Volume 2 Issue 2

2 Bits of Words
2 Games of Conflict

Price: Free (0$)

Countermoves

April 2004

This copy of Countermoves provided by

Small Games for Big Fun

The Game Zine

Available at this countermove.sourceforge.net or on the web at the establishedmark.
End Notes

Remember the Countermoves chant:

"Games" cards, rolling dice, moving chips, resolving conflict, hissing. "Games" games, games, games. Playing games, rolling dice..."

Remember the Countermoves chant:

"Games" cards, rolling dice, moving chips, resolving conflict, hissing. "Games" games, games, games. Playing games, rolling dice...

End Notes

By Tom Higgins
no where before this time.

As Onion Wells put it, “We will serve

eyes, mine.

If people please at least one set of
when they are in shape and form
many mirths to all the use and
They will happen when there are
and so we have our new schedule

(4) Good things take time, people will wait for them.

count your articles until they are written.

(3) Never count your chickens before they hatch, which in this context means never

the fact.

You can not do a zone without articles.

No matter how much people want to see it more often, you can not pull out issues

(2) You can not do a zone without articles.

A wise person once told me that “Less is More.” He was on to something.

The last issue:...

The choice we are given, and the choices we make for ourselves, certainly

with this second one was drastic.

in hopes of a better solution.

do we seek space; do we wait

are the choices we are

Ranking

Editorial

Commercial Editions of Werewolf
If you have any more information about the origins of the game, please send me a note.

send me a note. etry'thing@bp.com.

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11. Advance your position in the Mission Track and go back to 1.

10. If the enemy forces have been defeated or if your team member with Medical experience can treat a fallen soldier, move to the next number on the Mission Table.

9. You may choose weapon(s) other than the ones given in the Team Tabla. You can only choose weapons if the mission phase is still ongoing.

8. For combat, check morale (if the group suffered a kill).

7. All players: if the player closest to the front line has been captured, everyone must remain in their current position.

6. Each turn, one player must move the dice to the Front Line (if any) to advance the Front Line.

5. Surprise Check: for each man involved (including the group leaders):

4. If no enemies are spotted, go to 11. Otherwise, determine the enemy position in the Front Line.

3. Roll 2d6 in the Event Table and keep track of the enemy forces located in the current position in the Mission Track.

2. Check the weather effects when applicable.

1. You are not required to move the Mission Track until you reach the next step in the Mission Track or until you reach the final step of the sequence.

Mission Track:

You can change formation during the Movement Phase.

Open Order Movement: your men are not in any specific formation, but are free to move wherever they wish.

Formation:

Specify the formation during the Movement Phase.

E.g., 'B02' provides a front-line cohesion and a strong center. You can change the formation during the Movement Phase.

We recommend using the formation in the Team Table to ensure maximum efficiency.

Range:

If your movement is 20 units, you can move to a new position in the Front Line.

If your movement is less than 20 units, you must remain in your current position.

Possible Variations:

The game may not be played exactly as described. It is possible for the moderator to make changes if necessary. The moderator may also choose to vary the rules or add new ones at their discretion.

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From the beginning, it is clear that the game is not an easy one. Some players may find it challenging to keep track of their movements and make strategic decisions. The moderator may need to intervene to keep the game flowing.

The game is designed to be played by groups of three to five players. Each player represents a different group, and their decisions will affect the outcome of the game.

If the number of players is small or even if players improve the character's abilities, this may become a more difficult task.

In the event of a first day of the game, the moderator will make decisions on the spot, and the players will need to follow these decisions closely.

If there are no players left or if the game has ended, the moderator may choose to end the game immediately.

The moderator has final say in any confusion or disagreement among the players. The moderator's decisions are final and cannot be overturned by the players.
**Technical Notes**

**Weather Effect**

When everyone closes their eyes at night it's best for people to also start thinking about the weather. Oleady mark the wound or cut with the wind direction (at least for the 2 soldiers). If the result of 1-4 on D 6 he is wounded is successful: the selected character is still alive. If 5-6 it's a roll on D 6 to find if the wounded character is still alive.

The result is applied. In this case you must roll a dice in the wounded effect table and apply some missions or theater of operation will indicate if a special weather condition applies.
## Mission Track

*Know how many beginning steps you need (depending on the level). On the last column it is 7 steps.*

<table>
<thead>
<tr>
<th>Event</th>
<th>Drop Steps</th>
<th>#</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opening</td>
<td>7</td>
<td></td>
</tr>
<tr>
<td>Outro</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

### Mission [Mission Table]

<table>
<thead>
<tr>
<th>Title</th>
<th>Phase</th>
<th>IX: Opening</th>
<th>IX: Outro</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

#### Option 1: Meeting

1. First mission: 7 steps (9 steps)
2. Next mission: 1 step (9 steps)

#### Option 2: Meeting

1. First mission: 7 steps (9 steps)
2. Next mission: 1 step (9 steps)

#### Option 3: Meeting

1. First mission: 7 steps (9 steps)
2. Next mission: 1 step (9 steps)

---

**Winning**

**Repeat until one side wins.**

- **Scenario 1:**
  - If the player is found dead, and the remaining players begin to discuss... (the game ends when all but one player remains)
- **Scenario 2:**
  - If the player is found alive, they secretly learn another player's statuses. They then start to discuss... (the game ends when all but one player remains)

---

**Divide up:**

- Divide the players into two groups: Werewolf and Non-Werewolf.
- The players in the Werewolf group must vote to kill someone in the Non-Werewolf group, and vice versa.

**Winning:**

- The Non-Werewolf team wins if they kill enough Werewolves so that the numbers are even.
- The Werewolf team wins if they kill both Werewolves.

---

**Post-mission debriefing:**

- Reflect on what went well and what could be improved.
- Discuss any strategies or tactics that were used.
- Provide feedback on the level and the mission setup.

---

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---

**Questions:**

- What lessons can be learned from this mission?
- How can we improve our team strategies?
- What feedback can we give to the players who need it?
The mod wants bloody justice.

Now it is day.

he was and leaves it face-up.

The mod reveals his cards. The mod reveals his card and immediately deals and rolls of the game. He reveals his card. Showing what he indicates the person that the Werewolves.

The mod says, "Everybody open your eyes! It's daytime. And you have been torn apart by Werewolves."

then says, "Close your eyes!"

The mod says, "Seer, open your eyes. Seer, open your eyes. Seer, pick someone to ask."

When the Werewolves have agreed on a victim, the mod turns the Werewolves, close your ears. Understands whom they picked. The mod says, "Werewolves, pick someone to kill."

The mod says, "Werewolves, open your eyes."

there are no restrictions on speech. Any living player can say anything.

The mod wants to misdirection, house, or balance the game. No dying wholesome allowed.

The mod says, "Werewolf, of the see."

There is a majority of players who for a particular player to die. The mod says, "The mod wants bloody justice."

Now it is day.

he was and leaves it face-up.

The mod reveals his cards. The mod reveals his card and immediately deals and rolls of the game. He reveals his card. Showing what he indicates the person that the Werewolves.
### The Game Night and Day

The game proceeds in alternating night and day phases. We begin with the sight of a lyncher.

There is one of the villagers secret, the second sight, the seer, and can detect everyone in the village. Everyone else is innocent Human villagers. They are trying to distinguish them out. They are now secretly werewolves. They show themselves to be the werewolf.

All members of the group can choose a moderator in advance. The moderator then takes the role of "Werewolf" cards, shuffles the rest, and hands them out one by one. Each player should look at the card and make sure it is not "Werewolf". Then, they should deal seven cards, one of which is a Werewolf. The player with a role written on each card is the seer. The moderator reveals his card, and the other moderator reveals his card. Everyone now has a role.

### Setting Up

1. Really like it but then I go to some strange places.

Werewolf is a simple game for a large group of people (seven or more). It involves真的 topics, second-guessing, calling out liars, and modulating in a circle. It's not all party game. Except that it's a game of

Werewolf cards by Walter O'hara by Andrew Plotkin

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Player</td>
<td>The player acts as a character in the game.</td>
</tr>
<tr>
<td>Seer</td>
<td>The seer has a special card that indicates the location of the werewolf.</td>
</tr>
<tr>
<td>Liar</td>
<td>The liar has a special card that indicates the location of the seer.</td>
</tr>
<tr>
<td>Killer</td>
<td>The killer has a special card that indicates the location of the seer.</td>
</tr>
<tr>
<td>Werewolf</td>
<td>The werewolf has a special card that indicates the location of the seer.</td>
</tr>
<tr>
<td>Notes</td>
<td>ID</td>
</tr>
<tr>
<td>-------</td>
<td>----</td>
</tr>
</tbody>
</table>

**MISSION TRACK**

<table>
<thead>
<tr>
<th>Mission</th>
<th>G</th>
<th>MWG</th>
<th>MFG</th>
<th>EN</th>
<th>W</th>
<th>NC</th>
<th>Pitch/Aim</th>
<th>Time/Travel</th>
<th>Area</th>
<th>Info</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</tbody>
</table>

Way of the Warrior

**Historical Note:**

Any 6 CPs can create a fire group with 5 soldiers.

Add 2 CPs to the base to give a full experience to a new team member.
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Page 12

Weather Effects

Weather Effects (Table)

Table 2.5: Weather Effects

<table>
<thead>
<tr>
<th>Effect</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>30%</td>
<td>Rain</td>
</tr>
<tr>
<td>40%</td>
<td>Snow</td>
</tr>
<tr>
<td>50%</td>
<td>Fog</td>
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<tr>
<td>60%</td>
<td>Hail</td>
</tr>
</tbody>
</table>

The table above shows the various weather effects that can be applied to the game. Each effect has a percentage chance of occurring, with higher percentages indicating a greater likelihood of the effect occurring.

Steps

Steps Table (Table 26.3)

<table>
<thead>
<tr>
<th>Steps</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Move light</td>
</tr>
<tr>
<td>2</td>
<td>Move medium</td>
</tr>
<tr>
<td>3</td>
<td>Move heavy</td>
</tr>
<tr>
<td>4</td>
<td>Move station</td>
</tr>
</tbody>
</table>

The steps table outlines the different movement options available in the game. Each step has a specific description of the movement type, allowing players to plan their movements accordingly.

Objectives

Objectives Table (Table 26.4)

<table>
<thead>
<tr>
<th>Objectives</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Capture the flag</td>
</tr>
<tr>
<td>2</td>
<td>Defend the base</td>
</tr>
<tr>
<td>3</td>
<td>Destroy the enemy</td>
</tr>
</tbody>
</table>

The objectives table outlines the various goals that players must achieve during the game. Each objective has a specific description, helping players understand what they need to do in order to succeed.
<table>
<thead>
<tr>
<th>Town Street</th>
<th>12 drops</th>
<th>5-6 Small Building</th>
<th>4 Town Hall (building)</th>
<th>3 Town Hall (building)</th>
<th>2 Town Street</th>
<th>4 Village Street</th>
<th>2 Village Street</th>
<th>1 Village Street</th>
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<td>4 Town Hall (building)</td>
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<td>3 Town Hall (building)</td>
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</table>

**Legend:**
- **Road:** represented by a straight line.
- **Crossing:** represented by an 'X' symbol.
- **Building:** represented by a rectangular shape.
- **Hill:** represented by a small hill symbol.
- **Hill Top:** represented by a small hill symbol at a specific location.

**Note:** The map is a simplified representation of the terrain and routes. The numbers indicate the number of drops or steps required to navigate through the area. The map is designed to help players understand the layout and obstacles they may encounter in the game.