

BOOM

Bomb-Oriented Operation Manual



BOMB-ORIENTED OPERATION MANUAL

A bomb has been placed by **[Faction]** in **[Location]** to **[Goal]**. FIST has discovered the existence of the bomb because **[reason]**, but will have to **[approach]** to figure out the exact location of the bomb. The mission is complicated by **[complication]**, and the clock is ticking before **[stakes]**.

1D8	FACTION	LOCATION	GOAL
1	CYCLOPS splinter cell	Children's hospital during power outage	Assassinate visiting world leaders
2	Doomsday cult with psychic powers	Dimensional research facility mid-experiment	Breach containment of paranormal entities
3	Experimental AI gone rogue	International peace summit	Collapse local spacetime
4	Military-industrial double agents	Nuclear power plant in meltdown	Create a temporary dead zone for psychics
5	Private security firm, secretly run by a hive mind	Orbital space station with failing life support	Force evacuation of ultrahuman residents
6	Quantum terrorist cell	Presidential bunker during crisis meeting	Prevent a crucial historical event
7	Rogue cryptozoologists	Retrofitted WW2 bunker filled with priceless art	Release an experimental bioweapon
8	Time-traveling saboteurs	Underground mutant refugee shelter	Trigger dormant alien technology

1D8	REASON	APPROACH
1	Anomalous precognitive warning	Convince the bomber's estranged family to help
2	Bomber's child reached out for help	Gather intel from three competing crime syndicates
3	Discovered plans in enemy scientist's mind	Infiltrate high-society fundraising gala
4	Intercepted impossible radio signals	Navigate the target's psionic defenses

1D8	REASON	APPROACH
5	Previous version of themselves warned them	Piece together fragmented security footage
6	Recognizing their own future handiwork	Race against rival mercenary group
7	Telepathic distress call from hostage	Track temporal displacement signatures
8	Time-delayed message from dead operative	Use experimental truth serum on captured guard

1D8	COMPLICATION	STAKES
1	Bomber has psychic dead man's switch	All local memories will be permanently erased
2	CYCLOPS has infiltrated the response team	Dimensional breach will swallow the city
3	Local reality becoming increasingly unstable	Experimental AI gains access to nuclear codes
4	Multiple identical bombs, only one is real	History is permanently altered
5	Required defusal tools are in a time loop	Mass ultrahuman activation event occurs
6	Target area is under mass memory alteration	Psychic shockwave triggers violent outbreak
7	Time moves differently near the bomb	Temporal anchor point is destroyed
8	Ultrahuman powers are being suppressed	Viral mutation spreads through population

MAKING A BOMB

Locating the bomb is only half the work - next comes the defusing. A method I like for this is a **LOGIC GRID PUZZLE** and a **REAL-LIFE TIMER**.

LOGIC GRID PUZZLE

Find a good logic grid puzzle online, and see if you yourself can solve it. I like the ones on [Brainzilla](#). After solving it, make note of the solution and the clues. Next, reskin the clues into feasible bomb elements. Let's take the [Apples to Apples puzzle on Brainzilla](#) as an example.

		Amount				Basket			
		20	22	24	26	blue	green	red	white
Name	Berenice								
	Gina								
	Rachel								
	Trisha								
Basket	blue								
	green								
	red								
	white								

Clues Answer

1. Rachel used the white basket.
2. Rachel carried 4 more apples than the girl that used the red basket.
3. The girl that carried 20 apples is either the girl that used the red basket or the girl that used the white basket.
4. Gina carried 4 more apples than Berenice.
5. Berenice used the blue basket.

The *Baskets* can be reskinned into **WIRE COLORS**, the *Names* can be reskinned into **CUTTING ORDER**, and the *Amount* (a numerical value) can be reskinned into **VOLTAGE**, as in, "cut this wire at the right fluctuating voltage".

REAL-LIFE TIMER

See how long it takes you to solve the example puzzle, and add 5 or so minutes - the players will probably need to figure out what to do for a bit. I find **10 minutes** to be a good baseline. Depending on FIST's performance during the mission, you could modify the time players have to disarm the bomb:

- 15 minutes if they found the bomb quickly, and the mission went smoothly so far.
- 10 minutes if they found the bomb after some delays.
- 5 minutes if they suffered significant delays.

CLUES

Finally, FIST needs to have the actual clues. This can be as simple as "a partially burned scrap of paper next to the bomb, with only this legible...", or be an item FIST recovers from an operative or infiltrator on their way to the bomb.

EXAMPLE READY-TO-GO BOMB

A conventional explosive with four colored wires (blue, green, red, white) and a voltage meter fluctuating between 20V-26V at intervals of 2V. Each wire must be cut at a specific voltage in the correct sequence. The procedure cannot be bypassed - it must be solved.

Next to the bomb, a partially burned dismantling instruction can be found. All that is legible is the following:

- The white wire must be cut third
- Third wire must be cut at 4V higher than red wire
- Wire to be cut at 20V is either red or white
- Second wire requires 4V more than first wire
- Blue wire must be cut first

SOLUTION

1. Cut blue wire at 22V
2. Cut green wire at 26V
3. Cut white wire at 24V
4. Cut red wire at 20V