of dice higher than opponents highest die = margin of success.

Successes can be spent on positive consequences for winning side and/or negative consequences for losing side.

Consequences (pp.110–114)

Positive

Cost	Available Consequences
1	Change a negative trait to a positive trait Lock a trait Gain a new positive relationship at 1 Increase a positive relationship or reduce a negative relationship by 1
2	Increase an attribute by 1 Gain a new positive trait Lose a negative trait
3	Reduce a negative relationship to zero

Negative

Cost	Available Consequences
1	Change a positive trait to a negative trait Gain a negative trait for this session only Gain a new negative relationship at 1 Unlock a trait Reduce a positive relationship or increase a negative relationship by 1
2	Decrease an attribute by 1 Gain a new negative trait Lose a positive trait
3	Reduce an attribute to zero Reduce a positive relationship to zero

Narration (pp.114–116)

The winner is the 'gatekeeper' of narration. They get to tell the story of the conflict and what happens because of it, but they should pay attention to, and incorporate the ideas and desires of other participants.

Remember: if any participants' highest die is a Negative trait, something awkward, or inconvenient associated with that trait must come into the narration.

Crisis Points (pp.116–118)

If an Attribute reaches zero, this initiates a Crisis Point for the character.

Action = serious injury or death
Influence = madness, catatonia, loss of willpower
Insight = self-doubt, confusion, loss of reasoning or intellectual ability

Player gets to set scene where character either recovers or is written out of the game.

If the character recovers, the attribute returns to half of its original level. They must also lose a positive trait that was used in the conflict that caused the crisis point.

Resolving a Hidden Agenda (pp.120–122)

If an agenda was used successfully, put a tick in one of the boxes on the agenda track.

If an agenda was used unsuccessfully, put a cross in one of the boxes on the agenda track.

When all the boxes are filled, the agenda is resolved. If a majority of the boxes have ticks, it resolves successfully. If a majority of the boxes have crosses, it resolves unsuccessfully.

Player gets to frame a scene where the agenda is resolved. This scene should not contain a conflict.

If successful, each cross indicates some minor negative thing to include in the resolution.

If unsuccessful, each tick represents some minor positive thing to include in the resolution.

The player may now pick a new hidden agenda for the character. It must be of a different rating to the one that has just been resolved.

For conflicts featuring multiple participants who want to aid each other, one character (the "acting" character) may use attributes, traits, agendas, relationships, and tools to create a pool. Other participants may add to the pool using the appropriate attribute and any useful traits and tools (pp.108–109).