

The Right Hand of Mr. Big

A short heist game for 2-4 Players

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ac·tor (ăk'tər)

Law. One, such as the manager of a business, who acts for another.

What You'll Need

- The Rules
- 36 six-sided dice (9 for each Actor)
- 4 Right Hand of Mr. Big character sheets
- Pencils

Introduction

Welcome to The Right Hand of Mr. Big! In this game, Mr. Big wants an object, and he's sent his best pair of agents to get it. However, Mr. Big's chief rival, Mr. Small, does not want to give up this object, and has sent his own pair of agents to guard it. The players will take on the role of these two teams, acting in the stead of their masters, attempting to achieve their goals. For the sake of clarity, any reference to 'Mr. Big' is meant as a reference to the person the teams are working for.

This game draws from inspirations like the Soderbergh Oceans 11, Sneakers, Mission Impossible, the James Bond franchise, games like Splinter Cell, and the comic book series The Losers. So think modern setting, with technology standing in for magic as a means for otherwise human characters to get impossible or improbable things accomplished. The game aims to be fast and competitive, with each team creating new complications to confuse, block, and delight their opponents.

Before You Begin

Before you begin the game, you should discuss the sort of game your group wants to play, both in tone and content. Find out what people absolutely do not want to have in the game, in terms of sex, violence, or other situations. Find out if folks are in the mood for something lighthearted or grim, or somewhere in-between. Everyone doesn't have to be on the exact same wavelength, but understanding where the other players are coming from will help you play to their interests, and them to yours.

Creating Actors

Each team has two Actors. If four people are playing, each receives one Actor. If three are playing, one is players is on a team by herself, and the other two are playing against her. In a two player game, each person controls one team. Each Actor is represented on a single character sheet.

Creating a character in Mr. Big's Right Hand is easy! Simply give your Actor a

name, and then discuss, with your team-mate, what the name and nature of your Team is. Are you a ragtag bunch of highly-skilled criminals? An ex-military group? Or perhaps a highly-funded corporate mercenary outfit? Find a quick description that will guide your play style and narration, but be flexible enough to adjust to multiple situations.

Then you must divide 8 dice into 4 abilities: Violence, Stealth, Social, and Acquisition. You cannot put more than 4 dice into one ability. Each ability must have 1 die. You will roll these dice once per round for each ability. After reading the ability descriptions below, you should also choose one ability as a specialty, the effects of which will be described in SECTION XX. Each Actor also gets one Team Point.

Violence is the application of brute force in an attempt to solve your problems. Gunning down your opposition is violence. Beating a computer tech for information is violence. Blowing up a building to intimidate a competing company is violence. Violence is not quiet, violence is loud and in-your-face. If you feel you have no need to be subtle, use violence.

Stealth is using your gadgets, training, and superior skills to infiltrate and investigate without being detected. Breaking into an office building and hacking a computer is stealth. Listening in on a discussion while hiding in the ceiling of a board room is stealth. Sneaking past a police cordon is stealth. You should use stealth when your main concern is to avoid exposure. Stealth is beyond subtlety, as your opponent should not even realize you've been there.

Social is using your sex appeal, savoir faire, and winning personality to entice information out of your opponents. Sleeping with a corporate stooge to get his voice imprint is social. Tricking a reluctant army officer to give you the location of the hidden base is social. Escaping the Gestapo by pretending to be a native citizen is social. When you need to schmooze your way into, or out of, a situation, use social.

Acquisition is getting the right tool for the job. Getting the layout plans to Mr. Big's volcano hideout is acquisition. The rappelling equipment that hangs you from the roof so you don't touch the pressure-sensitive floor is acquisition. Getting a helicopter with a huge electromagnet hanging off it so you can grab an armored truck off the freeway is acquisition. If you're prepared for what you're trying to do, that's acquisition.

Overview of Play

Play is arranged in 3 rounds. The basic style of game is one in which one team is defending an object from the other team, the attacking team, is trying to retrieve it. The attacking team must gather information on the object before they can obtain it. This is done via an information run. One member of the attacking team says what ability they'd like to use on the run, and what piece of information they'd like to get. One member of the opposing team describes the general situation in which the scene occurs, and what damage the attacking member will receive if they fail. With these details the attacking player describes how they will get the information. The other members of the attacking and defending team then decide if they want to be involved in this information run. Dice for the abilities are rolled and compared, and the stakes laid out are resolved, with the winner getting narration

rights. Play then moves on to the player on the side who won the stakes, but who didn't get a piece of narration. The end of the round comes when each member of the team has

EXAMPLE

Bob, John, Mary, and Fran are playing. Bob and John are attacking, Mary and Fran are defending.

Bob: I want to find out what the object is! I'm gonna use my social ability.

Mary: Alright, the only person who knows its location is the CEO of Beyond Corporation. She's making a rare personal appearance at a gala ball at an old castle in the mountains. I'll resist with violence. There's a heavy security force there.

Bob: Awesome! I'm going to wear my best tux, fit in so well with the crowd that the guards won't notice me, and seduce her! That should make her pliant enough to tell me the location of the object.

Mary: Sounds good, but if they catch you, you'll be able to escape, but we're going to be able to ID you in the future. If you lose I will know your character's identity.

Bob: Sounds good, let's roll. John, Fran, do you want to get involved in this?

John: No thanks, I'll wait for my turn.

Fran: Me too.

[Dice are Resolved, Bob wins]

Bob: Everything goes perfectly and during drinks in the tower suite she lets slip that she recently visited a very interesting project involving a 'fusion suitcase', a device that could power the entire eastern seaboard, or destroy it.

John: Alright, now that we know what it is, I'm gonna find out where it is!

How the Dice Work

Each ability has its dice rolled when it is called upon. Each ability can only be used once per Round. When an ability is used during a Round, its dice are compared to the dice of the opposing player. The highest die wins. However, this is not the end. The highest die wins, but the lower dice may be recycled as Bonus Dice. Compare each side's dice, the higher die may be moved into a Bonus Die box in the middle of an Actor sheet. An unopposed die may be moved into a Bonus Die box, as well. Each ability can have only one bonus die at a time, EXCEPT SPECIALTIES WHICH CAN HAVE TWO BONUS DICE AT A TIME.

EXAMPLE

Bob had a 3 in Social, Mary had a 2 in Violence. Bob had rolled 6, 4, 1. Mary had rolled 5, 4, 4. Mary lost the main conflict, and her first 4, but the second 4 can be moved to an ability's bonus die box.

What Do Bonus Dice Do?

A bonus die in the box counts as a permanent +1 bonus.

You can burn a Bonus die at any time to:

-Convert it into a Team Point

-Give half the bonus die's value rounded up as a bonus to a teammate's die (Example: A bonus die worth 1-2=+1, 3-4=+2, 5-6=+3)

-Use it to replace a die in a current conflict. The bonus die cannot be recycled. (Example: Bob has 6,4,1 and Mary has 5,4,4. Bob has a Bonus Die worth 4 in his social ability, and so can use this to replace his 1 and deny Mary her own bonus die. If Fran had a bonus die worth 3, she could give Mary's first die a +2, thus giving her team the win.)

Team Points

At any point in the narration of a stake a team point can be used. Team Points allow a team member to participate in the scene being narrated, with either the same skill or a different one. These dice, once rolled, are moved into the 'Moved Dice' box on the initiating Actor's sheet. Any stakes or bonus dice that are won are under the control of the team mate whose dice were moved. Bonus dice generated through Moved Dice can be given to either Actor by the controlling player.

Team points are a simple way for a team to work together and share narration rights. They are tracked at the top of Actor Sheet.

Informational Stakes

Each Team can set different informational stakes on a run. The attacking team must acquire at least 3 information stakes before they can go on a run to get the Object, neither team can act directly against the opposing team until it has acquired at least 2 information stakes specifically about the identity of the opposing team. Here are some sample informational questions for both teams, notice the overlap. If a team acquires the object early in the game, the other team will have a chance to recover it.

Attacking

What is the Object?

What does the Object do?

Where is the Object being held?

Who is guarding the Object? (2 types: General and Specific Countermeasures)

Who is opposing us? (3 types: General and one for each member of the opposing team)

Defending

Who is opposing us? (3 types: General and one for each member of the opposing team)

What is the oppositions base of operations?

How can we improve our defenses?

Other Stakes

Instead of getting information from a conflict, you can set other Stakes.

-Giving negative modifiers to an opponent's ability.

-Giving yourself an added bonus the next time a specific ability is used or used against you.

-Make the bonus or negative modifier permanent.

Any sort of numerical bonus can be on the table as a stake, but your opponent must agree to it. In addition, you can set multiple stakes for a single run. So you could have an informational stake as well as a negative modifier on the table. You cannot set more stakes than you have dice in an ability and you cannot convert staked dice into bonus dice. These bonuses or negatives cannot be greater than + or - 2, unless the team setting the stake has 2 information stakes about the identity of the opposing team, in which case the bonus or negative modifier can be equal to the difference between the respective dice. Informational dice are always the highest, with negative modifiers being next and positive modifiers being last. Unopposed dice can only be + or - 2. These modifiers only last one use, unless permanence is a stake.

Character Death

Once a team has 2 information stakes dealing with the identity of the opposing Actors, direct action against those actors is possible. This means character death is on the table. If a player agrees to the death of his Actor, and loses the stake, all the bonus dice and other bonuses and such are discarded. A new character is written over the old one, with new stats and one Team Point. Each team loses an Information Stake. Play progresses from there.

End Game

At the end of the Third Round, whoever has the Object wins. This game should take about 2 hours to set up and play.

The Right Hand of Mr. Big

Actor Name: _____

Organization Style: _____

Specialty: _____

Team Points

Violence	Social	Stealth	Acquisition
Bonus Die	Bonus Die	Bonus Die	Bonus Die
Moved Dice	Moved Dice	Moved Dice	Moved Dice