

The Good Fight Mini-TTRPG (Solo)

You are fed up with the fear and fake smiles. This city's been under Regime control for too long. Even though you'll start with nothing, you decide you're going to fight back.

As the leader of a fledgling Resistance, your main goal is to take down the Regime at any cost. Increase your Influence in the city, while reacting to Crackdowns caused by high Heat.

Organize your Recruits, Initiates, and Operatives. Stockpile Supplies. And complete Operations to topple the Regime and TAKE BACK OUR CITY.

Roll, or choose one or more, to establish your Resistance and Regime:

d6	Resistance Values
1	Liberty & Freedom
2	Equality
3	Collective Solidarity & Unity
4	Democratic Processes
5	Truth & Transparency
6	Cultural & Historical Preservation

d6	Regime
1	Dictatorship
2	Oligarchy
3	Theocracy
4	Surveillance State
5	Foreign Occupation
6	Kleptocracy

Goal

The goal of this game is to complete any 3 Late-Game Operations. These represent decisive actions taken by your Resistance to supplant the Regime and establish yourselves in their place on behalf of the people of the city.

Tracking

You'll need to track Influence (0-500), Heat (0-100), and Supplies count. You'll also need a standard 52-card deck and room for three additional piles of cards representing your Recruit Pool, Initiates, and Operatives. It's recommended to "tap" (i.e. rotate 90 degrees) Operatives as they execute Operations to assist with tracking.

You will need to track Mid- and Late-Game Operation Opportunities as they are uncovered via Reconnaissance Operations up until they are executed. You may choose to decline or save Mid- and Late-Game Operations Opportunities and execute them at strategic times.

Turns

Each turn assign your Operatives to perform Operations, counting yourself as an Operative with skill level matching your highest Operative. It can be helpful to use a Joker card to

represent yourself when assigning Operations. Roll under for success against the Requirements column, except where noted. For failures, execute all bullet points.

At the end of every turn, the Regime attempts to conclude an investigation by rolling d100. If the roll is less than or equal to the current Heat, perform a “Crackdown” according to the following table.

Following a successful Crackdown, subtract the number of the roll from current Heat, representing Regime overconfidence in their action and providing temporary reprieve.

Roll Value	Effect	Crackdown
<= 20	-3 Supplies	Stockpile raid
21-40	-1 Initiate, or -4 Supplies if no available Initiatives	Training ground raid
41-60	-1 Operative, or -2 Initiates if no Operatives, or -2 Supplies for each Initiate not available	Safehouse raid
61-80	<ul style="list-style-type: none">• -2 Operatives, or -2 Initiatives for each Operative not available, or -2 Supplies for each Initiate not available• -20 Influence	Warehouse raid, news report labeling Resistance as “terrorists”
81-100	<ul style="list-style-type: none">• -4 Operatives, or -2 Initiatives for each Operative not available, or -2 Supplies for each Initiate not available• -50 Influence	Headquarters raid, news special detailing Resistance as “terrorists”

*Operative or Initiative cards removed via Crackdown are shuffled back into the Recruitment Deck.

Recruitment

Shuffle a standard 52-card deck to form the Recruitment Deck representing the local population. For each successful Operation that results in a Recruit Pool addition, draw a card to your Recruit Pool. Any Operative of higher value than the target Recruit, or yourself, may perform a Recruit Attempt Operation. Roll d10, if equal or higher than Recruit card value, they become an Initiate. J, Q, K = 11, 12, 13; A = 15

Initiate is an intermediate phase between Recruit and Operative representing training and loyalty testing. The Initiate phase lasts for two turns, after which they become an Operative and may be assigned Operations. “Tapping” Initiates is recommended to assist tracking this phase.

A Recruit Attempt requires a d10 roll higher than or equal to the Recruit card value. 1 Supplies may be spent to roll a d12 instead. At 50 Influence roll an additional d4, and every 50 Influence beyond this (100, 150, 200, ...) increment the die (d6, d8, d10, d12, d20 max).

Operations

Operations	Requirements	Success	Failure
Minor Vandalism/Propaganda Campaign	<ul style="list-style-type: none"> • d100 – Heat • 1 Operative 	<ul style="list-style-type: none"> • ¼ chance Recruit Pool addition (d4) • 1 Influence • 1 Heat 	None
Average Vandalism/Propaganda Campaign	<ul style="list-style-type: none"> • d100 – Heat • 2 Operatives • 3 Supplies 	<ul style="list-style-type: none"> • 1 Recruit Pool addition • 3 Influence • 3 Heat 	1 random Operative from Operation Team "detained" next turn
Significant Vandalism/Propaganda Campaign	<ul style="list-style-type: none"> • d100 – Heat • 4 Operatives • 5 Supplies 	<ul style="list-style-type: none"> • 2 Recruit Pool addition • 10 Influence • 10 Heat 	<ul style="list-style-type: none"> • 1 random Operative from Op Team "detained" for 2 turns • 1 random Operative from Op Team "detained" for 2 turns OR -2 Supplies
Gather Supplies	<ul style="list-style-type: none"> • d100 – Heat + ½ Influence (roll 3 times) • 1 Operative 	<ul style="list-style-type: none"> • 1 Supplies for each success 	None
Recruit Attempt	<ul style="list-style-type: none"> • d10 >= Recruit card value • Operative with higher value than target recruit (or yourself) • See Recruitment section for special die selection rules 	Target Recruit becomes Initiate – see Recruitment section	None
Scout/Reconnaissance	<ul style="list-style-type: none"> • d100 – Heat + combined value of Operative cards • 4 Operatives, assignment takes 2 turns • 5 Supplies 	Roll on Mid-Game Operations table to create a Mid-Game Operation opportunity	<ul style="list-style-type: none"> • 1 random Operative from Op Team "detained" next turn • 1 random Operative from Op Team "detained" next turn OR -2 Supplies
Mid-Game Operation	<ul style="list-style-type: none"> • d100 – Heat + combined value of Operative cards • Requires total Influence of 30/45/60 (easy/med/hard) (does not consume) • 6 Operatives • 10 Supplies 	See Mid-Game Operations table Success column	1 random Operative from Op Team is captured/killed and shuffled back into Recruitment Deck

Late-Game Scout/ Recon	<ul style="list-style-type: none"> • d100 – Heat + combined value of Operative cards • 6 Operatives, assignment takes 3 turns • 8 Supplies 	Roll on Late-Game Operations table to create a Late-Game Operation opportunity	<ul style="list-style-type: none"> • 2 random Operative from Op Team "detained" for 2 turns • 1 random Operative from Op Team "detained" for 2 turns OR -4 Supplies
Late-Game Operation	<ul style="list-style-type: none"> • d100 – Heat + combined value of Operative cards • Requires total Influence of 60/90/120 Influence • 12 Operatives • Takes 3 turns • 20 Supplies 	See Late-Game Operations table Success column	2 random Operatives from Op Team is captured/killed and shuffled back into Recruitment Deck

d6	Mid-Game Operation	Success
1	Embed Mole, Bribe/Coerce Regime Official	<ul style="list-style-type: none"> • -35 Heat
2	Hack/Tap/Destroy Comm Tower	<ul style="list-style-type: none"> • +25 Influence • -15 Heat
3	Stage Industry Strike/Public Demonstration	<ul style="list-style-type: none"> • -35 Heat
4	Break Out Imprisoned Operatives	<ul style="list-style-type: none"> • +2 Operatives (draw two from Recruit Deck) • +10 Heat
5	Intercept Supply Convoy/Raid Storehouse	<ul style="list-style-type: none"> • +15 Supplies • +10 Heat
6	Provide Clandestine Goods/Services to General Population	<ul style="list-style-type: none"> • +50 Influence

d8	Late-Game Operation	Success
1	Neutralize Regime Leadership	<ul style="list-style-type: none"> • -50 Heat
2	Establish News Agency and Seize Communications Networks	<ul style="list-style-type: none"> • +50 Influence • -15 Heat
3	Establish Militia and Security Forces	<ul style="list-style-type: none"> • -50 Heat
4	Liberate Prison Facilities	<ul style="list-style-type: none"> • +5 Operatives (draw five from Recruit Deck) • +15 Heat
5	Control Supply Networks/Egress Points (Airports, Bridges, Highways)	<ul style="list-style-type: none"> • +25 Supplies • +15 Heat

6	Establish Provisional Government/Organize Elections or Assemblies	• +50 Influence
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* Roll again if Late-Game Operation has already been successfully executed