

# MISSION FAILED

Unfortunately, it looks like you have been slain on the battlefield! Better luck next time!

## DEAD PLAYERS

Nodlied (Spectator)

Mojoman

OrangeP47

TheIrishMan

Category 5 Hurricane

Jeod

Welcome to the shadowlands, Nodlied!

It is I, the glory of the all seeing eye. Let it be known that I suspect Voe of being a Chameleon Spy the moment I saw somebody(?) ask if he had a gun and that he went out of his way to say that he did. Feels very scummy to me.

Would you like to know for sure, or stay in the dark for the time being?

I am light, so I'm never in the dark. I'm always right.

It just felt so obvious from Voe.

That's fair. Probably good for him that you're not playing :v

Also, as an aside, I didn't expect D1 to be anywhere near this interesting. I was totally expecting the usual "D1 NoLynch, minor banter, nothing else" affair that we're used to. NOPE, not the case here!

I seem to recall a quote from you in APB Mafia 1 where you said that Voe never does out-of-the-blue-BS as scum, only as town. I feel like that's even more apt for Mojoman, especially this game. (Mojo, when you read this later, this isn't a dig at you-quite the opposite. Town!Mojo is ALWAYS entertaining as hell, regardless of the circumstances.)

It's taking everything in me to not point out that Nat 1s and Nat 20s exist...

## NIGHT ONE

I gotta say Mojo, that was a ballsy move claiming Disc Thrower.

Bah I wish I had more time today. Of course my 1 day off is full of stuff. At least people should have plenty of fun stuff to do in the meantime. Excuse the fact there was 2 people typing here, I was accidentally on my wife's gmail.

It's all good. Honestly, you weren't too far off from how I'd design a disc thrower (which I might throw on the role sheet for next game, even if I don't actually use it).

I'd love to have disc thrower in that game so I can seriously claim it. Man, I wish I had shot Voe now. I was feeling it, since he's oddly active. I wonder if people will notice my misgivings on him.

Good question. Nodlied definitely picked up on them. Speaking of which, spoilers or no (since I technically haven't confirmed anything yet)?

I'm for spoilers, assuming you can trust everyone to be quiet about it. I know Shade last game kept deadposting.

I don't think deadposting actual spoilers is a thing anyone here would do.

Scumteam is Jeod, Voe, and iLikeToSnipe.

Not 4? Poor Anon\_Kat. Voe was the only one I suspected. I'm going to be real honest here, I thought at the start the dig in was a day ability and I was already in too deep when I realized. Literally anyone I wanted to shoot was a good choice. Oh well. More fun this way.

Yep, now you can watch the chaos in peace.

## DAY TWO

So, I think a bit of explanation is in order, Orange. The neurotoxin that hit you is a unique kind of unstoppable kill in that it resolves before anything else instead of just piercing through doctors and roleblocks/rolestops. Had they tried to use it on you N2 (while you were still in the air) or N3 (where you would start the night in the air, but auto-land the same night), it would've failed. It and your role was a bit of an experiment on my part. Hope that clears up any confusion!

Ha, this is great, not mad. (that's not sarcasm, I'm actually quite enthralled with OOTP at the moment, so now I have more time for it)

Cool. I figured you'd be the one to be chill with this development.

Honestly if I was the D1 vote I'd have been fine with it, because while I'll defend my actions, I did put myself in that position.

I so much want to just like Jeod's "Wow" but that's probably too much deadposting haha. Really sums up how I feel too, heh.

Just read the spoilers, interesting team. Voe and Jeod I both could have lightly seen, but ILTS, I would have never guessed, he had me pocketed definitely.

Yeah, RNG accidentally rolled a scum powerhouse. That and their abilities make me feel that this game is going to be fine (despite the 10v3 giving me second thoughts upon reflection occasionally.)

Permission to do one last shitpost :v (basically just commanding everyone to like the map I posted)

Permission granted.

Haha, that's a great response from "me".

Thanks. It felt appropriate.

Voe bringing his A-game. Over lunch today, before I knew Jeod was scum, I thought Jeod was baiting the NK, so interesting that Voe's now bringing that up. This is a power play.

I think the arguments going on are things we haven't seen enough of recently, and the coordination in the scumdoc is incredible. I'm eager to see how this all plays out. Right now, in addition to Voe's power play, they've elected to let Retal and Chop take the lead and argue against each other.

Indeed, often the right move as scum is to just let town tear itself apart. I don't think town stands a chance unless Cat 5 steps up big today.

Cat5 bringing out the big guns would be a huge help for Town today. It'd all be from his usual analytical mindset as well, since he rolled Light Infantry.

So why did they pick me?

A few reasons. They felt you and Cat5 were big threats as players, they thought your JumpJet claim was to hide your actual role (Voe suspected cop), and they wanted to use it to set up the idea that scum was trying to frame Snipe if it ever came up.

I'm glad I'm "a big threat" as town now, because generally I think my town game is pretty weak. I'm only god-tier as scum.

BTW majority should now be 0/6 not 0/7.

Ah, good catch!

Shade is totally butchering what I said.

Par for the course. Eventually, someone's going to just quote one of his posts and say *[citation needed]*.

I knew you made a real roleclaim Orange. It was too specific not to be. Not sure why you decided to shoot at me though.

The whole "no matter what, we lynch Louis" is a pretty super strong scum tell in most circumstances.

I feel like I've gone through every scenario of being stupid but this is the first time it got me shot at.

Also where's the cop claim? If town doesn't claim soon, scum could. Probably Voe posing as the cop.

Even knowing the scum team, still should have lynched Louis.

I mean, I'd argue even seriously no, but it was half a joke shot even, we weren't even out of the joke phase.

Oh yeah what was your real hit chance? I assume if it was half a joke it was low.

Oh, my shot was real, I meant Louis' shot was mostly a joke, so you getting worked up about it set me off. My stuck was 25% and hit 50%, but hit reduced to 25% when in flight.

Ah okay. I'll be curious what iLTS hit chance was, big risk as scum. Or easy enough to play off since I was an easy target.

Who do you think is the cop?

TBH I don't know yet.

You're not going to believe the answer.

Is it Shade?

Yup. He investigated Irish and got a Town result last night. The fact that he didn't self-check is something I'm expecting Voe to pick at.

**Sigh. Oh well, this can only get more interesting IMO. Also, is Anon any special role? Anon is a Light Infantry. He's the only one I didn't RNG to make it easier on him.**

**I wish Cat 5 was here to argue with Shade. Voe should argue that Shade killed me so I can't flex my stats degree on him anymore.**

**I wonder if someone's going to try to get him to shoot to prove his own point.**

**If scum is smart they'll accuse him of being scum trying to get town to waste shots.**

**I could see Jeod doing that. Maybe iLikeToSnipe. Voe probably will (and has) call him dumb and leave it at that.**

**ILTS would probably be better served not saying that, given that he's shot.**

**I agree with Retal, especially now. I'd love to see your take on the wagonomics on D1, and how Shade wants to examine it.**

**My analysis would probably point at chop, and from other people's PoV with me being dead and town, even more so. Unfortunately it's the wrong conclusion, other ones it points at is Irish. The argument could be made for Shade, but I probably wouldn't go for Shade because he's within his meta.**

**That said, Jeod also being off wagon, specifically a no vote, while also having set off my scum detector was also a bad look, but that wasn't 100% wagonomics. Unfortunately, while generally you should be harsh with people claiming to be afk yet still actually doing stuff, I'd probably let them slide by at least for now so I dunno if I'd actually go in on anyone claiming to be busy, just depends on my mood/other things which we can't know now because I'm dead/know who it is.**

**Overall if I was still alive, I don't know if I'd be able to pick out the scum team, but I would be very annoyed with the gamestate with everyone basically accusing literally everyone, because that's unproductive for town. However, if I was alive, it's hard to say if that would be the game state, because the chaos is in large part because I died :v So I guess good kill scum.**

**Welp, this game will end in two different possible ways: 1 They steamroll the entirety of Town or, 2, they get Cocky and get absolutely demolished. Hoping for the latter.**

**It's possible if they're not careful. In his attempt to maintain distance, Voe's the only person remembering that Jeod softclaimed a power role D1. Chop also tracked Snipe to Cat5 last night (though no hijacking happened because Light Infantry). Jeod also said in the scumdoc that he softclaimed in case someone needed to go down for the team.**

They also believe Chop is the Riot Trooper, and that he jailed Snipe. So far, they haven't considered the idea that Cat5 isn't actually a power role.

I think, trying to be 100% objective, if I was still in the game, and imagining how the game would be if I was alive and someone else was dead, I'd move Jeod into the scum pile but probably wagon someone else, keep Voe as null, and still have ILTS be towny (barring revelations from Chop).

So for my "pre-spoiler credit" I'm going to claim  $\frac{1}{3}$  with just Jeod.

Though that said, it depends on how he played the soft claim in the world in which I'm alive too, because I would have DEFINITELY called him on it, since I had noticed it but half-suspected he was light infantry baiting the kill to protect actual PRs.

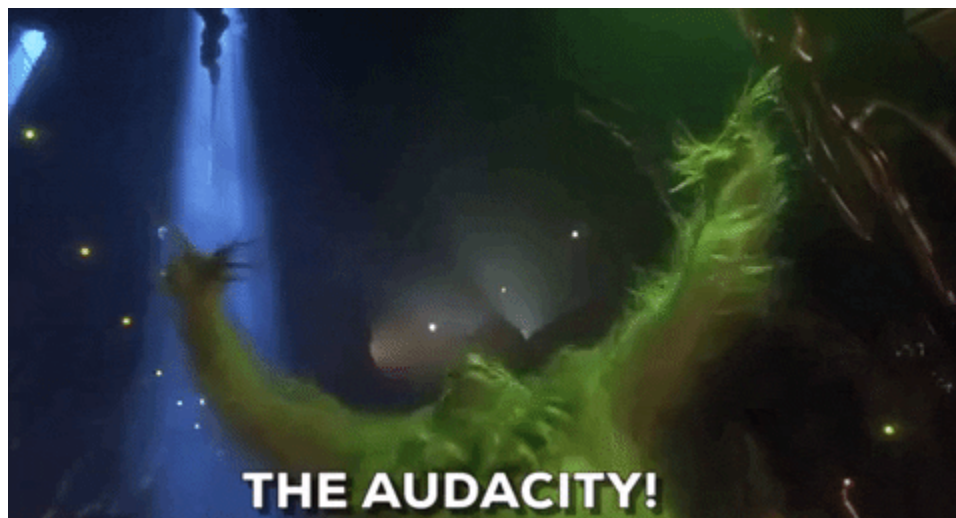
My "proof" that I was on to Jeod though is that he's too much agenda-posting, which I called him out for D1 when I was alive though.

Side-thought: It's amazing Shade can agenda-post without actually agenda-posting. Anyone else it'd be a massive scum-tell, but I guess we all just agree that's how he is.

Does he know how much of a wildcard he is as a result? It tends to work in his favor quite a bit.

To be fair that was Louis' stated reason for shooting him :v And I think he was genuinely offended. In a Disney villain shouting "the audacity!" sort of way.

You say "Disney Villain," but all I can think of is the Grinch. XD



Shade would fit a great number of rolls. But the reason I went back to town reading him is because his indignation was near identical to the game he was Lucario and used Close Combat on me because he was still mad I killed him the previous game.

I scumread him so hard because of that, and I was a bit miffed that he was right and you were scum.

Yeah judging by his reaction to my flip he actually thought I was town.

Cat 5 kinda has a point in that Shade hasn't provided AN OPINION on any player. I mean he doesn't even have to stop bleating about shooting, he can do both, but he won't.

That seems to be Shade's MO in general. He even opened the game by talking about how the game would be centered around the daykills because... reasons, I suppose. It's not entirely his fault since so many games we've had were very ability-focused rather than full-blown scumhunting and deception, but still.

If they vote him out today you know he's only going to take it as a sign he's right when town lose in the end.

I think the game and the scumdoc will speak for themselves no matter what. Scum are being very meticulous in making sure they're distant and on Town's good sides. They haven't done a 100% perfect job of it, but Shade focusing so hard on the numbers game is probably keeping Town from picking up on those crucial clues.

Still, there's been a ton of discussion and analysis so far (we're only on D2 and already have 35 pages, after all). Lots of people asking why people did what and so on and so forth. I'm willing to say that so far, despite being early in the game, this is a successful setup. The carefully placed elements of uncertainty have led to the kind of debate I've been wanting to see.

I mean, I learned this from Cat 5, but what you need to do D1 is "stir the pot" to get the game productive instead of just meme-y. We did that... by shooting. It was unfortunate it didn't lead us to scum, but it got us talking. TBH if I really thought about it, and I had no leads, I'd attack Voe for being anti-production, which is why he was rubbing me the wrong way. You have to play the game. If everyone sits around and does nothing, nothing happens.

That's fair. D1 is always a bit of a strange beast.

Retal finally makes the god point that I was killed so I can't tell Shade to shut up.

BTW I approve of the GM style. Personally I think some people are too hands on answering questions as GM and it kind of interferes with play sometimes.

I've been a little worried that this "hands-off" approach would piss people off. I've had Shade ask me via PM whether the Spy action resolves before or after the Cop action. I tried to keep my mouth shut, but he kept pushing, and I finally told him. Scum have also asked me a few things in the scumdoc, but they were much more receptive to the approach I'm taking. It's part of my goal to steer away from being too mechanics focused.

I mean you could have just linked him to the wiki page for the standard order of operations.

That's fair. Part of me wishes that I told him to think of the Spy as a Godfather, because that's more or less what it is. Just a Godfather that can be blocked or tracked.

Yeah, that'd be fair too. We're generally just used to a much "looser" style of GMing which spoils us but is probably in poor form.

It's what ruined my first two games as well. I didn't really have a grasp on how much info to give for night results, and they ended up pushing the games too much in Town's favor. This time, I'm keeping results to a minimum, and I think it's working. Irish doesn't know he was copped and Snipe doesn't know he was tracked, for example.

Yeah that's how it should be. Also most sites actually have a rule against asking the GM questions in the thread because it can influence people OOC.

I've considered making a mod announcement that I won't be answering any more mechanics questions, only providing action/vote results. Don't think I will unless one more question gets asked.

Yeah probably don't need to at this stage but if it keeps getting out of hand.

Hopefully I won't need to.

I mean, despite these problems, it *is* going well. I was gonna use this time being dead to play more OOTP but here I am refreshing the thread still :P

It definitely is. Like I said, even this early on I'm willing to call this setup a success. I feel confident sticking to the occasional TSR Mafia for the time being (until Dead Legion releases, because then I gotta run a DL Mafia :P)

I've always preferred the tiberium universe to red alert anyway :P So I'm glad we can have some of these now. I wasn't joking about making an OOTP-Tiberium crossover,



though basically I just remapped the teams and going to keep it there cause I don't have time for a third save file. It is an incredibly easy to mod game though.

Also the fact that I can't draw with a damn so I can't make custom logos even if I wanted to :v

Snipe wanted you to examine his breakdown, apparently. Shame his buddy kinda killed you XD

Oh god, I just realized, I've had this exact conversation before with Shade in PMs and he didn't understand it then either. You remember those "All dogs have three legs. Henry has three legs. Henry is a dog?" math problems from like 4th grade. Shade is completely incapable of understanding them. And this is literally exactly what this situation is. The field of math is literally called "logic".

I don't remember those being math problems, but I remember learning about that kind of thing in school. (Although, I admit, I'm not much of a math guy).

I mean, it's true, they're not very mathy problems, even if it is technically a field of math. We did them in math class, but I can't really think of what other class you'd do them in. But seriously, probably 6 months ago I tried to explain this exact same fallacy to Shade and he didn't get it then.

I'm being really lazy but I'm pretty sure Voe's math is wrong.

Imagine if Shade didn't even consider he could be insane.

Is he aware that cops generally self-check to determine their sanity? (Unless that's not actually a thing in general and just something I picked up from Voe)

It is pretty standard, but Shade is probably unaware because he's never been a cop and never played anywhere but here.

Fair point.

I'm considering nixing the "Max" tab from future rolesheets. It's something I brought over from Verti's rolesheet and is kinda useless when I think about it.

Eh I can see arguments either way, up to you.

If I hear a good enough argument, I'll keep it. But I didn't consider a two-cop scenario, and it's something I'd like to try in the future.

I imagine Shade is having an existential crisis right about now.

Voe asking the real questions right now.

Yeah he needs to commit to someone.

Voe is seriously considering starting a Shade train, and that door looks wide open right now.

Amazing that Shade pre-emptively accuses Voe of counter-claiming him.

I guess Shade does know what he's doing with the cop, he just didn't self-investigate.

Probably either because he puts more stock into the day actions being the deciding factors instead of the night actions or scumhunting, or he'd rather get as many results as possible and determine his sanity another way (likely by comparing his result against a dead player). Wouldn't blame him if it was the latter; I know what it's like to only have a self-check before going down. \*glares at Jeod\*

Lol at everyone saying I'm a good scumhunter.

I wonder if Snipe is going to try and claim he was blocked as his "alibi." Scum are still under the impression Chop is the Riot Trooper, and that he targeted Snipe.

That could flip this game around.

Retal linked me that clip in the scum doc last game.

Huh, not as many votes at this stage as D1. Interesting, though there's enough casing going on that I'm not worried.

I think ILTS' posts made me realize that Shade absolutely can't be convinced of anything, he's right in that once he's made up his mind he doesn't change it for anything. I can't believe Shade went as far as saying scumhunting is gamethrowing. Unfortunately, at the end of the game, when ILTS turns out to be scum, Shade is just going to take this as validation that he was right, when really ILTS has been like a paragon of townyness despite actually being aligned scum.

Shade is practically handing Snipe a Town cover on a silver platter at this stage.

On the flip side, I feel like FRAYDO is going to end up being the town's ace-in-the-hole. He didn't send me his action last night, so nobody has any reason to suspect that he's the Riot Trooper. His relative inactivity is also keeping scum from seriously considering him for a nightkill. Those two factors, combined with the fact that he tends to be a

late-game powerhouse regardless of the circumstances, make me feel like he's going to be a major deciding factor this game.

He isn't. Should he be making the decisive move during the night, actions will somehow bus him to another guy, or the nightkill will somehow still end up on him. If it's day time, then he'll be tied with somebody else despite his best efforts and be RNG'd the fuck out.

Ah, that's fair.

Shade actually came around abit ironically after I said that, hmmm, all it took was Cat 5 correctly deducing that 4 scum isn't really great.

The whole "4-scum" thing was Voe's idea as a way to throw Town off. At first, I was like, "should I have put 4 scum?" But then I was like, "Nah, 3 scum fits the 25% rule, plus their abilities balance it out."

I mean, I didn't give it proper scrutiny, but I didn't agree with his conclusions while still accepting that there might be 4 scum, so I didn't really feel the need to address it.

Snipe's considering pushing a Cat5/Shade scumteam on D3. Wonder how well that'll work out.

I was about to say, I don't think that'd work, but on D3 maybe (thinking before I saw you finish the sentence). He better think hard about how he wants to proceed, because that ranks on par with me in Death Note hearing Cat 5 was a legendary player and antagonizing him on purpose. Granted, of our playerbase, ILTS is one of the few here who I think could pull something like that off.

He linked their Irish votes in the scumdoc, so he might be looking to use that as a base.

I mean, the "in" is there, but you have to have more than an opening, you gotta stand up to the pressure, and Cat 5 can bring the pressure. It's about winning over the neutrals though (by neutrals, I mean the observers).

Agreed. Cat5 is super good at prosecution, and trying to go up against him head-on isn't a good idea.

Shade can still claim his role at some point.

Right? Frankly, with this much suspicion, I'd expect him to roleclaim AND ask Irish to fire. If Irish's gun doesn't stick, that along with Shade's Town result could save both of them from the lynch. (Assuming Irish would be back in time to do that anyway).

Wait a sec... Irish is the one he copped... and he's voting Irish... \*facepalm\*

To be fair, he didn't check himself, so he isn't aware of his sanity. (He's a Sane cop, if that wasn't obvious, but still)

Yeah but it's gonna make him look bad either way.

OOF. I can't believe Louis just asked that question.

Everyone is bad.

I'm exceedingly curious as to why Shade isn't claiming. Wonder if he will now that Louis has asked (Prediction: he won't). And prediction correct.

>he's talking to KY in the scumdoc



Also why is Louis fishing so hard lol I know she's still kind of a newbie, a smart newbie, but you don't just ask people if they're cops. That's something I'd expect from Shade himself.

I think she's trying to pressure Shade specifically.

If she thinks it's time for him to claim to save himself that might be smart.

Louis is playing a dangerous game.

Very. Jeod's the Toxin Trooper. He's very likely going to kill his target if he fires.

<https://w3dhub.com/forum/topic/421907-day-2-tiberian-sun-reborn-mafia-i/page/41/?tab=comments#comment-711576>

Put this comment on a shirt.

Quote of the game right there.

Jeod's debating whether to shoot Irish, Shade, or holster his shot. Frankly, the best scum move would be to shoot Shade since Irish is the majority. They don't know it, but it'd also kill the doc and cop at the end of D2.

Yeah if he shoots Irish, Shade COULD talk his way out of being killed.

By the way, we're at 42 pages and it's almost the end of D2. We're closing in on getting more pages than the max APB Mafias ever got. I did not expect this much activity.

Well more players = more activity to be fair, but also I think it's a pretty fresh take we've not done a C&C mafia for awhile.

Also I was gonna play OOTP most of the afternoon but my 2021 season is... probably a record setting bad season but I'd have to look it up...

It's a good return to form. The game, not your season. Hope that gets better :v

Yeah, and as I said, I've always preferred tiberium. As for my season, I went from making it moderately far in the playoffs, changed nothing, start the season 6-19... it makes no sense. I mean technically any changes I did were \*improvements\* to the team.\

So get this: If we had fewer signups, the Mutant Hijacker was going to be replaced with a Confessor, which would've had a silencing action. I'll probably have it and a few other roles on the sheet for next game, because I'd like to see that make a return.

Having that and not have it on the role sheet would have probably been too much for these galaxy brains.

Yeah, one mystery role works well, I think.

It's been awhile since I looked into it, but Twisted Insurrection could be inspiration as well.

Eh, perhaps, but I think TS, Firestorm, and Reborn have plenty to work with for now. Later games will probably bring back vehicles, which'll be interesting.

TI does have the better soundtrack though ;)

Haven't listened to it in a while, so can't comment.

**\*facedesk\***

Snipe stowing his alibi away is a smarter move than he realizes. He's still under the impression that he was roleblocked, which Chop could shut down instantly.

**A shot!**

Oh boy. He rolled a nat 1.

**My god, that's Shade's music!**

25% stuck chance, too. What luck.



Oh shit. Jeod rolled a success.

**This is amazing.**

Irish just sent me a PM saying that Jeod is a "Victim blaming cunt!"

**Or he could be scum.**

He used that as his prediction that Jeod is scum, as well as pulling the trigger too fast.

**People \*are\* letting Jeod off too easy.**

True, are the other two Louis and anon?

It's Voe and Snipe.

And me shooting suddenly isn't anything new, I've killed KY, Choppy, and I think Orange like that with all of them being scum or TP.

Jeod's also shot quickly in the past. He did that to me once in an APB mafia, and he got away with it because he was a TP tree stump.

Oh good, they're questioning Jeod now.

And Retal's onto Snipe as well. Interesting.

Oooohhhh, action!

Indeed. Holy shit, I did not expect this.

So far, scum seems to be planning on hijacking Chop (whose track is on cooldown) and killing Cat5. I'm predicting Shade will check Jeod. D3 is certainly going to be interesting.

They also think Cat5 is an insane cop.

## NIGHT TWO

...The heck? Shade's checking Anon\_Kat. Makes a bit more sense, I guess, but still. I fully expected him to check Jeod.

Lol, Anonkat. Has that guy even posted?

A few times. I don't think he's quite grasped the game, though.

Amazingly, he is better this game than last game... but it's a low bar.

It's what I feared, honestly.

I remember being in his position. I think he should use some downtime after this game to study some older games in order to get the hang of it. I reread APB 1 countless times to grasp what to do and how to play, and it got me to a point where I could have enough of an idea to participate. Playing well, though, that comes from pure experience.

I just came in like a wrecking ball and dominated everyone in Death Note because I'm naturally amazing tbh.

Shade switched to ChopBam. Fascinating.

Can people not keep their guns to themselves for even ONE DAY?

I will say about Anon\_Kat, he isn't dead, so aren't really one's to talk.

I've got no idea what Shade is playing at. I feel like no matter who Shade investigates, he would act exactly the same. If he investigated scum, he'd be a chaotic mess, if he investigated town, he'd be a chaotic mess, if he investigated himself, he'd be a chaotic mess.

Love the interaction in this game though. I'm pretty sure we could use our mafia games as like Sociology 101 case studies.

Hehe, you have no idea how much these games helped me seeing through sneaky lies made by more sinister children.

FRAYDO's restraining ChopBam, which means Shade's action is going to fail. Brace yourselves, kids.

Noice!

Snipe's action is also going to fail, but 1) it was going to fail anyway since Chop couldn't perform an action in the first place, and 2) I don't expect Snipe to make a big song-and-dance about it. At least not in the thread; he'll bring it up in the scumdoc, but it'll give them a major perspective shift.

Ope. Double-checking the MafiaScum Wiki, apparently Jailkeepers aren't full rolestops, just protect from kills. I totally thought it was the other way around. I'll keep the mechanics as is for this game because of the Riot Trooper's description, but I'm putting it on the "might change for next game" list.

Yes!

TBH we've always done it as full role block, and most places do it that way as well, despite what the wiki says.

Fair enough. I figured it'd be good to do it this game because it meant that Town had to be careful with its actions, as they could hinder themselves if they're not careful.

There may be a different role with a more fitting name we can use to describe what it does but I'm drawing a blank atm. (just a brain fart)

Also, I discovered today I actually have the entire C&C collection on origin, so I can play Renegade again despite missing the CD, sweet. Really been in the mood for it with this game and having been playing remastered.

Nice!



EA Play, at least the basic tier for 5 dollars a month, is actually a great deal for their vault of games. I mean, if you're into sports videos games, you get most of the year out of date releases in that tier, which isn't a big deal if you're only casual. I got it for the sims 4 though and some other small games.

**Also, welcome our newest addition to the afterlife!**

**Get the fuck out of here, this is an exclusive club.**

I was actually in the middle of posting my statistics I was working on where I was going to declare that if Jeod didn't die, he's probably scum, when I got the message that I was dead. Damn.

### **DAY THREE**

**Oops. Oh well.**

I actually would have been able to guess two of them based on stats, if I decided to believe in them fully. Interesting. Jeod had the highest % chance to be Toxin Trooper, iLTS highest % chance to be Hijacker (tied with Louis, though)

**You not only got two of the scum right, but also their roles. Nice.**

Yeah, working it out, Jeod's kill put him at such a high chance of being any of the town power roles that if he wasn't killed, he was either scum, or scum weren't paying attention. I didn't want to call that out too early and invite WIFOM so I waited to make my case, but I waited too long.

**I have a hunch Jeod's getting lynched today anyway.**

**Depends if town can rally. Both Cat 5 and I would have been on his case, but we're some of the more aggressive people, the people less, barring Shade, are more passive. And Shade, for all his aggression, is not one that gets listened to (for good reason).**

**Retal's scumreading both Jeod and iLikeToSnipe, so I have a feeling he'll be leading the charge.**

**I mean, I like Retal, I think he's good town, but he's just \*too nice\* sometimes to lead a push on his own I fear. Maybe I'm wrong. We'll see.**

Orange, how good do you think Shade is at actually calculating statistics? I made a spreadsheet to work this stuff out, do you think he would do the same? He could add an extra level with his cop results, get them even closer.

Refer to earlier in this doc too where I said he failed to grasp basic logic problems when I tried to explain them to him 6 months ago, IE the “All dogs have 3 legs” math problems. It doesn’t bode well.

Err... his first cop result is dead, and his second got blocked.

Yeah, I guess that is what I should have expected.

Also, scum totally thought you were a power role.

That’s actually why I did the “I’m neutral” play. I wanted them to think I was trying to avoid the NK, so they’d actually NK me. Just wish they did it N1.

Huh. Interesting. Well, it worked out. Kind of.

If they used the neurotoxin on you N1, it would’ve killed you. And they were planning on doing so before switching to Orange.

Yeah, the description of that role led me to believe it would only override a medic, not other roles. Not a problem either way, though. As a vanilla, getting myself killed is better than a power role being killed.

Honestly, I’m pretty surprised by the fact that you didn’t get lynched over your neutral claim when KY even said that there wasn’t any TP this game.

Jeod cop claim! Claiming he checked shade town! HAHHAHAHA! This is the second time he’s failed a fake claim.

AUGH! And he got it so wrong!

Whoops! Oh, they better not let that slide.

The thing is, Shade can just say “No I’m the sane cop” regardless if Jeod claims Umagon was a typo.

What’s funny is, Chop and Shade can BOTH CC him now!

InB4 Jeod purposefully throws himself under the bus so that his mates can appear towny. Either that or he made a massive mistake.

Based on the scumdoc? Bit of both. He expected to go down today, so he decided to try and force a CC, but he made a mistake in doing so.

So now Jeod’s trying to draw gunfire to help scum find the power roles?

Looks that way.

Yeah, probably a good thing not to CC. Jeod should have said he misspoke to draw town into an argument.

Yay ChopBam, glad you caught that. And a Shade shot in probably 10 seconds.

InB4 Shade's shot manages to find its way to Fraydo.

Not this game, but maybe in the future. Disc Thrower will have a bounce chance instead of a stuck chance, so maybe.

We need a TSR mafia with the mobile sensor platform unit to do some kind of weird trickery.

I might have that as one of the first vehicles for future games. Probably a lamp post role.

Except there's legit lamp posts in TS ;)

But you can't build them from a WF :v

Not with that attitude. (Edit the rules.ini)

Saberhawk made Rocket Soldiers fire Ore Trucks. By accident. It could happen.

If it was an ore truck full of blue tiberium that could actually be a decent weapon.

An April 1 edition of C&C mafia.

Units that go kaboom are always fun.

Jeod should have actually claimed Umagon (tracker), statistically he was just as likely to be that role as his real one.

So much for nice Retaliation.

Pew pew.

He's nice when he argues, not so much when he shoots.

He only had a basic rifle, so not much chance there anyway.

Retal forgets that I shot smh.

Lol Shade shot.

I think he's counting amongst the living. :v

Yeah but I'm the most important. (If I can't shitpost in the thread I'm gonna shitpost here :p )

Well, scum should at this point have a pretty good idea who the power roles actually are now.

They really don't. The only one they have pegged is Chop, and they think he's either the cop or riot trooper.

Shade got stuck, fantastic!

That's just poetic, right there.

50% stuck chance, and he didn't roll well. He probably would've hit if it wasn't for that.

I love how many people are giving it likes.

Lol now Shade roleclaims. Fantastic.

ChopBam's asking for the Riot Trooper to claim, but I think the best thing for FRAYDO to do is to stay quiet. He can't self-target, so he should stay hidden in order to keep scum in the dark.

Scum is REALLY galaxy-braining their way into making sure ChopBam is the Riot Trooper. They're theorizing that Shade's report of him being blocked is false and that he actually investigated Cat5.

Lol what.

I don't even know. They're in for a REAL surprise. **““Blood sacrifice” hint and all.”**  
<-Jeod's reasoning

What's Jeod doing now? Is he forgetting he admitted to being scum?

Someone should just turn Shade's argument against him and say "46% chance Shade is scum based on what we know. Gotta follow the math."

Too bad scum killed the mathematicians.

Chop shot btw.

Ugh. I think town's going to wish they didn't use their weapons. Or roleclaim.

Voe is spy?

Indeed.

Oh dear Louis. That was a baaad thing to say.

Ha, and Chop hit!

Jeod, I am eager for your thoughts when you catch up.

They're about to eat Louis alive. Guess ham is on the menu.

Dinner time. Wow, Louis has completely lost the plot.

Jeod passed her "test" yesterday. Maybe this means he'll be the new target of her derision instead of me.



Lol, Jeod, what was that whole dumpster fire about, eh?

Lol what is Louis talking about she didn't kill me.

I guess there really is 4 scum, huh? ;)

I can't even respond to her right now but I'm just incredulous!

She's breaking the OOF barrier!

KY got most of it right. Work's gotten busier with it being IT and right before Christmas, and I figured I was on the lynch table for the day. My intent was to cc cop, which we obviously got wrong, so I spun it into a gambit to narrow down the lynch table and the spy. Sorta banked on luck for surviving, but I ended up sowing enough confusion and discord for the time being and confirmed two remaining PRs for scum.

And Louis just accidentally helped you with that.

The pockets are real.

Voe chewed me out in the scumdoc. Honestly, a tiny part of me factored that into my actions. He's nearly as bad as Shade as a partner--not because he's bad scum, mind you, but he has a massive ego that demands he constantly put partners down for not agreeing with his strategy.

That's how he does everything.

Ye if I was alive D2 I would have argued with Voe a lot regardless of if I scum read him or not.

He does that as Town, too. He's very much a chaotic element. Remember when he shot at ChopBam for being insubordinate, but because of the roles, his shot bounced and killed FRAYDO?

He was a tire right? Rubber the possessed tire?

No, that was a different game. CYOR 2, I think? Voe was Gerry from RA2, Chop was Toon Link, and FRAYDO was a cactus. I think I was Superman.

The funny thing about Rambolition, earlier in this very game I subtly told everyone why Orange died. Hope you caught that, KY.

<https://w3dhub.com/forum/topic/421907-day-3-tiberian-sun-reborn-mafia-i/?do=findComment&comment=711429>

I'll have to double check. TY for link.

My post right after that, the "plot twist". I wanted to kill Louis.

Agh, I'm sorry, man. I was following the guidelines you set in the scumdoc since you didn't submit an official action, and I tried to double check before resolving everything. Hope it's all good.

All good. In scumdoc I said that's what I preferred, but deferred to whether they agreed. They chose to go with Orange. Not upset about it, since I still left it in their hands. Cool.

I really want to remind scum that they should know  $\frac{2}{3}$  of the PRs by now, but it might be borderline to do so. Nah, I'll let em figure it out or flail around.

Louis. Please stop. I beg you.

Also yeah, let scum figure things out on their own. I imagine they will over time, if they stop freaking out long enough to think.

BTW KY Maj is 5 now. Just so you know.

8 players left. Hammer's 51%, not 50.

Oh yeah, need 51 not 50 my bad.

Wow, what did I do to affect Louis' psyche that much? She went full yandere.

I think she's been trying a gambit where she claims she did the kill and waits to see who goes along with it too easily. Popular Among Us tactic.

Mistake: Voe doesn't care either way.

She seems to know it's Voe... But like... actually telling town that... nobody is gonna believe her.

Seriously, what is Louis even doing?

I wanted to metapost asking for folks to stop saying I threw the game (at least until the end), but this is probably going to help scum.

As for what Louis is doing, I believe Cat5's correct in that she's trying to do a gambit. She clearly sees a few of us as role models in mafia games and she's trying to display more confidence like I just did when I was in a tough spot.

Objectively, I would applaud that attempt. We may not see another like it for a while.

Yeah. It's not working VS Voe, but who knows how Snipe will respond.

Nope, Shade didn't learn from his bad math.

Shade never fails to entertain.

**“To find out which stuck results are nod and gdi, we need to kill everyone who gets stuck” - basically Shade.**

**Including him at this point.**

Even with one scum role being determined, Shade still mathematically has a 42% chance of being scum. Pretty good odds!

**To be fair, “kill everyone” was my strategy in Death Note and it worked fine.**

Only Kiras could win that game anyway.



**<- Shade evidently**

Post that after the game so I can +1 it.







What's up with all of that heresy posting in here?

**Anime logic most closely matches Shade logic. Therefore Shade is anime, and therefore a heretic. It's infallible.**

Did the JumpJet really work as described?

More or less. It's more like a "toggle" than an action that has to be sent every night. Sort of a weakened Commuter. Orange could takeoff N1, N2 could elect to land or stay in the air, and if he was in the air N3 he'd auto-land and that would be his action.

Funny thing is, due to action resolutions, not only were takeoff nights the only time neurotoxin could get him, but landing nights he'd be immune to the neurotoxin but *not* the standard NK. (While he was in the air, he was immune to all night actions, so investigation results would return a "fail" result.)

I just realized. The effect of the two Town roles that could return “failed” investigation results (Riot Trooper, JumpJet) is a bit nullified when you realize Nod has no way to do that themselves. I think I’ll give such an ability to a Nod unit for future games (at least on the rolesheet). Likely the Cadre.

Ooh, is that a softclaim from FRAYDO?

Perfect entrance.

And now Voe thinks there’s two jailers. He is SUPER deadset on ChopBam being a Riot Trooper. Wow.

ILTS just (shot) himself in the foot.

THE BIG RIP. Voe might have a chance of winning this solo, though.

Also, guess what. RNG did a bad on FRAYDO.

Big misplay by iLTS.

By a longshot.

For Shade to read after the game, here’s another example of where statistics can go wrong. I’ve continued to run the stats after being killed, and now FRAYDO has just 8% chance of being the role he actually is. You can’t put all your weight on the numbers.

By the way, thoughts on the setup? Earlier in the game I was like, “Did I overpower town?,” then I was like, “did I overpower scum?,” and now I’m back to the first.

I think if you’re going back and forth between the two during the game and can’t tell, you probably nailed it. Scum is kind of killing themselves right now, though.

That’s fair. Scum probably banked too hard on Snipe’s action failing being the result of a jail, not realizing that they failed to redirect you because you didn’t have a visiting action. (To be fair, I was unsure on how to resolve that myself, and I got some advice from Nodlied).

Scum’s preparing to concede.

Gotta get all that paperwork in order.

I don't think they should give up, but whatever.

**Locking the doc. Game Over post going up soon.**