MACHO WOMEN WITH GUNS

BTRC

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Macho Women with Guns
The Second Edition...

Published by: Blacksburg Tactical Research Center
1925 Airy Circle
Richmond, VA 23233

Introduction - The pages of history and adventure are filled with tales of heroic women who manage to be both beautiful and deadly competent at the same time, like Red Sonja, Heinlein's Friday and Charlie's Angels. And unfortunately, they have been getting short shrift in RPG's. All the heroes are men, and all the pictures are big hulking brutes with swords and sabers and RPG-7's and Minuteman missiles strapped to their backs. Well, it's time someone made a change, and this game is going to make up for all the neglect of history in one volume. So, you're going to see lots of macho women with guns. What? You thought this was a serious game? Well, don't expect to get your money back.

Disclaimer - Hopefully MWWG will amuse, offend and chastise an equal number of people. Of course, this means at least 3 copies have to be sold, but that's another matter. While a playable game, it is intended more as satire and humor. So, if you don't like it, too bad! Nyahhh!

Character Generation - In MWWG, all players will take the part of...never mind.

Character Points - All characters start with 70 character points. These are used to buy attributes and skills, and may be split between the two in way way desired. This total may be increased by taking on character disadvantages (keep going, you'll find the section eventually).

Attributes - All characters will have 5 Attributes, Strength, Dexterity, Looks, Macho and Health. These are on a 3d6 scale, and their cost is as follows.

Attribute Level	Cost	HTH damage	Level
8	-5	0	Subnormal
9	-2	0	
10	+0	1	About average
11	+2	1	
12	+5	1	Getting better
13	+10	2	
14	+15	2	Real good
15	+20	2	
16	+30	3	Hero material
17	+40	3	
18	+50	3	God-like
19+	+10 per	4	Goddess-like

Strength - A measure of the brute physical force you can deal out. The maximum load you can lift is equal to your Strength times 10 pounds. Most pieces of equipment will be rated in Encumbrance points, or Enc, and 1 Enc is 10 pounds. The maximum speed you can run is affected by how much you carry. Up to 1/4 your Strength (round down) in Enc is no penalty. Each point of Enc after that is a -1 to your running speed. Your HTH damage is how much bruising you can deal out with your fists. Kicks do HTH damage using a Strength of two points higher. Using some sort of weapon may increase this damage, or make it lethal instead of bruising.

Dexterity - How naturally coordinated you are. Most skills are based on Dexterity rolls. Intrigue and technical skills aren't really needed in MWWG, so there aren't any IQ based skills. If you absolutely insist on trying to play this seriously, base them on Macho.

A character's maximum running speed is based on Dexterity. Movement is based on 1 yard hexes, and the maximum number of hexes you can move in a one-second turn is equal to your Dexterity.

Macho - This is how commanding a presence you have, and how likely you are to cringe when the icky, nasty, slimy monsters start crawling out of the woodwork at you. Effective Macho can be increased by a high Looks when used against certain lower life forms (i.e. men).

Looks - Your physical attractiveness to any race, sex or species that could possibly be affected by it. Useful persuasion tool vs. certain forms of life.

Health - How much punishment you can take before expiring in a macho pile and becoming Monster Chow[tm]. Damage taken is subtracted from Health. If a character's Health goes to zero because of lethal attacks, they are dead. If it goes to zero because of non-lethal attacks, they are unconscious. If the total of lethal and non-lethal damage drops the character to zero, they are unconscious, but not dead until the lethal damage alone would kill the character. Non-lethal damage is recovered at 1 point in a number of hours equal to the remaining damage on the character. Lethal damage is recovered in a similar number of days.

Example - Three points of non-lethal damage would recover one point in three hours, leaving two points. A point of this would be recovered in two hours, and last point would be recovered in another hour, for a total of six hours.

Skills - All characters need skills in order to survive. A skill is a bonus to a roll on a given Attribute, and is listed as a modifier to the skill, like +1, +2, etc. This amount is added to the skill, and compared to a roll of 3d6, referred to as a skill roll (clever, isn't it?). If the roll is less than or equal to the total, the use of the skill is successful. If not, it fails. Skills cost the following amounts.

Skill level	Cost	Level
+0	3	So-so
+1	5	OK
+2	10	Not bad
+3	15	Pretty good
+4	20	Expert
+5	30	Fantastic
+6 and up	+10 per	

Trying to use a skill that you have not bought at least a +0 level in means use the appropriate attribute, but take a -3 to all use of the skill. The basic skill list follows.

Shoot little guns(Dex-based) - Like "Shoot big guns", but for little guns.

Throw things(Dex-based) - This skill lets you throw objects in combat, like knives, grenades, satchel charges and small children.

Hit things(Dex-based) - This is the ability to swing your fists and feet to cause serious injury to anything that happens to be in the way.

Hit things with other things(Dex-based) - This is the skill used if you want to use a sword, knife, two-by-four or baseball bat to hit something with.

Cavort about(Dex-based) - This skill will increase your effective Dexterity for purposes of dodging attacks, but half (round up) of your effective Dexterity is also a reduction to *your* chance to hit on any turn that you dodge, so be careful.

Run in high heels(Dex-based) - Wearing high heels is an automatic +2 to Looks, but any attempt to move at more than 2 hexes per turn requires a Dexterity roll. This skill is an addition to Dexterity for this purpose. Modifiers to skill use are below.

Moving more than 5 hexes	-1
Moving more than 10 hexes	-2
Poor terrain (gratings, etc.)	-3

Shoot big guns(Dex-based) - This skill is the ability to accurately fire big guns, and to look good while carrying them.

Seduce creature(Looks-based) - A successful use of this skill will allow one favor from any susceptible creature, the magnitude of which depends on how much the roll is made by.

Roll made by	Favor
zero	Very small
1-2	Small
3-4	Medium
5-6	Big
7-8	Really big
9+	Incredible

Modifiers to chance of success are as follows.

Modifier	Amount
Not enough time	-3
Adequate time	+0
More than enough time	+3
No face-to-face contact (in any sense)	-3
Bad soliloquy	+1

This skill may be used in combat against any creature that is affected by Looks, with a -3 modifier for inadequate time. The critter moves a number of hexes further away equal to the amount the roll is made by (or closer, if that is the desired effect). Failed rolls have opposite effects.

Drive Things(Dex-based) - This skill lets you operate any vehicle or animal that moves on the ground or water. See Expansion #1, **Renegade Nuns on Wheels.**

Fly Things(Dex-based) - This skill lets you operate any flying vehicle or creature. See Expansion #2, **Bat-Winged Bimbos from Hell.**

Do technical stuff(Macho-based) - This skill lets you operate such complex technological devices as radios, toaster ovens, supercomputers and digital watches. Modifiers to skill use are:

Using an unfamiliar device for the first time	-5
Device is easy to operate (supercomputer)	+3
Device is average to operate (digital watch)	+0
Device is hard to operate (toaster oven)	-3

Characters may buy specific additions to this skill to cover specialized devices like vending machines or CD players. Failure on this skill generally results in the device going on the fritz for the rest of the game.
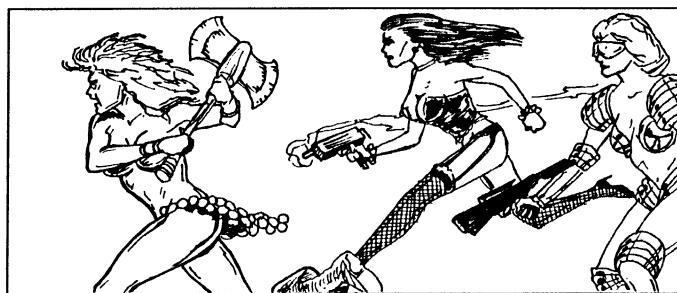

Character advantages - Character may spend points to buy certain advantages that may give them an edge in play, or just seemed like a good idea at the time.

Plastic surgeon on retainer - This advantage allows the character to subtract 1 from any Health lost due to a hit, since they know it won't leave any marks when it is fixed up later. This costs 10 points

Teflon skin - This advantage means that the character never suffers any penalties to Looks because of icky gunk that they may get into, as it all slides right off one turn after it is applied. This does not, however, confer immunity to any effects during the turn that the gunk is in contact with the character. This costs 5 points.

Scriptwriter - This advantage allows the character to re-roll any one event during combat, but must live with the results. The decision to re-roll must be made before any other rolls are made. This costs 5 points.

Disadvantages - To get extra character points, a character may opt to take on certain disadvantages.

Personal weakness - This is a failing of the character that renders them susceptible to certain types of objects. The character must make a Macho roll with a -5 in order to confront or get within 1 hex of that object. Examples might be icky stuff, giant slugs or cockroaches. This also applies to anything that looks like the offending object. Choose 3 critters from the critter list. This is worth 10 points.

Secret love - The character has a secret love for certain things, and must make a Macho roll with a -5 in order to attack them, regardless of circumstances. This also applies to anything that looks remotely like the object in question. Examples include kittens, bunnies or Patrick Swayze. Choose 3 critters from the critter list. This is also worth 10 points.

Topheavy - The character is overbalanced, and cannot fire at targets downslope unless there is a railing or other prop to lean on, or they make a Dexterity roll with a -5. A failed Dex roll means the character falls flat on their....er...face. This is worth 5 points.

Chafing - The character is unable to wear any piece of armor that weighs more than 1 Enc, because of delicate skin. This is worth 10 points.

Combat - Yes, what you've all been waiting for! Blood-spilling, gut-wrenching, brain-splattering combat! Of course there's combat!

Basics - Combat is split into one-second turns. Within a turn, characters act in order of Dexterity, highest to lowest. Characters can, however, hold their action until any point in the turn, like if you want an opponent to act first. If everyone waits until the very end of the turn, trying to make someone else go first, actions are resolved in order of Dexterity, lowest to highest. If two people would act simultaneously, resolve as follows.

Who's on first?
Person using little gun acts
Person using big gun acts
Person using HTH attack acts
Person moving acts

If you do any movement in a turn, you are counted as moving for purposes of simultaneous action. If you haven't gotten to act yet, you are counted as doing what you were doing the previous turn.

Line of sight - If it looks like you can hit it, you can. Take a vote if necessary. GM (or anyone with those initials) can overrule any vote, further ties settled by mortal combat.

Movement - Characters can attack anywhere in their front 120° arc. Moving a hex counts as moving a hex, and changing facing by 60° also counts as moving a hex. Oh yeah, movement cannot be saved from turn to turn, or transferred from unit to unit. (Some companies think they need to tell you this. If you needed to be told this, I've got some valuable swamp coastal property I'd like to sell you.)

Stacking - No more than two entities may be in a hex, except small critters, which have unlimited stacking with anything except really big critters, which never share a hex with anything except flying critters, which may pass through such a hex with no hindrance, but may not end their movement there. Is that clear?

Attacking - Attacks are resolved whenever a person acts in a phase. In order to hit, the character must roll less than the appropriate skill on 3d6. Various skills have modifiers that apply.

Little guns	Modifier
Every two hexes of range	-1
Big guns	
Every four hexes of range	-1
Any guns	
Taking a turn to aim	+2
Each hex moved that turn	-1
Each 2 hexes (round up) opponent moved	-1
Firing from hip (adds 2 to Macho attacks)	-2
Each 5 shots(d) in a burst (applies to all fire)	-1

Hitting things	Modifier
Each hex moved that turn	-1
Throwing things	
Every hex of range	-1
All attacks	
Target is dodging (may only move half as far)	-(Dex/4)(u)
You are dodging (may only move half as far)	-(Dex/2)(u)

Melee combat - You can hit things in your hex or adjacent hexes. If you have a big thing to hit with, you can hit anyone within two hexes, but such long range attacks get a -3 to your chance. If a hand-to-hand attack is successful, the target may block the attack if they roll less than their skill, using the same skill they were attacked with. Blocking "Hit things with other things" attacks without a "thing" to block with means the attack will be blocked by the character's arm, which takes damage normally. Multiple attacks may be blocked, but with a -3 to the chance for each consecutive attack.

Multiple targets - Hand-to-hand weapons may attack more than once per turn, but take a -3 per attack, which also applies to any blocks the character has to try during that turn. Guns may attack a number of times equal to their rate of fire, usually in separate bursts. The number of hits is equal to 1, plus the amount the roll is made by, up to the number of shots fired at the target.

Called shots - Any attack may be a called shot to a specific location. This is a -3 to hit. If successful, the location specified is hit, doing an extra point of damage vs critters, or having the special effect of location for characters. Otherwise the attack missed. Additional -3 modifiers may be taken, allowing cumulative damage bonuses on successful called shots.

Another option is the "macho" called shot. Macho called shots are identical, but the person specifies an additional minus to the chance to hit, which has no effect on damage. If the called shot is successful, the attack has gory special effects of the character's choosing, and the extra minus is reversed and used as a bonus to the character's Macho for that turn.

Shotguns - Carnage Assault Weapons either get a +2 to hit, *or* may attack each target in a single hex once per shot fired.

Reloading - Reloading a weapon takes one turn. If moving, a Dexterity roll is required for success. Weapons reloaded before empty have a "round in the chamber", i.e. one extra shot, or may fire one shot even if unable to reload for some reason.

Bombs and stuff - Grenades have a damage of 4 for the hex they are in, and get 1d4 separate attacks. Each hex from the explosion site reduces the damage by 1, so the damage goes 4,3,2,1,0, and the number of hits is 1d4, 1d3, 1d2, and of course, 1d1 (roll 1d6 and ignore all results except 1). Lumps of TNT have a damage of 4, plus 2 for every time you double the number of lumps. This drops down like for grenades, but TNT damage is half lethal and half bruising, any remainder being bruising. Grenades go off after everyone has finished moving on the turn they were thrown. Bombs and TNT go off in the same part of the turn, but have a random delay of 1d6-1 turns (quality control problems at the fuse factory).

Flamethrowers - These have a maximum range of 10 hexes, but attack everything in any hex the line of fire passes through (cross two hexsides). Targets that happen to be in the line of fire are attacked separately, with an additional -3 to the hit chance. All other weapons ignore spurious targets in the line of fire.

Macho Attacks - Characters in combat may attempt to impress enemies into submission, or at least stun them enough to let you blow them into little bits without interference. The macho character will affect all enemies in line of sight with the attack. Add all modifiers to Macho, and roll 3d6. Half the amount (round down) the roll is made or failed by is treated as a modifier to the Macho of the opponents. If they fail their Macho roll, they are awed by your machismo, and will stand stunned until they make a base Macho roll (roll once at beginning of each turn), or until they take damage from an attack. Modifiers to Macho attacks are below.

Modifier	Amount
Hipfiring (fire full rate of fire)	+2
Using big gun	+1
Using flamethrower	+2
Macho called shot	+extra modifier
Consecutive macho attacks in one combat	-3 per
Good looks(if opponent is affected)	(Looks/2)(d)
Wearing head armor	-3 to Looks
Wearing torso armor	-3 to Looks
Wearing arm & leg armor	-3 to Looks
Good soliloquy	-2
Average soliloquy	+0
Bad soliloquy	+2
Really bad soliloquy	+4

Drunken frat boys, J.Edgar Hoover, TV evangelists and chauvinist swine are affected by Looks.

Example - Dee Kupp is fighting the Sexist Scum from Altair IV. She levels her Colt CAW (Carnage Assault Weapon) at the leader, says "Suck on this, chauvinist swine!", and hipfires a burst at him. She has a Macho of 14. She is hipfiring, using a big gun, and had a bad soliloquy, for an effective Macho of 19. Since these are sexist scum, they are affected by her Looks (a 14), making her Macho a 26. Rolling 3d6, she gets a 12, so she made the roll by 14. All the sexist scum in the line of sight must make a Macho roll with a -7, or be awed by her....prowess.

Optional effect - Enemies that were counted as moving at the instant of the macho attack and are macho'd out continue moving at the same rate in a straight line until they recover or run into something (damage of 2, with normal effects).
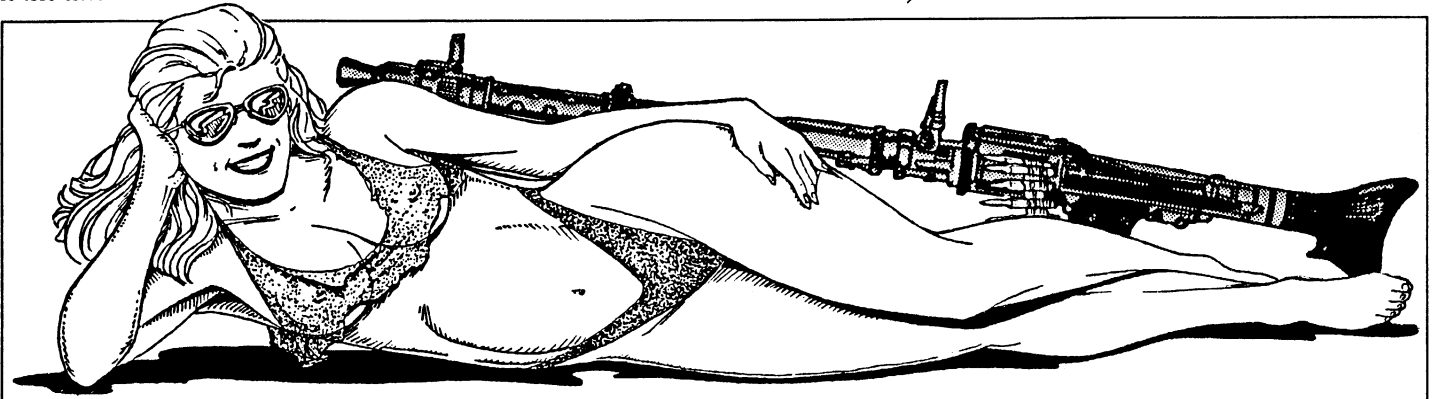
Damage - All weapons are given a damage they can do, like 1, 2, 3, etc. The bigger the number, the greater the damage (no kidding). When an attack strikes a character, any armor the character has subtracts directly from the attack. The remainder hits the innards of the character. The amount of internal damage the character takes is based on the location hit.

Location	Health lost per point
Head	1d6
Torso	1d4
Legs, arms	1d3

Example - A weapon with a damage of 2 hitting an unarmored head does 2d6 of damage. Hitting the torso does 2d4, and hitting an arm or leg does 2d3. Against an armor of 1, these attacks would have done 1d6, 1d4 or 1d3, respectively.

Usually, damage just subtracts from the Health of a character. If you want to take things more seriously, say that each point of Health lost subtracts one from the character's Strength and Dexterity as well.

Damage Location - When a character is hit, roll 3d6 on the following table to determine the location.

Roll	Location
3-7	Head
8-9	Upper torso
10-11	Lower torso
12	Arms
13-18	Legs

If character is topheavy, roll 2d6+2 instead of 3d6.

Random Scenario Generation - If the GM really wants to go through the effort of designing an adventure, by all means...but for everyone else, the following applies, and lets you get the game going a lot quicker.
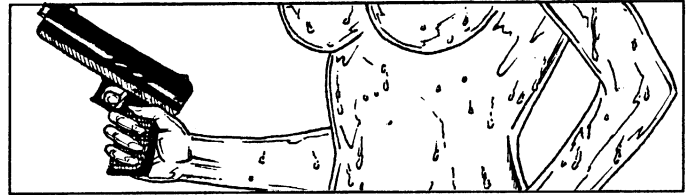
Lawyers, Guns and Money - Macho women with guns don't need money, they just borrow what they need. Go to the local weapons shop or military base, and ask if you can borrow some hardware. Each character makes a roll on their "Seduce Creature" skill. The amount the roll is made by is the Enc total of equipment that they will let you walk off with. If the GM is nice, they can assume they are friendly and give modifiers to the roll. Or, the GM can be nasty and do the opposite. A character getting 0 Enc of equipment can have 1d6 items that have 0 Enc. Other players can trade 1 Enc for 1d6 0 Enc items as well.

Beastly Boys - Lay out the map. Use the one included or make up your own. Define any terrain hazards, like gratings, gunk, etc. Roll 1d6 for each character to see the type of random critters that are assigned.

Roll	Critter type
1	Cute and deadly
2-3	Stupid and slow, but still deadly
4-5	Mean and ugly
6	Just plain strange

The GM can choose 1d6 of the appropriate type at random from the critter list, or roll a d6 and get the type from the following tables.

Cute and deadly

Roll	Result
1-2	Killer rabbits
3-4	Puppies of Tindalos
5-6	Hellkittens

Stupid and slow

Roll	Result
1-2	Drunken frat boys
3-4	Congress subcommittee
5-6	TV evangelists

Mean and ugly

Roll	Result
1-2	Aliens
3-4	J.Edgar Hoover
5-6	Chauvinist swine

Just plain strange

Roll	Result
1-2	Crow with a machine gun
3-4	Bthulhu
5-6	Isaac Azathoth

Get a die for each critter in play, preferably the same for each critter type. Grab the dice and toss them onto the map. Take any misses and keep trying. Now, separate them so that no more than one critter is in each hex. Critters don't worry about facing. Place the characters on the map at the predetermined entry point (forgot to mention that, sorry). Clear all critters away from the characters, so all of them are at least two hexes from the nearest critter.

Scenario Type - Roll 1d6 to determine the type of random scenario. If you don't like the scenario rolled, try again until you find one you like.

Roll	Scenario type
1-3	Kill, kill, kill. Kill everything on the map except the other characters. (Not killing other characters is optional, but recommended).
4-5	Rescue. A 5 Enc object (child, back issues of Cosmo, make-up case, etc.) is placed in an inaccessible spot a long way from the characters. They must get it, and return to the area they started from.
6	Run for your life. Characters must move from one edge of the map to the other. Critters get one free turn to deploy (but not attack).
7	What are you reading this line for?

Then, start the carnage. Carnage continues until all of the critters are dead, victory conditions are met, or all of the macho women are Monster Chow[tm]. To avoid critter bookkeeping, each time a critter is hit, roll 1d6. If the roll is equal or less than the damage which penetrated any critter armor, the critter dies. To streamline critter movement, assume all critters move 1d6 hexes (or 4 hexes, to be quick) towards the nearest character. Ties are based on Looks, if applicable, or a die roll. Critters move and attack after the characters do, but never count their movement as a combat modifier if using random scenario rules.

Experience - Characters get 1 point for each critter killed, and 2 points for killing the most critters (no ties). Worst soliloquy gets 1 point, and dead characters get 100 points, but can't use them. Experience points may be used to improve any character skills or attributes, or applied to ads or disads.

Weapon List

Name	Damage	Rate of fire	Weight	Shots per clip	Type of weapon
MAC-10, with 5 extra clips	2	20	1 Enc	30	little gun
Glock 17, with 10 extra clips	2	2	1 Enc	18	little gun
Desert Eagle, with 5 extra clips	3	2	2 Enc	10	little gun
H&K G-11, with 4 extra clips	4	10	2 Enc	50	big gun
Colt CAW, with 4 extra clips	3	20	2 Enc	20	big gun
MAT-69, with 2 extra clips	6	10	3 Enc	100	big gun
Taxxon AWI, with 2 extra clips	10	2	5 Enc	20	big gun
Grenade launcher, with 3 extra clips	-	1	3 Enc	10	big gun
Ripley Mk-I, with 1 extra clip	5	10	4 Enc	200	big gun
Flamethrower, no extra fuel	5	1	5 Enc	10	big gun

Melee weapons, etc.	Damage	Rate of fire	Weight	Shots per clip	Type of weapon
Knife	+1 dam	-	0 Enc	-	thing
Sword	+2 dam	-	1 Enc	-	big thing
Big sword (must use both hands)	+3 dam	-	1 Enc	-	big thing
Whip	+1 dam	-	1 Enc	-	big thing
Thrown rock	+0 dam	-	0 Enc	-	thrown
Big rock (must use both hands)	+1 dam	-	1 Enc	-	thrown
Grenade, TNT lump	-	-	0 Enc	-	thrown

Armor

| Name	Armor rating	Covers	Weight
Tight leather armor	1	full torso	1 Enc
Breastplate	2	guess...	1 Enc
BP vest	2	full torso	1 Enc
Heavy BP vest	4	full torso	2 Enc
Real heavy BP best	6	full torso	3 Enc
Helmet	2	head	1 Enc
BP helmet	4	head	1 Enc
Arm & leg guards	1	arms, legs	1 Enc
Heavy arm, leg guards	2	arms, legs	2 Enc
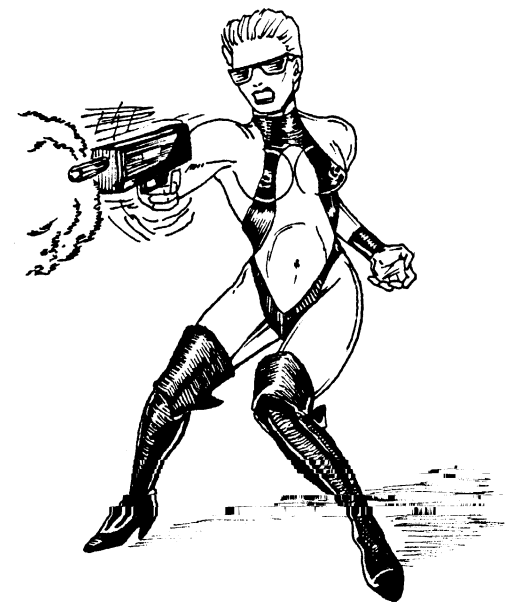
Killer rabbits - Cute, fuzzy bunnies with razor sharp claws and buzzsaws for teeth. They have a +3 skill to hit things, and the attack has a lethal damage of 3. Any attack that makes its roll by 5 or more means the killer rabbit has latched onto the target, and will automatically strike each turn until killed. Killer rabbits are small, and are -3 to hit with any weapon.

Strength - 8
Dexterity - 10
Macho - 12
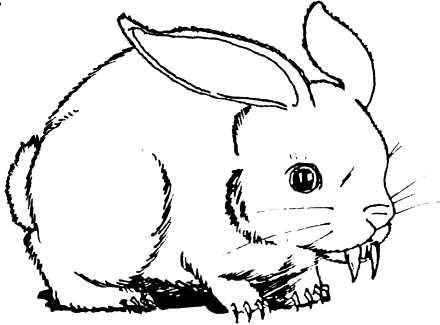
Puppies of Tindalos - Sweet, angular little puppies from another dimension. They whine constantly and want to be petted. Their whining acts as a ranged attack with a lethal damage of 2, but any puppies adjacent to each other add, making them dangerous in quantity. They each get separate attacks with the increased damage. They have a +3 skill at whining. Puppies of Tindalos are also small, and are at -3 to be hit with any weapon.

Strength - 8
Dexterity - 10
Macho - 12
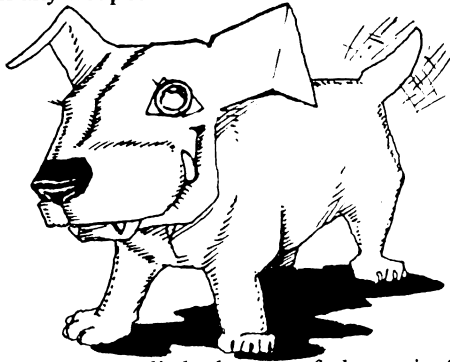
Hellkittens - Fuzzy little lumps of demonic fury. They leap onto their target, and their red-hot little bodies burn their way inward while their venomous little claws knead a hole in your chest. Treat as a "hit things" attack with a lethal damage of 2 and +4 skill. As with killer rabbits, any attack made by 5 means they cling and automatically hit each turn until removed. Hellkittens are tiny, and (you guessed it), are at -3 to be hit with all weapons. Hellkittens are immune to flamethrower attacks.

Strength - 8
Dexterity - 12
Macho - 12
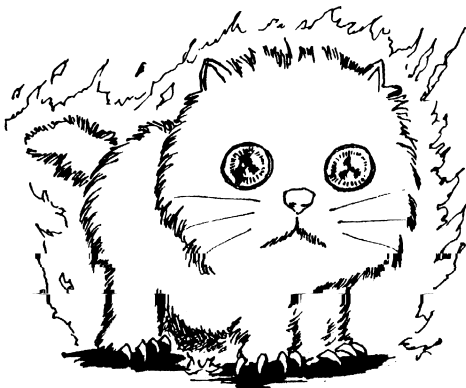
Drunken frat boys - These loathsome creatures from an academonic dimension stagger around the map, searching for anything vaguely female. They grope with fists, having +0 skill, but they are covered with a sticky, noxious drool which has a separate lethal damage of 1. This sticks to the character, and any further frat boys attacking make the drool damage cumulative, i.e., the first attack is damage 1, but the second attack is damage 2, etc.

Strength - 13
Dexterity - 10
Macho - 14

Congressional subcommittee - This is a slow, shambling mound of paperwork that seeks out and destroys intelligent life. It attacks only hand to hand (fists), with a skill of +5, and it will automatically smother any unconscious characters it spends a turn on.

Strength - 16
Dexterity - 8
Macho - 16
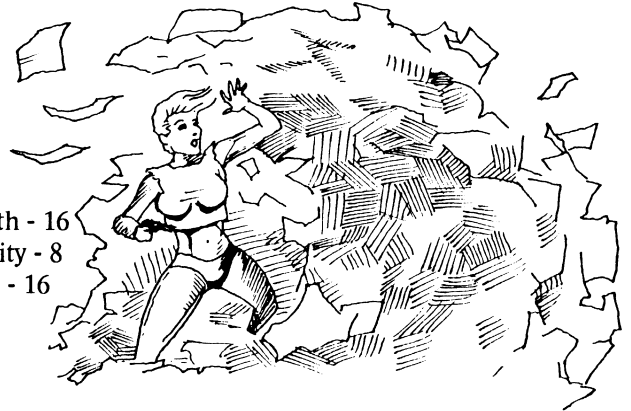
TV evangelists - These mindless creatures are drawn towards women for reasons unknown. They attack hand-to-hand (fists) with a skill of +3. Any attack which makes its roll by 5 or more and hits the upper torso will cause the creature to cling, acting as a 10 Enc object, and cannot be removed unless killed or macho'd out. It will disintegrate into harmless fluff in either case.

Strength - 14
Dexterity - 10
Macho - 14

Aliens - Nasty, spiky, vicious creatures from another planet. They have fangs, talons and a spiked tail, giving them a lethal hand-to-hand damage of 3, and count as having a long weapon. They have a "hit things" skill of +4. A killed alien will bleed nasty acid substances, which melt a hole in the map, and the table beneath. Any character or critter moving into such a hex will fall through onto the floor below, and get lost in the carpet.
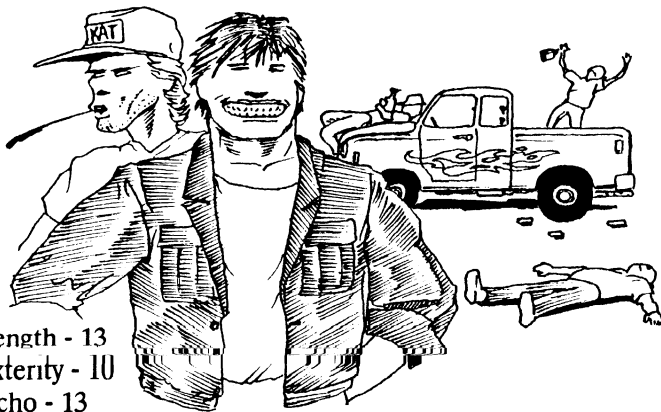

Strength - 16
Dexterity - 12
Macho - 18
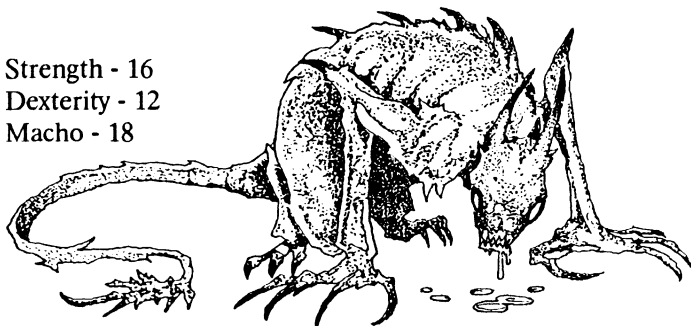
J.Edgar Hoover - A shambling blob of bigoted fury. Slow, but is armed with a revolver (unlimited ammo), which fires one shot per turn, with a damage of 3. He has a +4 skill with the weapon.

Strength - 13
Dexterity - 8
Macho - 14
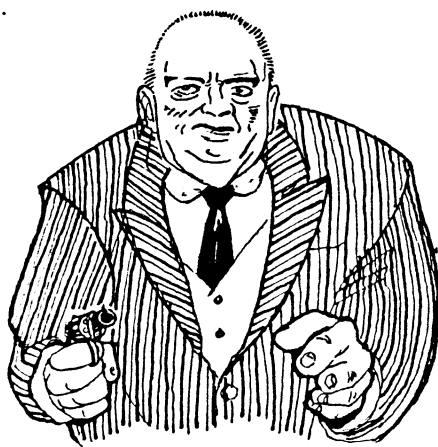
Chauvinist swine - Drunken lugnuts from the backwaters of the galaxy. Will attempt to hug any adjacent female, doing normal hand-to-hand damage (fists). If no hug is possible, can spit tobacco (lethal damage of 1) up to 3 hexes, with a +3 skill. If two targets are adjacent, will belch, doing lethal damage of 1 to all characters and critters in adjacent hexes.

Strength - 13
Dexterity - 10
Macho - 13

Crow with a machine-gun - A small (-3 to hit) black bird, smoking a cigar and armed with an M-60 machine gun (unlimited ammo). This has a damage of 5, and fires 5 shots per turn, always at one target. The crow is a crack shot, having a +4 skill.

Strength - 8
Dexterity - 14
Macho - 14

Bthulhu - A very large extradimensional entity who hates being made fun of in silly games. He is a +3 to hit because of his size, but has an inherent armor of 3. Bthulhu has been asleep a thousand years. While he sleeps, a pasty film covers his fangs and tentacles. He awakes with the worst breath of the millennium. Count this as a flamethrower (unlimited fuel). He also attacks like a big hand-to-hand weapon, with a lethal damage of 3 and +1 skill. Bthulhu cannot be killed. On any result that would kill him, roll 1d6. On a 1, he phases out and goes to R'lyeh to sulk.

Strength - 18
Dexterity - 14
Macho - 23

Isaac Azathoth - Another extradimensional horror from the pages of strange fiction. Azathoth is a big critter, and is +3 to be hit because of his size, and has an inherent armor of 3. He has a hand-to-hand attack like a big thing, with a lethal damage of 3 and a +5 skill. Azathoth does not move normally. Once each turn, he teleports anywhere within 8 hexes, regardless of line of sight, and is always counted as stationary. Isaac Azathoth leaves huge piles of manuscripts in any hex he has teleported to. Mark these hexes. Anything attempting to leave such a hex must roll greater than their hand-to-hand damage on 1d6, or be trapped in masses of popular literature for the remainder of the turn.

Strength - 18
Dexterity - 8
Macho - 21

Macho Women with Guns™

Everything you wanted in a role-playing game...and less

	Level	Cost
Strength	____	____
Dexterity	____	____
Looks	____	____
Macho	____	____
Health	____	____

Base move: ____   ____ Total
Loaded: ____
HTH damage: ____

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
18 17 16 15 14 13 12 11 10

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
9 8 7 6 5 4 3 2 1

Monster Chow™

Skills

	Level	Cost
Run in high heels	____	____
Shoot big guns	____	____
Shoot little guns	____	____
Throw things	____	____
Hit things	____	____
Hit things with other things	____	____
Cavort about	____	____
Seduce creature	____	____
Fly things	____	____
Drive things	____	____
Do technical stuff	____	____
	Total	____

Character points	+70
☐ Plastic surgeon	-10
☐ Teflon skin	-5
☐ Scriptwriter	-5
☐ Weakness: _____	+10
☐ Secret love: _____	+10
☐ Topheavy	+5
☐ Chafing	+5
Total	____

Equipment

Weapon	Damage	Shots left	Enc
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Armor	Rating	Covers	Enc
_____	_____	_____	_____
_____	_____	_____	_____

N
(but do you really care?)

Map represents:
☐ Alien Disco
☐ Alien Spaceship
☐ Alien Brothel

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(but do you
really care?)

Map represents:
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How to use your Cardboard Bimbos™

Take this game to your local copy shop. Beg, borrow or steal a sheet of heavy paper or cardstock, and photocopy this page onto it. Photocopy the maps and character sheet as long as you're there. Then, cut out all the counters and fold them into tacky little 3D figures to use instead of the usual drab, flat counters.