

Dangerous Times  
**Publication Sheet**

*Publication:*

*Issue #:*

**CIRCULATION**

Track how many issues the publications sells. Start with 2 + 1 per reporter. If it falls to zero, the publication closes.

*10,000 readers/  
point*

**CREDIBILITY**

Track how credible the publication is. Start at 5. If it falls to zero, have it cause trouble in the fiction.

**ARTICLES**

Have players build articles according to the publication rules, then record the headlines below. Save this sheet for future reference.

-----

-----

-----

-----

-----

-----

-----

-----

-----

Headlines

**NOTES**

Record any critical changes to the world or the newspaper below. This can include debts the players accrue, assets the paper gains or loses, or similar details.

-----

-----

-----

-----

-----