

# 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.

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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.

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