

 **BTRC**

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Why am I reading this?¹

What is "Macho Women with Guns"?

Macho Women with Guns is the game of a world twisted beyond the bounds of chauvinism and reason. Where no one is immune to lethal doses of satire, and nothing is too sacred to be dragged through the mud. Where we are hopefully so biased and contradictory and blatantly offensive that no one in their right minds would think to take us seriously.²

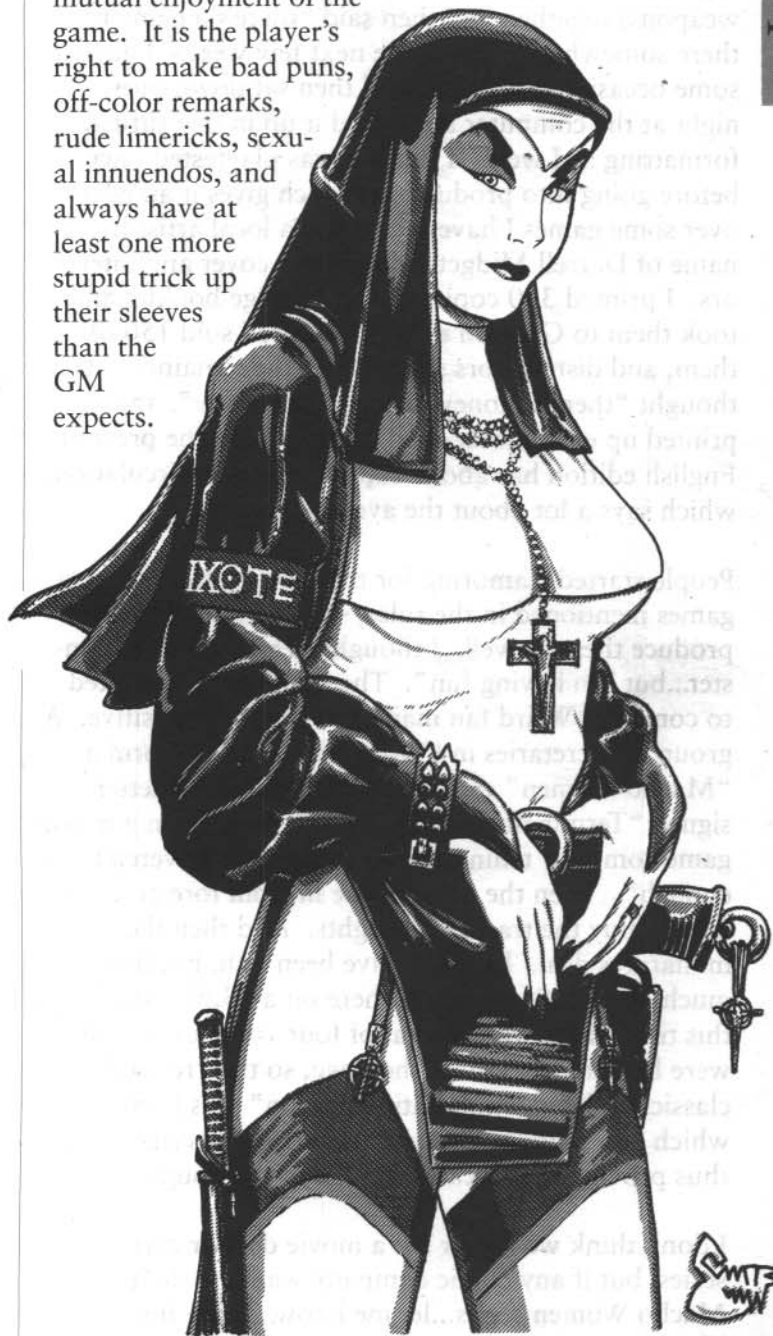
Macho Women makes the basic assumption that women have been getting the short end of the stick in role-playing games, and it is time to do something about it, in the most satirical, humorous way possible. All the player characters are women, and all the evil creatures that stalk the land are men, male, or at best, without gender at all (however, since most of the people buying and playing it will be men, there will be lots of pictures of these scantily clad radical feminists to help it sell).

Macho Women is basically an excuse to engage in chauvinist, sexist, bad punning, power-gaming, hack and slash munchkin-ism, without feeling sorry for it afterwards. It's a throwback to an early era of role-playing, an era of wandering monsters, underground skyscraper dungeons and shooting first and asking questions later. No angst-ridden pseudo-immortals here! None of that diceless storytelling nonsense! It's an excuse to take backhanded side-swipes at anything in the gaming world (or the real one) that we can. A game where mindless violence is a way of life, character development is an afterthought, and the most important thing at the end of a playing session is the body count. The more fun you have doing this, the better. People who like to play deeply emotional anti-heros or cosmic crusaders in a world which has more detail than a set of encyclopedias are advised...to buy this anyway, because we need the money.

¹ Probably because you are standing in a game store somewhere with ten or so extra bucs (basic unit of currency, stupid!) in your pocket, but it's a rhetorical question anyway, so forget we asked.

If you attempt to play this game seriously, the designer will find you, hunt you down, and pummel you with a rubber chicken.

It is the GM's right to be arbitrary, inconsistent and the GM is allowed to get away with outrageously improbable coincidence at any time it seems necessary for mutual enjoyment of the game. It is the player's right to make bad puns, off-color remarks, rude limericks, sexual innuendos, and always have at least one more stupid trick up their sleeves than the GM expects.



² ...however, rumors have been floated that the **Macho Women** system is actually a pretty good rpg once you strip the broads and other window dressing from it. We will neither confirm nor deny these scurrilous accusations, but leave it for you to decide...

Macho Women with Guns!

History

Macho Women was conceived, if that's the proper term, as a counter to the blatant use of T&A in game art by a number of large and well-known game companies who shall remain nameless on the advice of our lawyers. I put the two basic elements of this artwork together (scantly clad women and long, hard weapons) together, and then said "there's a game in there somewhere". Over the next few weeks, I gave it some occasional thought, and then sat down one night at the computer and typed it up in one sitting, formatting as I went. I think it was playtested once before going into production (which gives it an edge over some games I have seen), and a local artist by name of Darrell Midgett did up the cover and interiors. I printed 300 copies of the 12-page booklet and took them to GenCon in 1988, where I sold 150 of them, and distributors snapped up the remainder. I thought "there's money in here somewhere", and printed up even more. And more. I think the previous English edition has about 10,000 copies in circulation, which says a lot about the average gamer...

People started clamoring for the (non-existent) sequel games mentioned in the rules, so eventually I had to produce these as well. I thought "I've created a monster...but I'm having fun". Then the fan mail started to come in. Weird fan mail. But it was all positive. A group of secretaries in California wanted to form a "Macho Women" club. I got a barely legible letter signed "Terminally cured". I got a letter from a major game company telling me the "<deleted>'s weren't big enough". Then the offers came in from foreign countries to buy the translation rights. And then the miniatures deal. I should have been rich, but how much of a profit margin is there on a \$3.95 game? By this time, there were a total of four volumes, which were beginning to show their age, so the "revised, classic, updated, exploitation edition" was born, which you hold in your sweaty little hands right now, thus proving that it can still rake in the dough.

I don't think we'll ever see a movie deal or cartoon series, but if any comic company wants to do a Macho Women series...let me know. Have fun! That's an order.

Background

Once there was a happy, peaceful planet, much the same as Earth...except it was happy and peaceful. Nope, wrong story. Once, there was an alternate world, much like our own, torn by war and strife, where armies of men fought long, hard wars with their long, hard weapons, a global contest of "my sword is longer than yours..." , fighting over women who simply wanted them to put the damn things away and quit scaring the children. There were few Macho Women in those days. While their swords were as long and hard as their male counterparts, they were for some reason considered less qualified to wield one, and so were left at home. Consequently, they tended to live longer, and thus showed the advantage of brain over brawn.

As civilization developed, and mankind became more socially advanced, these conflicts and bloody wars were fought over ever more noble causes, and technology turned the contest into "my gun is bigger than yours...". In some cases, this may have been "my gun may not be as big, but it can shoot more often..." , but that's beside the point. They tended to go off while being cleaned, regardless. Again, the men went off and killed each other, and the women stayed home and collected life insurance.

In the 1990's, this world began to collapse. Under a string of incompetent (male) leaders, the national economies began to collapse. Under greedy (male) corporate executives, the environment was poisoned. Under tacky (male) game designers, women were exploited in role-playing system packaging. That, of course, was the last straw. The Seventh Seal of the Apocalypse was broken, the Four Horsemen rode forth, and disco made a comeback. The fabric of society collapsed, the states and nations crumbled, and Hell itself vomited forth a plague of lawyers and tax collectors to ravage the land.

Where were the men responsible for this? For the most part, they retreated far underground, where safe in their bunkers, they were content to stay perpetually inebriated and watch videotapes of pro football matches and professional wrestling. Others, under the influence of ozone depletion, toxic waste, fluoridated drinking water or the New Kids on the Block, mutated into violent parodies of their former selves, wandering the land

and committing senseless acts of tasteless violence. Dimensional warps appeared and disappeared, leaving strange creatures and unknown territory in their wake. People huddled in their houses, terrified to face the unnatural and inexplicable phenomenon that lurked around every corner.

Rebuilding the world was left to the only people capable of the task, women. Time had come for a change. Those who held the old idea of "new world order" were in for a rude surprise. The world was under an evil spell. Five thousand years of male domination and screwing things...up stalked the land in tangible form, and there was only one thing that could stop it.

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Armed with rifles, swords, spears, other lethal phallic symbols and an attitude, they have left the safe enclaves. In the violent, odd and contradictory society that remains, they're out for the one thing they haven't been getting for the past five millennia: Respect!

Civilization has collapsed. Most of the world is in turmoil and disarray, with all normal lines of authority out for the count. The only social structures with any respect are religions, the most militant of which is the Roman Catholic Church (and Bingo Society). Most of the lawless regions of the US that have been recovered are under the control of the Church, where law and order are kept by crack squads of militant nuns. In these areas, life has returned more or less to normal, although strange and bizarre things still happen whenever needed to advance the plot. In the outlands, Macho Women hold their own against the bandits and monsters, travelling from fortified town to fortified town, and Demonic Bimbos take up the slack wherever needed. Together, the three groups have an uneasy gender-based alliance to restore order, wreak havoc, and kick butt.

Historical note

The original Macho Women was written under the common misconception that Macho Women are products of our own century and (we hope) the future.

Untrue!

After considerable thought and very little research, the history of Macho Women can be divided into 15 distinct historical periods or fanatic femme types, as follows:

Cave Woman (*stupidipus maximus*)
Barbarian Woman (*Swords R Us*)
Pirate Woman (*oceanum exploitum*)
Musket Woman (*minute maiden*)
Old West Woman (*slapidus leatherus*)
Nazi Woman (*jackbooti letheri*)
Police Woman (*freesum rex*)
Soldier Woman (*marchum rex*)
Modern Woman (*nervous rex*)
Beach Woman (*muscle bunny*)
Biker Woman (*hellcati fem*)
Super Woman (*mutatus fem*)
Apocalypse Woman (*loneli & desperati*)
Cyberpunk Woman (*maxus depressus*)
Space Opera Woman (*laseri bikini*)

It has been determined that the Jungle Woman (*me janeus*) is actually a subgrouping of Barbarian Woman, and that Heavy Metal Woman (*thrash trash*) is actually a hybrid of Nazi Woman and Biker Woman, and not a separate category as once thought. Other Macho Women have more obscure origins.³

³ The actual lineage of Amazon Women on the Moon and Cannibal Women in the Avocado Jungle of Death is still open to debate due to the danger and difficulty of getting researchers in and out of these areas.

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How to say it

Macho Women with Guns is published in a number of languages, which says something about universal tastes in gaming, I suppose. If you wake up in some strange country with a few local currency units in your pocket, and have a hankering to buy a game, ask for:⁴

- English - Macho Women with Guns
- Etruscan - Ampuial.tur.lupulal
- Finnish - Aseistetut Machonaiset
- French - Nanas Macho et Chargées
- German - Machoweiber mit dicken Kanonen
- Irish - Mna Fearamhlacht le Gunnaí
- Italian - Maschiacce Armate Pesantemente
- Icelandic - Hressar Stelpur með Byssur
- Klingon - be'pu' yoH qeng Hlchpu'
- Norwegian - Tøffe Damer med Skytevåpen
- Ruritanian - Muldr Deina gam Bangibangy
- Russian - Muzhestvyenniye zhenshchiny s'arudiyami
- Spanish - Amazonas con Pistolas
- Swedish - Machokvinnor med Våpen

⁴ Both the designer and BTRC disavow all responsibility for *faux pas*, bodily harm or extended incarceration as a result of actually using these translations.

Great! What now?

Character creation

All characters are going to be female, macho, and hopefully well armed. Aside from that, you have to choose between being a Macho Woman, Renegade Nun, or Bat-Winged Bimbo. Each has certain limits and requirements.

There are three "character classes" in **Macho Women with Guns**. The first is, naturally...

Macho Women with Guns. Women of above average cleavage and courage who fight for the right to dress as skimpily as they want, and blast the hell out of anyone who makes rude comments to them on the street. If they want you, they will let you know, otherwise keep your fool mouth shut.

Assets - Pretty flexible in what they can and cannot have, no limitations on maximum stats or skills.

Liabilities - Can't own vehicles, or use certain weird abilities. May only buy Mutant Powers to a maximum level of 2.

Second is:

Renegade Nuns on Wheels. Under the orders of the Pope (who being old and celibate is considered fairly innocuous, even if he is a man), they ride the countryside on custom Harleys and other vehicles cobbled together at the Vatican Armory (which got a really good deal on some "like-new" Soviet equipment, and is now the world's second smallest nuclear power). With studded black leather habits, steel spiked rosaries and a "holier than thou" attitude that just won't quit, sinners of all kinds fear their wrath.

Assets - Can own vehicles, and can have certain paranormal powers related to their holier-than-thou nature.

Liabilities - Cannot have any attribute or skill at a level of more than 18⁵, and may not purchase certain skills or abilities which might cause the carnage they create to be construed as an "evil" act.

⁵ Because 18 is "godlike", and for a nun to be higher than this would be blasphemy, of course.

Last are:

Bat-winged Bimbos from Hell. Air-headed souls gone astray, they have been sent to Earth to restore order so that organized sin can flourish again, and round up all the escaped lawyers and tax collectors so that Hell doesn't seem quite so empty. An unlikely ally of the Renegade Nuns, they cooperate to rid the world of common foes. They may have numerous paranormal abilities, but are often unable to figure out how to use them.

Assets - Can buy neat-to-keen wings to flap around with, and are harder to kill because their head is not a vital location.

Liabilities - Have to have a minimum of 13 in Looks, and can only have a maximum of 16 in Macho. Must take the Bimbo disadvantage and should buy a set of wings. Also, their employment contracts are airtight, thanks to Hell's overstuffed legal department.

Buying your character

All characters start with 75 points, with which to buy their attributes, skills and special abilities. Some skills and abilities are restricted to certain character classes. If a skill or ability has the appropriate symbol by it, that character type may purchase it.

♀ - Macho Women

† - Renegade Nuns

🦋 - Bat-winged Bimbos

Aside from this, all characters will have scores in the following attributes: Strength, Dexterity, Looks, Macho, and Health.

Attribute levels	Hand to hand		
Level	Cost	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	Heroine material
17	+40	3	
18	+50	3	God-like
19+	+10 per	4	Goddess-like

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Strength

The brute physical force you can deal out. The maximum amount you can carry is your Strength times 5 kilos, if you *have* to have a number. Most equipment ignores this and is rated in Encumbrance points, or Enc, which can be any unit desired. You can carry up to 1/4 your Strength in Enc (round down) without taking any penalty. Each point after this is a -1 to your maximum movement per turn, and the absolute maximum you can carry is your Strength in Enc. If you can carry it at all, you can always move 1 hex.

Dexterity

How naturally coordinated you are is based on your Dexterity. Most combat skills are based on Dexterity. Your maximum movement each turn is equal to half your Dexterity (round down).

Macho⁶

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. Your Macho can be augmented by your Looks against certain lower forms of life (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.

Tacky side note - Bust measurement is equal to 3 times Looks in inches (4 times if topheavy). For metric players, it is 7.5 times Looks in centimeters, 10 times if topheavy.

Health

How much punishment you can take before expiring in a messy, macho, good-looking pile and becoming Monster Chow^{TM 7}. All damage taken is subtracted from Health. If Health drops to zero from lethal attacks, the character is dead or dying, and if from non-lethal attacks they are simply knocked out.

⁶ Note that there is no Intelligence stat in **Macho Women**. It's a largely overrated concept anyway. What matters is not how smart you are, but how smart other people *think* you are, which is what Macho is for. After all, you don't need to *actually* know how to disarm a Phaselocked Quasi-Stellar Implosion Device, you just need to be able to convince everyone else that you not only *can* do so, but can direct *someone else* on how to do so via long-distance phone call...

Skills

Skills are an addition to whichever attribute they are based on. A person with no skill level bought in a particular area may still attempt to do something, but uses their attribute with a -3, in addition to any other penalty. In order to use a skill successfully, you have to roll the modified number or less on 3d6 (the sum of three six-sided dice).

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	Too good to let live

Example - Conanne the Barbarienne has a Dex of 14, and buys a +3 skill in "Hit things with other things", which costs 15 points and gives her a base roll of 17 or less (her Dex plus 3). On the other hand, she has a Macho of 13, and buys no skill in "Do Technical Stuff", so her base roll to use this skill is 10 or less (13, minus 3 for not having any bought skill).



Oops!

Anytime you roll a 17 or 18 for an attack (or anything for that matter), something *bad* happens. How bad this is depends on the GM. A 17 may still hit or be successful, but an 18 always means that you blew it, bigtime. This is usually not fatal, at least not for a few seconds.

Example - Donna Prima gets ready to lob a grenade into a busload of Sm**fs, but rolls an 18. Oops! Seems that one of these sadistic blue devils snuck up on her and coated it with contact cement. Now she has a primed grenade stuck to her hand, and 3 seconds to figure out what to do with it.

On the other hand, if you roll a 3 or a 4, something *good* happens. While it is still possible to have a 4 be a skill failure, a 3 is always a success, and has some additional wonderful side effect.

Example - In a contrived act of fate that only happens in example situations, Donna tries to use her Strength to peel the grenade loose. She rolls a 3, so not only does it fly free without even ruining her manicure, it flies into the opened gas tank that someone thoughtlessly left uncapped at the last service station. Two seconds later, there is a disgusting rain of blue appendages and shredded white hats. Good job!



- ♀ **Beat things with whip (Dex)**
- † This skill is used for long entangling weapons like whips and chains (hurt me), and a successful roll on this skill gives a +2 bonus to any use of Interrogation skill.

We won't get into this much except to say that there are three kinds of whips:

Type	Damage	Size	Skill
Riding crop	+1 punch dmg.	0 Enc	thing
Whip	+2 punch dmg.	0 Enc	big thing
Bullwhip	+2 punch dmg.	1 Enc	real big thing

(can attack anywhere within 3 hexes, at -2 modifier per hex)

If a character can make a Seduce Creature roll with a -10, they may be able to convince a target that they would actually *like* to be beaten with the whip...

- ♀ **Blow things up (Macho)**
- † The character can use explosives to blow things up or knock holes in walls. Half of any amount the character makes their roll by adds to the force of the explosion, which technically means that someone with this skill can blow things up without even having any explosives. However, the GM should require an additional roll based on the quality of raw materials used (hair spray, old socks, etc.).
- ♀ **Cavort about (Dex)**
- † This skill increases your effective Dexterity when you are dodging attacks. Like a regular dodge, half the amount the roll is made by applies to your own attacks as well.
- † **Combat genuflection (Dex)**
- † This skill is effectively the same as Cavort About, except that only Nuns can have it.

⁷ Beats being made into Soy lent Green...

⁸ Subject to further revision

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☿ Demonic giggle (Looks)

This skill allows the user to create a horrid, semi-sentient warbling sound that all intelligent creatures find offensive. Needless to say, said creature will do almost anything to get you to stop. Out of combat, use of this skill can cause the target to perform a favor for the character.

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

Modifiers to the chance of success are as follows:

Not enough time	-3
Adequate time	+0
More than enough time	+3
Target can physically flee the area	-3
Player can perform the giggle themselves (or, this may be used to simply coerce the GM)	+3

Note that you only get one roll per target on this skill. Failure means the target was able to flee or permanently deafen themselves before the full effects kicked in.

If used *in* combat, it can apply on any creature within 6 hexes affected by Looks, with a -3 for inadequate time. Successful use of the skill means that creature will move away from the character a number of hexes equal to the amount the roll was made by.

♀ Disgust onlookers (Looks)

☿ The more repulsive the feat, the greater the contrast with the character's normal appearance. Like Perform Anatomically Impossible Feat, but if the roll is made, the penalty taken on the roll is a penalty to the Macho rolls of any male creatures attacking the character. If they fail the roll, they lose their turn and retch violently, taking 1 point of damage in the process (roll normally for creature death as a result). Each disgusting act may only be used once, period. Repetitions may be penalized by the GM, unless of course the GM forgets or is suitably bribed.

☿ Distort reality (Macho)

This skill allows the character to be blissfully ignorant of the world around them. For Bat-winged Bimbos, this translates into a literal use of "what I don't know can't hurt me". If you make your roll on this skill, the amount the roll is made by applies as a defense against all attacks. However, you must stay perfectly still and stare at your fingernails for any turn in which you do this. Movement, attack or any other action is prohibited. At GM option, a focus like a portable CD player may provide a bonus to this skill.

♀ Do Technical Stuff (Macho)

† This is the ability to use such complex devices as radios, toaster ovens, supercomputers and digital watches. It is also usable as currency for the various explosive and gun-filled vending machines found nearly everywhere. Modifiers to skill use are:

Unfamiliar device used for the first time	-5
Easy to operate (supercomputer)	+3
Average to operate (digital watch, vending machine)	+0
Hard to operate (toaster oven, VCR)	-3
Acquiring a useful item	-(the damage it does + 5)

A failed roll usually means the device does what it is supposed to do in the *worst* possible way. Also, as you've no doubt noticed in the movies, both high and low tech equipment tends to spark, burn or even detonate at the least provocation, much like grass huts in Rambo movies seem to be made from a special form of bamboo that is filled with TNT. The appropriate game quote would be "Looks like nitrocellulose has no future as a structural material", which can be modified for whatever type of item is currently detonating.

Do Technical Stuff is also used to fix broken and shot up vehicles. Each damaging hit the vehicle has taken is a -1 to the roll, and the total number of hits is how many hours it takes to fix if you make the roll. The GM can screw this up as much as they like (burnt out hulks usually take double penalties, for instance). This is too much like a real game though, so busted up vehicles are usually left to rot and you just start off with a new one next adventure.



∞ Dodge responsibility (Dex)

A successful roll on this skill allows the character to deflect a *single* attack (one bullet, punch, etc.) per turn to the nearest other character, who will doubtless be thrilled with the chance to take some of your damage. Failure means that you have an angst attack, and the nearest other character gets to deflect an attack onto *you*.

† Drive things (Dex)

This skill lets you drive any land vehicle in an extraordinarily hazardous and reckless manner. All characters may attempt driving feats, but take the -3 for not having bought the skill. Modifiers are:

Crashing through shopping malls	+2
Leaping over small chasms	+1
Violently weaving through traffic	+0
Driving under or at the speed limit	-1
Parallel parking	-5

A failed roll results in some form of property damage, proportional to the amount failed by, although this usually does not harm the vehicle.

Successful rolls may cause damage as well, but at least *you* get to choose what gets crushed and mangled.

♀ Fly things (Dex)

† This skill lets you pilot any flying vehicle or creature, including yourself if you are a Bat-Winged Bimbo.⁹ Note that simply having wings does not confer the ability to use them well. Failure to successfully use the skill means you careen wildly out of control in whichever direction would do the most harm to property or other characters. Modifiers are:

Trying to fly through a too-small opening	+0
Do a wing swipe for punch damage	-1
Taking off	-3
Landing gracefully	-5

♀ Gambling (Macho)

† Lets the character cheat at games of chance. May be used instead of Seduce Creature or Proselytize on non-humans, provided the character has something worthwhile to bet with. Body parts, extreme embarrassment, or even alignment changes (nun to bimbo) are typical. Such bets must be honored, and whoever makes their roll by the most wins the bet. The opponent is assumed to have a "skill" of 3d6, determined randomly *after* the bet is made.

♀ Grab stuff (Dex)

† This lets the character wrestle an opponent, and confers an innate ability to wrestle well in mud, oil or in front of audiences. A successful roll lets the character grab an opponent and prevent them from making an attack on that turn, *or* it can be used to grab a 0 or 1 Enc item from an opponent (including clothing). Either of these is an attack, and the defender can prevent it by making a Hit Things, Hit things with other things or Grab Stuff roll with a minus of the amount the attacker made their roll by.

Creative grab (must specify body part)	+1
Creative grab vs. topheavy character	+2
Grab vs. armor or clothing	-3
Each point opponent is stronger	-1

⁹ Topheavy bimbo characters may only fly face down.

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♀ Hit things (Dex)

† This is the ability to use your fists and feet (or any other body part) to do serious damage to anything that happens to be in the way.

♀ Hit things with other things (Dex)

† This is the skill to use if you want to hit someone with a knife, sword, two by four or baseball bat.

♀ Interrogate (Macho)

† Also known as torture. See companion volume "Macho Men in Chains" (no, it doesn't exist and never will). The victim must make a Macho roll by the amount the interrogator makes their roll by, or they reveal some vital piece of information. Use the same modifiers as a "Seduce creature" roll, except for the "face to face contact" modifier. If a torture device or boom box (aka Third World briefcase) is used, the interrogator may make three rolls, and use the best one, but the amount the best roll is made by is subtracted from the victim's Health or counted as damage against regular critters. You do get the info if they fail their roll, even if they croak afterwards.

♀ Patch things up (Dex)

† A character with this skill can patch up damage on themselves or others, once per day per character (no one can benefit more than once per day). They can restore lethal or non-lethal damage equal to 1 point per 3 points the roll is made by, rounding up. Failing this roll by 5, or rolling a 17 or 18 instantly brings 1d6 Malpractice Lawyers to the scene, whether you want them or not.

♀ Perform anatomically impossible feat (Dex)

† This skill lets you perform contortions and actions that lesser mortals can only dream about. In general, the difficulty of an anatomically impossible feat is the minimum number of words necessary to describe it. Once described, it may be elaborated on to give it some flavor at no additional penalty. The difficulty is a penalty to your skill roll.

In the interest of good taste and getting past censors, we will not list the various anatomically impossible feats. However, this skill may be used on human-size or smaller creatures by applying an extra -3 modifier. Note that the skill

may be used on others to cause damage, but the maximum damage is equal to the amount the roll is made by. In any case, a successful use will immobilize the target for 1d6 turns until they extricate themselves (but they are likely to be *very* angry afterwards).

♀ Pretend and Lie (Macho)

† This is a disguise skill. The character can try to be anyone or anything, and can always get in the first attack if the enemy is fooled by your cleverness. Otherwise, they see through your pathetic efforts, and anyone not fooled automatically gets first attack on you. The amount you make your roll by is a minus to their Macho roll for penetrating your disguise. This skill is useful for getting into secret installations, exclusive men's clubs and government arsenals.

Creative disguise (must be described)	+1 to +3
Physical limitations (be creative)	-3



† **Pray like Hell (Macho)**

This skill is the ability to not take holy names in vain when you are getting the snot stomped out of you. No other action may be taken while using this skill (but vehicles may move in a straight line). A successful roll will give you some peace of mind, and let you add half the amount made by (round down) to *one* skill roll on the next turn (except praying again). Modifiers are below.

Character has taken no damage	-5
Character has taken less than half Health	-2
Character has taken half Health or more	+0

† **Prosylytize (Macho)**

To recruit, esp. by the offer of special inducements (Webster's) Wink, wink, nudge, nudge. This skill serves Nuns like Seduce Creature does for Macho Women and Bat-winged Bimbos. In addition, the character gets a +3 when dealing with ecclesiastics, and a -3 if dealing with "evil" creatures.

♀ **Run in high heels (Dex)**

† Wearing high heels is an automatic +2 to Looks, but any attempt to move more than 2 hexes per turn requires a roll on this skill. Modifiers to the roll are:

Moving more than 4 hexes	-1
Moving more than 8 hexes	-2
Poor terrain (gratings, etc.)	-3

If you fail the roll, you fall down and are so embarrassed that you lose your turn. Really bad rolls mean you break a heel and must remove the high heels until you reach a shoe store.

♀ **Seduce creature (Looks)**

† This skill is used in lieu of currency in the Macho Women universe. Whenever a character attempts to acquire something, they must roll on this skill to procure it. Nuns can only have their default level, which is relying on charity. Failure means that the vendor is either too tired from previous sales, or that you just aren't good looking enough, I guess. Items are usually kept in indestructible, immovable cases just to prevent characters from looting and pillaging. Modifiers are:

Item size (cumulative)	-Enc
Vendor is not male ¹⁰	-3
Each roll over the first	-1

Each time you roll on this skill or get an item in an adventure, your 'credit' drops, and all subsequent rolls get harder, whether you make the roll or not, so you have to be careful in when and in what order you try to get things.

♀ **Shoot big guns (Dex)**

† Like "Shoot little guns", but used for big guns instead.

♀ **Shoot little guns (Dex)**

† This skill lets you shoot little guns, and look good and jiggle appropriately while doing so.

♀ **Sneak around (Dex)**

† On the off chance your character desires to be subtle, you can use this skill. If done at the start of combat, you can move without any enemies seeing you until you make an attack.

Night time	+3
Lots of cover	+0
Brightly lit or no cover at all	-3

Failing a skill roll at any time means that someone or something spots you. The GM should make appropriate sound effects for stepped-on cat tails, knocked over trash cans, and disturbed vagrants.

♀ **Spot Obvious (Macho)**

† This lets the character spot important things before other characters, and thus gain an edge towards experience points or finding hidden things. But, to be honest, it's not a very useful skill. In any adventure, characters with this skill get the benefit of the GM's attention whenever Important Stuff™ is being overlooked. Whoever makes their roll by the most is informed of what everyone else is missing, and can either divulge this, or use it as leverage to coerce pizza or favors from the ignorant masses.

♀ **Swearing (Macho)**

† The character has a powerful command of invective, four-letter words and anatomical possibilities. They get a bonus of +1 per 3 points this skill roll is made by to any verbal skill used in the same turn.

Macho Women with Guns!

♀ Swinging (Dex)

† This lets the character swing on vines, ropes and webs left lying around by littering arachnid superheros. Any indoor location may be deemed suitable for swinging, as is any forested area. This skill may be used instead of Dexterity for movement purposes as long as you only move in a straight line, and the creature can move through hexes containing little or normal critters without actually having to attack them, although they may choose to do so.

♀ Take it on the chin (Macho)

† If a character makes their skill roll after being hit by an attack, it only does 1 point of Health, regardless of what the attack was. However, the skill roll takes a -1 per point of damage in the original attack. The roll is made after the attack is resolved. If the character is attacked multiple times, use the first attack and take an additional penalty of the damage for each extra attack that would hit. All hits from one autofire attack are resolved simultaneously (use damage, and add 1 to effective damage for each hit), but separate attacks use separate rolls. A character using this skill loses their next turn, with the exception that you can take it on the chin again and again...

Example - Joan Carter of Mars has a Macho of 14, and +2 in this skill. She gets hit by an autofire attack with a damage of 3, and is hit 3 times. She attempts to take it on the chin, and needs an 11 (base of 16, -3 for weapon, -2 more for the extra hits). Later in the same turn she is hit by some other attack with a damage of 4, which is another -4 so she needs a 7 do take this one on the chin. Regardless, she loses her next turn except for the ability to take it on the chin again.

♀ Throw things (Dex)

† This skill lets you throw objects in combat, like knives, grenades, satchel charges and small children.¹¹ You can throw things up to your twice your Strength in hexes, divided by the Enc of the item.¹²

♀ Tie things down (Dex)

† Use your imagination for this one. May go well with Beat things with Whip.¹³



¹⁰May be nullified by Hardwired disadvantage

¹¹It is no longer Politically Correct to throw dwarves for any reason. Please use small children instead.

¹²No, you can't throw 0 Enc items an infinite distance. Any player who attempts to use this as a loophole without finding this footnote has the item slip out of their hands and land right next to them when they throw it. And, they are too busy looking downrange to notice this fact...

¹³Any player on asb gets a +1 to either of these rolls

Weird advantages

In addition to skills and attributes, characters may acquire certain advantages possible only because of the distorted nature of the universe. It doesn't really matter, though. If you've made it to this point in the rules, you've undoubtedly bought the game, so we are now free to tell you that the rest of the pages are blank, there is no game, and the store is not accepting returns for any reason. Sorry.¹⁴

☞ **Bat wings**

Yes, Bat-winged bimbos have to pay for them. But, they only cost 3 points, so its no big deal. Besides, they can be folded up so no one notices them.¹⁵

† **Cellular phone**

This is a hotline to Heaven, and lets the user talk to God once per adventure.¹⁶ Roll 1d6. On a 1, you get the Almighty Herself, and She is in a good mood. Any single hex on the map may be scorched to a cinder, sending the occupants there-of to their eternal reward, and any damage you or your vehicle has taken is miraculously restored. Targets under the direct protection of the Evil One are unaffected. On a roll of 2, you get God's secretary, who will take a message, and either do 1d6 damage to an enemy (bypass armor), or heal you 1d6 Health. On a roll of 3 or 4, God is in the shower, and you get an answering machine with an inspirational message. On a 5 or 6, the call is forwarded to the militant religious leader of your choice, who will arrange to air drop you one item of personal equipment, usable at the start of the next turn. A cellular phone weighs 1 Enc, and costs 5 points. It is also indestructible, although you can't use it as armor.

We'll resist the temptation to go beyond the bounds of good taste on this one. Once per game, this power lets you open up a crevasse on the map, which sucks in everything touching the ground, and crushes it into a bricklike object which is sold to a construction firm that doesn't ask a lot of questions. This applies to the target hex, and also extends 1d6-1 hexes in a random direction, with identical effects. It does not work against anything which is inherently holy. This ability costs 5 points.

♀ **Endless ammo**

† Just like all larger than life heroines, the character never runs out of ammo when using modern or futuristic weapons. Once a weapon's normal ammo load is exhausted, she can fire one shot per turn until she throws the weapon down and grabs a new one from someone else. This new weapon is considered to be fully loaded (of course). Archaic weapons may still run out of ammo, but found ones are always loaded. This costs 20 points.

☞ **Evil powers**

You are possessed of an eldritch ability not possible for lesser mortals. You may save movement points from turn to turn, or transfer them from unit to unit, up to 1 turns' worth. Each aspect of this ability costs 5 points, and must be bought separately for personal and vehicle use (20 points gets the whole thing). Extra hexes of movement take up no space or weight, and the ability may be used at range, however, use of extra points is always voluntary. Does not work in Baltimore.

♀ **Extra life¹⁷**

† You only *thought* you were dead. Actually, you only just looked that way. This advantage lets you survive any attack that does not puree, digest or totally randomize your body. You are out of it for the rest of the scenario, however, and your comrades will have to carry you home. Alternately, if you also have a Scriptwriter, you can just make up some plausible way to get back home. This costs 10 points, and this advantage goes away when it is used (those character points are lost forever, but hey, you are still alive, so don't complain).

Macho Women with Guns!

Your character before
"Looks good
in armor"



♀ **Fast draw**
† When in single combat or on the first turn of any combat, you always act first unless you are Macho'd out. This costs 10 points. If your opponent has this, hey, you wasted the points.

⌘ **Flame touch**
This power lets you light cigarettes just by holding them, as well as other useful tricks. Each point of damage you can do costs 1 point, but this may not be combined with any other attack. You have to make a roll on your current Health each time you use it to do damage. Failure means you lose a point of Health (non-lethal). The power is used with the "Hit things" skill.

⌘ **Fire retardant soul**
This power gives you 1 point of armor protection against all fire attacks per point you spend on it. It does not prevent you from looking like you were scorched to a cinder, but it does reduce the damage.

† **God's Mighty Anvil**
You can pray for fire support at any time, once per turn. Either the Almighty or someone else with a lot of time on their hands will chuck out a large steel anvil that has a lethal damage of 5. This will plummet at terminal velocity into the vicinity of the combat. Roll 1d6. On anything but a 1, it lands near the target hex, scattering 1d6-1 hexes in a random direction from where you wanted it, hitting anyone in the hex on a 14 or less (+/-size modifiers). On a 1, however, the hex *you* are in is counted as the target hex, and it scatters from *that* hex. This ability costs 10 points.

¹⁴Now how many of you were tempted to turn the page just to be sure we were kidding?

¹⁵Yes, even while wearing a bikini!

¹⁶Of course, if the adventure goes badly, they may get to talk to God all they want...

¹⁷Note - Renegade Nuns may have extra lives, but they take at least three days to come back from the dead.

Handbag of holding

♀ The character has

† an extradimensional purse or fanny pack or other item of clothing which can hold 1 Enc worth of gear and always weighs 1 Enc. These items may be chosen at will from anything on the equipment lists that the GM allows (“Gosh, I know there’s a machine pistol in here somewhere...”). Only one item may be used at a time, and new items may not be procured until the old item is lost, used up or destroyed. The handbag itself may be stolen during an adventure, but will replace itself between adventures. It is useless to all but the person who paid for it, although others may use an item produced from it, and it does go well with any wardrobe. The first time it is used in an adventure, the item is procured on a 1d6 roll of 1-6. The second item is procured on a 1-5, the third on a 1-4, and so on, down to a minimum chance of getting the item on a 1. Each roll counts as an attempt to use a special ability, whether it succeeds or not. This snappy accessory to any wardrobe costs 10 points.

♀ Hard drinking

You have the *option* of getting drunk before any fight. You can add up to 5 to your Health and Macho, but subtract an equal amount from Dexterity and any attempts to seduce you. This costs 5 points.

♁ Hotline

The Devil herself owes you a favor, once per game. Roll 1d6. You can instantly do this much damage to any non-holy enemy, regardless of armor, move this many extra hexes, regardless of obstacles, regain this amount of lost Health, or use it as a bonus or penalty to any one roll. This will cost you 5 points, payable in advance, of course.

♁ Infrared vision

This lets you see in the dark, and make tacky value judgements on how “hot” things are. This costs 3 points.



and afterwards...

Macho Women with Guns!

♀ Look good in armor

† This ability will allow a character's armor to enhance rather than detract from their physical charms. Each level of this advantage negates 1 Enc worth of armor for purposes of any penalty on Looks, *and* negates the Enc penalty of the armor itself. So with enough skill, for instance, a full set of plate armor is as attractive and encumbering as a chain mail bikini. Each level of this ability costs 5 points.

♀ Mutant ability

† You can have one mutant ability at a level of 1 per 10 points spent. This is either a non-lethal or lethal ranged attack, an addition to a melee attack, an armor value, an addition to movement or a non-normal movement, or a ranged or non-ranged bonus or penalty to someone else's attribute or ability (or a defense against *all* such penalties). Note that you should make every attempt to cause this ability to be disgusting as your GM will allow. Good starter ideas are things like projectile vomiting, pyroflatulation, excessive body hair or combat halitosis.

♀ Pet

† A cute and cuddly carnivore of some type, preferably with an appetite for human flesh. It has an inherent Hit things skill of +3, and inherent lethal melee damage of +1, which may be increased by Strength or extra skill cost. The pet always accompanies the character into battle (and *everywhere* else). The pet costs 10 points, plus the cost of its attributes, skills and special abilities. The pet automatically gets 1 experience point for each 5 that the character gets. Pets that get trashed in combat or elsewhere are replaceable at no cost, but only to the level originally bought at. This pet can also represent a kid sister or other easily replaceable family member.

♀ Plastic surgeon on retainer

† This lets the character subtract 1 Health from the damage on any lethal hit, since the character knows it won't leave scars afterwards. This costs 10 points.

♂ Press-on claws

These are fashionable glue-on talons which convert your base punch damage into lethal damage on a "Hit Things" attack. They cost 3 points, and are available at fine stores everywhere (but only if you spend the points).

† Pure of heart

This means that your soul is squeaky clean, and your fists and feet are counted as holy weapons vs. anything affected only by holy objects, or which takes additional damage from them.¹⁶ This costs 5 points.

† Sainthood

You are possessed of an eldritch ability not possible for lesser mortals. You may save movement points from turn to turn, or transfer them from unit to unit, up to one turn's worth. Each aspect of this ability costs 5 points, and must be bought separately for personal and vehicle use (20 points gets the whole thing). Extra hexes of movement take up no space or weight, and the ability may be used at range, however, use of extra points is always voluntary. Does not work in Baltimore.

♀ Scriptwriter

† This lets the character re-roll any one event during a combat, but the character has to accept the second roll. The decision to re-roll must be made immediately, before any other rolls are made. This costs 5 points.

♀ Teflon skin

† This advantage means the character never suffers any penalties to Looks because of getting slimed, as it slides right off on the turn after it was applied. It does not confer immunity to any effects of the gunk during the turn it is there, however. This costs 5 points.

¹⁶The Vatican has not yet ruled on the status of bodily fluids from one who is pure of heart.

† Time Delay

∞ The person may “save” a turn at any time, and use it in addition to a normal turn on their following action. Normal natural laws of cause and effect are suspended while the person is “saving” their turn, although other characters and creatures may interact with the person in ways that would not cause damage. While saving their turn, the character is immobile and can perform no other action. This costs 10 points.

∞ Ultraviolet vision

This lets you burn holes in things by looking at them. Each point of damage costs 2 points, and each point of range costs 2 points (maximum of 5 in either category). You have to make a roll on your current Health each time you use the power. Failure means you lose a point of Health (non-lethal). You aim the blast using the “Shoot big guns” skill.

∞ Vampirism

This lets you suck things dry, and drain their life force as well. You can recover 1 point of lost Health by inflicting a point or more of lethal damage on a Hit things attack. Following the guidelines “you are what you eat”, characters should be careful as to what they recover their Health from. This costs 10 points.

† Winged Wimple

You know, those odd headpieces that some nuns wear for the sole purpose of decapitating passers-by. Instead of normal running movement, the wearer can leap into the air and glide 2d6 hexes in a straight line, on top of or over any obstacle 5 or less hexes in height. This may also be used while on a motorcycle or monocycle to jump obstacles during normal movement, but if the 2d6 roll is 12 hexes, the excess strain will cause the wearer’s head to pop off (blech!). Yes, this is usually fatal. This costs 5 points.



Weird disadvantages

To get extra character points, a character may opt to take certain limitations or disadvantages.

♀ **Alien babe**

† Only allowed in science-fiction games. You aren't human, but close enough for most construction workers. In addition to being lusted after by any sexist humanoid, the GM can have virtually any other alien creature get infatuated with you. Since this is a disadvantage, such an event will only happen when it is inconvenient for your character. This is worth 5 points.

† **Backslider**

You have neglected to perform enough good works between converting and massacring the heathen, and have fallen out of holy favor. Whenever you acquire equipment, it may be cursed and defective. Whenever you use a carried, worn or vehicle mounted item for the first time in a situation where it affects the life of the character, roll 1d6. On a 6, the item is useless, breaks into tiny pieces and disintegrates, to the delight of your enemies and amusement of your friends. This is worth 10 points.

⊗ **Bad to the bone**

You are rotten and nasty enough that any holy weapon does double damage after armor is applied, and does a minimum of 1 Health, regardless of your armor. This is worth 5 points.

♀ **Balancing priorities**

Being a modern woman, you have other obligations. At the start of each scenario, roll 1d6. On a 6, you are preoccupied and have to leave early because your kid has a cold and your husband needs the car. You can play the game normally, but take a -1 to all skills that adventure because your mind really isn't on what you're doing. This is worth 10 points.

⊗ **Bimbo**

Yes, being a bimbo is a disadvantage. Aside from the obvious personality problems, you have to make a Health roll any time you take damage. If you fail, the amount failed by is a modifier to all your rolls on the next turn (Oh, he chipped my nails, ooh, I have a run in my stockings, ad nauseam). This is worth 10 points.

♀ **Chafing**

† The character is unable to wear any armor that has a *base* Enc of more than 1, because of their delicate skin. This is worth 10 points.

♀ **Conservative dresser**

† You shun thigh boots, elbow gloves, leather, etc.
⊗ You will not wear *any* armor unless it is currently fashionable, and won't wear any disguise that would hurt your Looks. This is worth 20 points.

♀ **Depression**

† Life is pretty hard for you. You are introspective and tend to mope, and question whether it is morally right to blast aliens, creatures and innocent bystanders into bloody chunks. This doesn't stop you from trying however. If you attempt to Macho an enemy into submission and fail, you automatically lose your next turn to an angst attack. This is worth 10 points.

♀ **Fairness**

† A serious character flaw for a Macho Woman.
⊗ You won't attack anyone who is down, unarmed or out of ammo. Neither can you sneak up on anyone or cheat at gambling. You can pretend and lie if you want to, however. This is worth 5 points.

♀ **Hardwired**

† Well, you're just different somehow. You take a penalty of -3 on any bought level of Seduce Creature or equivalent skills because your heart just isn't in it. You can however, be affected by the Looks of any Macho Woman, etc. who tries to do a Macho attack against you. This is worth 5 points.

♀ **Heroically dead**

† You can't get this

♯ disad unless your character has already bit the big one, so don't even bother. It's worth 5 points, should you manage it somehow.

♀ **Mutant disad**

† You must have a mutant power to have this disadvantage. This restricts the power in some way. Perhaps it will not penetrate leather, maybe it doesn't work against aliens, etc. The restriction *must* be against a broad class of items the character regularly comes into contact with (size, origin, political affiliation, etc.). That is, you couldn't say "it doesn't work against repugnant alien slimeballs named Floyd", but you could say it "doesn't work against Republicans". This is worth 10 points.

♀ **Non-intellect**

† Also known as Intellect...Not! You can *never* Do Technical Stuff, Fly or Drive Things, speak, read, write, use a spoon, etc. You can, of course, buy a gun, use a credit card or run for public office. Even though you can't speak in words of more than one syllable, you can still get good soliloquies by grunting, baring your teeth and beating on your chest.¹⁸ This is worth 20 points.

♀ **Outlaw**

† Normally, the courts leave Macho Women alone, but you have committed some heinous crime against morals, law, good taste or fashion. All human enemies will attack you in preference to anything else within range. You are especially susceptible to lawyers, who roll twice and use the best roll. You must have GM approval to take this disadvantage, and you must specify the nature of your "crime". This is worth 10 points.

♀ **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, holy symbols or Debbie Gibson albums. It also applies to that class of objects in general. The character must also select three critters from the critter list that somehow relate to this disadvantage, and it applies to them as well. This is worth 10 points.

♀ **Sadistic**

You are naturally mean and vicious, and tend to prolong the agony of your enemies. On any hit against characters, roll twice for damage location, and choose the roll that has the least effect. Against critters, subtract 1 from the damage of any attack. You will *never* Patch Things Up on others. This is worth 5 points.

♀ **Secret love**

† The character has a secret love for certain things, and must make a Macho roll at -5 in order to attack them, regardless of circumstances. The character must also protect these creatures from being attacked by other characters if their roll would fail vs. their base Macho. This also applies to anything that looks remotely like the object in question. Examples include kittens, bunnies or Patrick Swayze. In addition, the character must choose three critters from critter list that somehow relate to this disadvantage, and it applies to them as well.

♯ **Squeamish**

You don't like getting the innards of any creature or person all over yourself. You have to make a Macho roll at -5 to make any "Hit things" or "Hit things with other things" attack. If you fail, you can still make the attack, but with a minus of the amount you failed the roll by (Oh, ick! It's bleeding all over me!). This is worth 5 points.

♀ **Status-conscious**

♯ You can't let yourself get upstaged by any other character. Whenever anyone else gets a piece of equipment that is *better* than yours, you have to sulk, and make every effort to get one better than theirs, get their item, or in the worst case, destroy their item. Until you do, you take a -3 to all your rolls from being mean and surly. The person who upstaged you can make you feel better by giving you the item and groveling before you and admitting they are unworthy, if there is some situation where they desperately need your help. This is worth 5 points.

¹⁸Mind you, grunting, beating on your *teeth* and baring your *chest* might work too...

Macho Women with Guns!

♀ Topheavy

† The character is overbalanced, and cannot fire at targets downslope unless there is a railing or other item to lean against, or they make a Dexterity roll at -5. A failed roll means the character almost falls on their face, but stops a little bit short (and loses the rest of their turn). The character may also have trouble tying their shoes, performing aerobics or doing sit-ups. This is worth 5 points. If the GM allows the use of non-standard body parts as weapons, this disad is worth zero points.

⚔ Vengeful

You want to kill something...anything. If you take damage from an enemy, you *must* make every effort to chase it down and obliterate it before doing anything else. You are freed from this obligation if the enemy leaves the map, or you do as much damage to it as it did to you. This is worth 5 points.

† Vow of silence

The character can't say anything, or do anything requiring talking, like using a phone. This can be a pain at times, but it is worth 10 points.

† Vow of violence

You get double credit for each critter you kill in combat, but you lose 1 kill for each turn of combat in which you don't at least injure something (get damage through any armor). This is worth 10 points.



Finishing touches

Put all relevant information in the right spot on the character sheet of choice. Place a few of these blank sheets in your GM's stack of sheets for any game which coincidentally (honest) looks like a **Macho Woman** character sheet and see how long they take to notice the difference.

Name your character. This should be appropriate to the type of character you have, and if at all possible, should be a pun, double entendre, literary reference, rude or all of the above. For instance:

Dee Kupp	Eva D'struccione
Conanne the Barbarienne	Joan Carter of Mars
Maria DeSade	Donna Prima
The Terminatrix	Kami Flauge

Bimbos can get away with names like Buffy, Muffy, Busty, or about anything else that ends with a "y". For Renegade Nuns, you must also determine the order they are from. This is unlikely to make a difference, but can be amusing. Most nun names will be "Sister such-and-so" of their appropriate order. Roll 1d6 separately for each column.

Table 1

Column 1	Column 2	Column 3
1 Sisters of	Our Lady of	Flaming Bazongas
2 Order of	the Holy Spirit of	the Sacred Wheel
3 Temple of	the Merciful Lord of	Incredible Firepower
4 First Church of	Divine Love and	Perpetual Motion
5 Virgins of	Elvis Impersonators &	the Holy Keg
6 Company of	see note A	see note B

- A. Roll on Table 2 instead, ignore third column
 B. Roll on Table 3 instead

Table 2

1 Heavy Metal
2 Harley-Davidson
3 Heavy Artillery
4 Mass Consumption
5 Perpetual Indulgence
6 Jesus Commando

Table 3

1 Laser-tinted Death
2 Aztec Wrestling Nuns
3 Hairless Legs
4 Radioactive Waste
5 Retribution
6 God the Merciful and All-powerful but give me an Uzi anyway...

All characters should have a profession, and a short quote that sums up their personal philosophy about life.

Sample character

Eva D'Struccione will

be a sample character. She wants to be a Macho Woman with a nasty pet, who is good at killing things, but who is really soft at heart...when she isn't ripping out someone else's.

She starts off with 75 points, and takes the disadvantages Conservative dresser, and Personal Weakness, for a disadvantage total of 25 points, and a character total of 100 points.

Her attributes are:

	Level	Cost	Notes
Strength	14	+15	Does a damage of 2 with punch, 3 with kick
Dexterity	15	+20	Real good
Looks	12	+5	Not built to seduce 'em
Macho	14	+15	Real good
Health	14	+15	Real good
Total		70 points	

She gets the skills:

Skill	Level	Cost
Shoot little guns	Dex+1	+5
Shoot big guns	Dex+0	+3
Hit things	Dex+1	+5
Hit things with other things	Dex+0	+3
Seduce creature	Looks+1	+5
Cavort about	Dex+0	+3
Patch things up	Macho+0	+3
Beat things with whip	Dex+0	+3
Total		30 points

She isn't exceptionally skilled, but neither is she loaded down with excess baggage. Most of her points are in attributes, which means she should increase skills with any experience. This takes care of her 100 points. But wait, she wanted a pet of some type. This is depressing, so she picks up the Depression disad, for 10 points, which just covers a Pet. Well, 10 points doesn't buy a really good pet, but it does get:

Strength	8	-5	Base damage of 1 (pets get +1 lethal damage)
Dexterity	10	+0	Not so great
Looks	8	-5	Ugly, ill-tempered brute
Macho	12	+5	Ok
Health	12	+5	Ok
Total		0 points	

It gets the skills:

Skill	Level	Cost
Hit things	Dex+3	+0

(since it gets this for free as a Pet)

Eva determines that this pet is a chewed up wolf which has taken a liking to her, and has decided to be her guardian.

Preferred equipment (in order):

MAC-10 machine pistol (Damage=2), 1 Enc
Whip (+1 damage), 1 Enc
Grenades (0 Enc)

Campaign equipment:

Dental floss
Bottle of beer
Sueme Walkperson radio

Profession:

Etiquette instructor

Hobbies:

Watching Aliens,
Terminator II, Heavy Metal

Quote:

"Shoot it 'til it stops twitching..."



Macho Women with Guns!

Meaningless minutia!

Equipment

A character can carry up to 1/4 their Strength (round down) in Enc before being encumbered. An "Enc" is a general unit of encumbrance, unhindered by association with any real unit of measurement. Three 0 Enc items count as 1 Enc. Any non-clothing item which doesn't encumber a character is assumed to be concealable on her person, regardless of how much or how little she is wearing.²⁰

Example - Eva D'Struccione has a Strength of 14, so she can carry 3 Enc without being encumbered. So, while wearing her tight jeans, she can hide a machine pistol (1 Enc), bullwhip (1 Enc) and a handful of grenades (1 Enc) without them being noticed (or maybe people are just noticing other things more), since this is a total of 3 Enc, which is her unencumbered carrying capacity. Note that the 3 Enc of items listed do not show, regardless of how much additional stuff she carries.

Normally, each adventure is a separate part of a campaign, and equipment picked up in previous adventures is no longer available, although nice GM's may let a single item carry over from game to game.

If you play as an ongoing game, each player is also assumed to have up to three 0 Enc items of choice, as long as they are not weapons or armor, and small enough to be tucked into an article of clothing without drawing too much suspicion (topheavy characters may have two extra items). Remember that three 0 Enc items count as 1 Enc for carrying purposes. The GM does not have to be made aware of these items, but the players *do* have to write them down beforehand. These should not be serious items, and may be used for any purpose remotely resembling their real properties. For instance, dental floss can be used to tie people up, it can be braided into a whip, used to rappel down buildings, or made into a modern swimsuit. Of course, this level of absurdity means the GM can have the floss break as required for dramatic effect in each of the previous situations. In the tragic event that a character attempts to acquire a serious item, or use an item in a serious fashion, then you will just have to see to it that something humiliating happens so that they don't do it again.



²⁰Exactly *how* this is done is best left to the imagination...

Nuke 'em from orbit. It's the only way to be sure.

Combat

Yes, combat! Combat is what you've been waiting for, isn't it? Enough of this namby-pamby character development garbage, you just want to know how to kill things for fun and profit, right?

Well...

Combat proceeds in turns, each turn being an arbitrary unit of time that has significance only in the game. In the course of a turn, characters can move, shoot, hack, slash, pray and do virtually any disgusting act that comes to mind, sometimes more than once. For the more technically oriented, you can do two items from the following list or do a single item on the list twice:

1. Try to use some special ability or advantage
2. Make a skill roll or attribute roll (does not apply to Drive things or Fly things skill)
3. Move up to half your maximum distance (round any way you want, so long as your total move is correct)
4. Talk as long as everyone else will put up with it

Not too tough, eh? Characters and critters move in order of skill level (or Dexterity for movement), highest numbers moving first, and ties determined by bribery of the GM or:

1. Use weird abilities
2. Shoot little guns
3. Then shoot big guns
4. Then shoot really big guns
5. Then hit things
6. Then hit things with other things
7. Then move
8. Then do everything else

Everyone gets to do their first item from the list, and then everyone gets to do their second. Or, you can just say that all characters move first, blast enemies into submission, and then anyone left gets a counter-attack.

Repeat as many times as it takes to get the desired result. Even if someone else goes first, you may always use a skill or ability defensively at any time, provided you don't exceed your allotment for the turn. So, if someone tries to hit you and you haven't moved yet, you can still dodge or block.

Line of sight

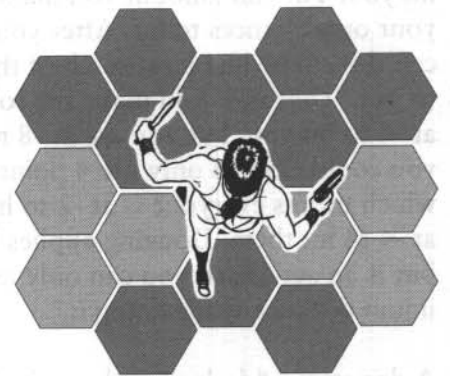
You can only attack things that you can see, although I suppose you can just spray and pray if there is no other option. If it looks like you can hit it, you can. Take a vote if necessary (a good reason not to antagonize other players), and the GM or anyone with those initials can be a tiebreaker. Of course, if you can see it, it can see you...

Movement and facing

Characters can attack anywhere in their front 120° arc. Moving 1 hex counts as moving 1 hex, and changing facing by 1 hex *without* moving also counts as moving a hex. Flying characters need to make a roll of their "Fly things" skill to take off, land or change facing, but this doesn't count towards their maximum skill use in a turn. Unless otherwise specified, characters cannot save movement from turn to turn, or transfer it from unit to unit. All other common sense rules that need to be explained only to players of strategic games also apply.

For tactics geeks who want to use this game seriously, apply the following arcs and penalties to all attacks or defenses in these arcs.

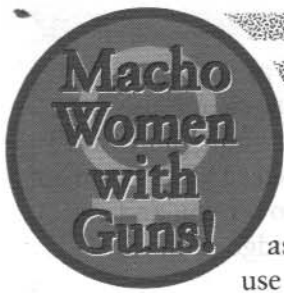
Front arc	+0
Side arc	-1
Butt arc	-3



Flying around

Characters who can fly have a maximum move the same as if they were running, with the exception that you don't have to make any rolls for using high heels unless landing or taking off. While flying, you can change altitude by 1 level for each 2 hexes

Killing things
(and other common sense)



of normal move you sacrifice, and you can lose as many levels as you want, provided you don't use more than your normal move to

get from a certain height to the ground. Doing that means you forgot to slow down for landing, which can be *real* painful (falling damage is lethal, and has a damage of 1 per 3 hexes fallen, with a maximum of 10). The best way to show how high you are is to take an extra die, make the height the top facing, and put your character on top of it.

Flying characters can be grabbed by ground-pounders if flying at a height of 1, and grabbed by really big critters at a height of 4, so be careful!

Stacking

No more than two entities may cohabit a single hex, except small critters, which have unlimited stacking with everything except really big critters, which may never share a hex with anything except flying critters (of any size), which may pass through such a hex with no hindrance, but may not end their movement there. Is that clear?²¹

Dodging

Anyone can dodge an attack. If you make a Dex roll or an appropriate dodging skill, half the amount you make the roll by applies against anyone's chances to hit you. The full amount you make it by applies to your own chances to hit. After you make the roll, you can determine just how much of the dodge you want to use. That is, if you make the roll by 8, everyone is at -4 to hit you, but you are at -8 to hit them. But, you could elect to only use 4 points of the dodge, which means everyone is at -2 to hit you and you are at -4 to hit them. Dodging applies for the whole turn, but is an action, so you can only move half your maximum distance while doing it.

A driver can "dodge" with a vehicle, in which case the penalty to hit or be hit applies to everyone on or in the vehicle. A dodging vehicle still moves its full amount, but the dodge counts as a skill roll for maneuvering purposes, and is not recommended in heavy traffic, since a dodging vehicle will collide with anything that not only enters its hex, but any hex adjacent to it...

²¹Local morals laws may apply in your region. Check with local authorities before trying to stack more than two deep.

Kill, maim, destroy

Attacks are resolved whenever they occur. In order to hit, the character must roll less than their modified skill on 3d6. Various skills will have various modifiers to the chance of success.

Little guns	Modifier
Each two hexes of range	-1

Big guns	Modifier
Each four hexes of range	-1

Really big guns	Modifier
Each eight hexes of range	-1

Any guns	Modifier
Taking a turn to aim (don't do anything else)	+2
If you have to reload your weapon	-3
Each hex <i>you</i> moved	-1
Each two hexes <i>your target</i> moved	-1
Shooting at something really big	+3
Shooting at something really small	-3
Shooting at a vehicle (round down)	+1 per 2 wheels
Using a mounted weapon against anything	-3
Shooting from the hip (+2 to Macho attacks)	-2
Each 5 shots in a burst (round down)	-1

Hitting things	Modifier
Each hex moved that turn	-1
Hitting/blocking things in your side arc	-1
Hitting/blocking things in your butt arc	-3

Throwing things	Modifier
Each hex of range	-1
Each hex moved that turn	-1

In general	Modifier
Vaguely positive situational modifier	+1
Vaguely negative situational modifier	-2
Totally hopeless situation	-10

Doing stuff from a vehicle	Modifier
Each four hexes <i>your vehicle</i> moved	-1
Each eight hexes a <i>vehicle target</i> moved	-1

Melee combat

You can hit things in your hex or in adjacent hexes. If you are using a Big Thing, you may hit anyone up to two hexes away, but attacks into these hexes are at -3. Really Big Things may attack up to 3 hexes away, but these are too big for people to use. Really Long Whips can attack anywhere within 3 hexes, but at -2 per hex.

If a "Hit things" or "Hit things with other things" attack is successful, the target may attempt to block the attack. They can use any "Hit things" type of skill for this, but blocking a "Hit things with other things" attack without a "thing" to block with means that your arm is in for a world of hurt. If you make your block attempt by equal or more than they made their attack by, you deftly deflect the deadly blow. Shields give a bonus to blocking, and if the block is failed, the armor of the shield applies only if the hit is to the location the shield was protecting. Defense rolls against an attack do not count towards a character's total actions for a turn.

You can block any number of times in a turn, but each one after the first takes a -3 penalty, i.e. using a skill to block with counts only as 1 skill use, regardless of how many times you block.

Example - Conanne the Barbierian is being attacked by some Alienses. She has a Hit Things with Other Things skill of 15 and has a +1 shield. Three aliens attack, all of them foolishly from the front arc, but they all hit. Conanne needs a 16 to block the first one, a 13 to block the second one, and a 10 to block the last one.

Multiple attacks

Since you can make two skill rolls a turn for offensive actions, you *can* attack twice. The second attack takes a -3 modifier. Autofire guns can make any number of attacks *per skill roll*, so long as the total per turn does not exceed their rate of fire. Each 5 shots (round down) in a burst is a -1 to the attack roll, but the amount the roll is made by (plus 1) is the number of hits you get. That is, if you make the roll exactly, you get 1 hit, and if you make the roll by more than this, you get more hits.



Macho Women with Guns!

Spray and pray

Autofire attacks can target multiple adjacent hexes. Allot a certain number of attacks per hex, use the total shots fired for the multiple attacks penalty, and the worst target modifier for the overall chance to hit. Your total number of hits is applied from the first shot in the first hex, and then down the line.

Example - The Terminatrix fires 10 shots into 5 hexes. She takes a -2 for using 10 shots, and when the targets are considered, she ends up needing a 14 or less to hit. She rolls a 12, and gets 3 hits (12,13,14), so the target in the first hex gets hit twice, and the target in the second hex gets hit once. Everyone else is spared, at least until she shoots again.

Shotguns

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

Flamethrowers

These and similar weapons have a maximum range of 10 hexes, but attack *everything* in the line from the attacker to the target. Everything except the main target is at -3 to be hit, however.



Called shots

You can pick a spot to shoot something. This is a -3 modifier, but if successful, you do an extra point of damage. There is no limit to how many times you can cumulatively do this, except the maximum damage you can get is double the normal amount. If you actually shoot at another character, you can go for extra damage, or adjust the hit location roll by up to 3 in either direction.

Another option is the "macho shot". Macho called shots are like regular called shots, except the character takes an extra minus on the attack which has no effect on damage. If the shot is successful, the attack has gory special effects of the character's choice, and the extra penalty can be reversed and used as a bonus to all Macho attacks on that turn vs. valid targets.

Example - Kami Flauge decides for some bizarre reason that she would rather subdue a foe rather than blow it to bits, so she says she will stitch a row of bullets around its silhouette and try to Macho it into submission. She decides to take a -5 modifier. If she makes the shot, the neat row of bullet holes next to the poor creature's head will be so impressive that she will get a +5 on Macho when she makes her Macho attack against it.

Called shots can also be used to shoot things out of people's hands, break things and have other special effects, depending on how difficult the shot is.

Bombs and stuff

Grenades have a damage of 4 in the hex where they end up, and do 1d4 hits. Each hex away from the spot where it goes off reduces the damage (4,3,2,1) and number of hits by 1, from 1d4 to 1d3, 1d2 and 1d1.²²

Lumps of TNT have a damage of 4, +2 for each time you double the number of lumps (2 lumps is 6, 4 lumps is 8, 8 lumps is 10 and 256 lumps is 20). This drops like for grenades, except boom damage from bombs and stuff is half lethal and half bruising. Average the lowest armor and the highest armor worn for subtracting damage from TNT or bombs.

²²Roll 1d6 and reroll all results except 1

Grenades go off 2 turns after you pull the pin, and TNT lumps all have fuzes with quality control problems. These go off 1d6-1 turns after your throw them, zero turns being on the turn they were thrown. Both always go off at the very end of the turn.

Macho Attacks

A special type of attack a character can make is the Macho Attack. This is a way to impress your enemies into submission, or at least stun them long enough for you to blow them into little bits without interference. The macho character will affect all enemies in line of sight with the attack, provided that they are facing the character at the time.

To do this, take your current Macho, add all modifiers for called shots, hipfiring, situation and so on, and then roll 3d6. Half the amount you make this roll by is treated as a penalty to your foe's Macho, and they have to make a roll on this amount. If they fail the roll, they are stunned, and will take no action this turn, and may roll once per turn afterwards on their base Macho to recover. If they recover, they may act normally on that action. They automatically snap out of it if they take any damage, but are still stunned for a minimum of one turn. Enemies driving vehicles will continue to move in a straight line at the speed they were going before the attack.

Modifiers

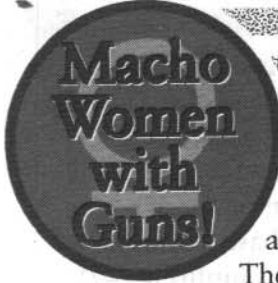
Hipfiring (using full rate of fire)	+2
Using big gun	+1
Using flamethrower	+2
Macho called shot	varies
Each Macho attack after the first in a given combat	-3 per
Good looks (if opponent is affected)	+(Looks/2)
Each effective Enc of worn armor	-3 to Looks
Attacking from a vehicle	Looks don't apply
Good quote made while attacking	-2
Average quote made while attacking	+0
Bad quote made while attacking	+2
<i>Really</i> bad quote made while attacking	+4

If a critter is affected by Looks, it will say so on its description.

Example - Dee Kupp is fighting the Sexist Scum from Altair IV. She levels her Carnage Assault Weapon at the leader, says "suck on this, chauvinist swine!", and hipfires a burst into him while his 4 evil, gender-impaired companions gasp terror-struck at the spectacle. She has a base Macho of 14 and a Looks of 12. However, she is hipfiring (+2), using a big gun (+1), and had a bad quote (+2), for a total of 19. Half her Looks (they are sexist scum, after all) adds on, making this a 25. Rolling 3d6, she gets a 12, making the roll by 13, for a -6 to their Macho. All the sexist scum have to make a Macho roll by 6, or be stunned by the spectacle of having such a stellar babe spray their leader's entrails all over them and the surrounding countryside. Likely they will fail, and she will repeat the process on them.

If any creature ever rolls an 18 when forced to make a Macho roll, it is so overawed by the character's (whatever) that it self-destructs, blowing up like a chunk of TNT. This only works, however, if the player inserts the appropriate "whatever" into the previous sentence. If the creature rolls a 3, however, it is totally amused by your puny efforts, and ignores *all* Macho attacks for the remainder of the scenario.

Inanimate objects are assumed to have a Macho rating in some Machoverse. Objects of less than human size have a 10, objects of human size have a 15, and objects larger than human size have a 20. Really, really big things can't be Macho'd. A successful Macho attack vs. an inanimate object means that whatever temper tantrum you have thrown has had the desired effect on the object in question. Each character only gets one try vs. an object.



Vehicles

Vehicles are counted just like anything else for combat purposes.

They move on the Dexterity of the driver, and accelerate or decelerate right before moving. A vehicle moving forward may sideslip 1 hex to either side without changing facing on a "Drive things" roll, just like a normal turn. A vehicle can make a 60° pivot in any hex, at no movement cost, if the driver makes their "Drive things" skill roll. This takes a -1 for each turn made or attempted previously on that turn, with a -3 if a turn is made twice in the same hex (regardless of when), and an extra, cumulative -1 applies for turns made off-road. A failed roll means the vehicle must move forward 1 hex (if you have the movement left) before trying to turn again. Moving a vehicle its full amount counts as "movement" for the type of action the character is taking, and skill rolls for steering are not counted towards the turn total. That is, you can move a vehicle its full amount, steer, and do one other item from the list (except move again, of course).

Example - Sister Portia has a "Drive things" roll of 16 or less. She tries to make two turns in one hex. The first turn is a 16 or less, and she succeeds. The second one is a 13 or less, because she is trying again in the same hex. Rolling a 14, she fails, so the vehicle moves forwards one hex. In this hex, she tries again. This roll is a 12, because of the -3 previously taken, plus -1 for another turn attempt.

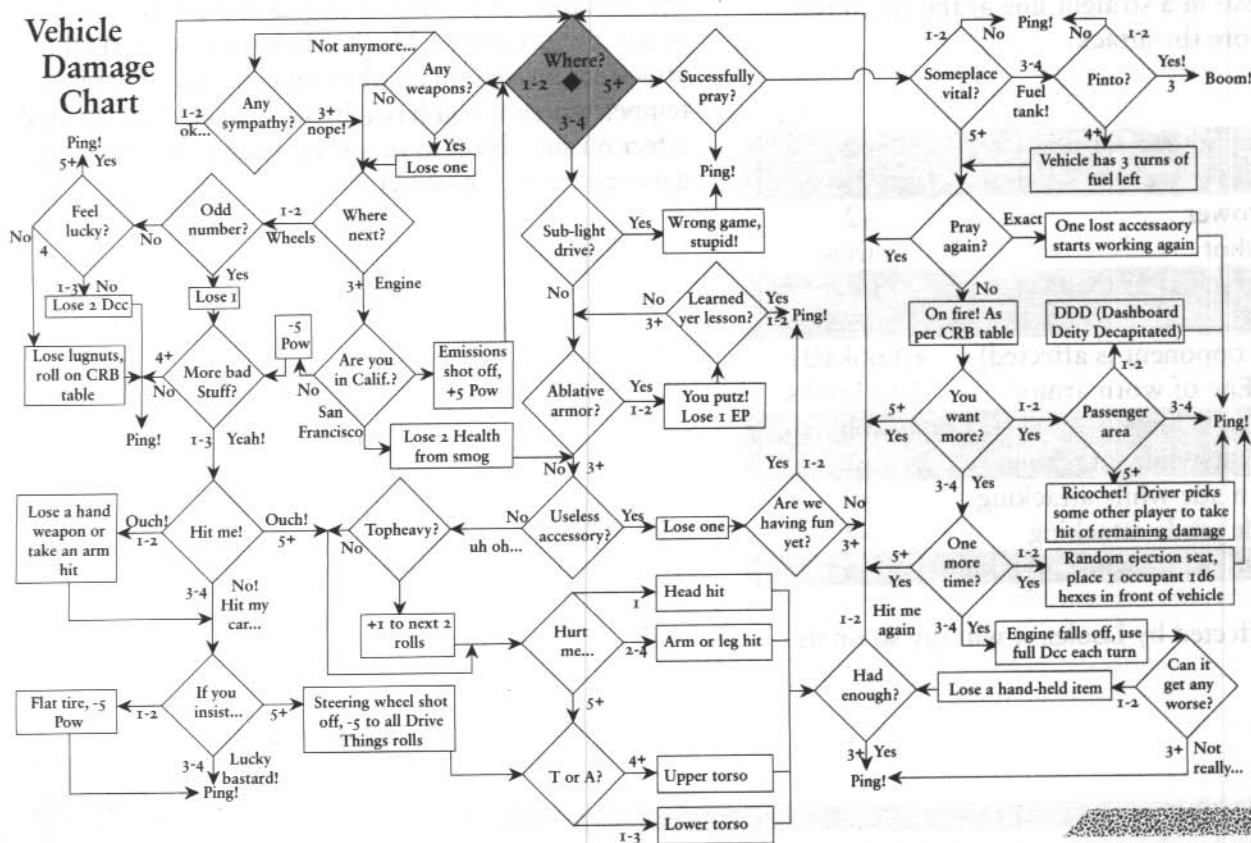
Hint - Save fancy maneuvers for the end of the move. That way, if you fail, you don't actually go anywhere.

Vehicle combat

Vehicle combat is real simple. Vehicle mounted weapons may fire out of one 120° arc, determined when the vehicle is bought. Target arcs are equally simple. If the shot from the attacker to the center of the target hits the front 120° arc, it is a front shot. Similar shots from the back are to the rear, and anything else is to the side. If there is a height advantage, any shot from higher up than the horizontal distance hits the top. People who have just been run over may shoot at the bottom, provided they are still alive. Movement for chances to hit is simple. If both vehicles are going within a 60 degree arc in the same direction, use the difference in movement, if in the

opposite direction, use the sum of the movement, and in all other cases, use the attacker's movement for attack modifiers, and the defender's movement for target modifiers.

Vehicle Damage Chart



Collisions

If a vehicle runs into another vehicle, or any hex of a vehicle enters a hex with another vehicle or critter, there is a collision. Characters can try to dodge out of the way by making a Cavort About, Combat Genuflection or Dodge Responsibility roll with a minus equal to the size modifier of the vehicle.

Example - A motorcycle has 2 wheels, for a size modifier of +1, so trying to dodge out of the way means you take a -1 to your skill roll. Of course, if you've used up all your actions for the turn, you don't get to make any other skill rolls...which is tough luck...

After a collision, all vehicles involved immediately stop, unless it is a hit and run vs. average or small critters, in which case you simply wave or make obscene gestures as you go by. A vehicle hit does lethal damage equal to half its speed (round down), against which any armor can apply (roll for hit location for characters). Positioning and relative speed makes no difference. All vehicles involved must then roll on the Crash, Roll and Burn table, with bonuses or penalties decided by player and critter vote, +/-1 per player vote, and +1 per critter vote (critters always vote against you, unless they owe you a favor).

If a collision is inevitable and the driver has an action available, they can attempt to "Drive things", with the modifier of their choice. If successful, this chosen modifier can apply to their benefit on the Crash, Roll and Burn table.

Example - If you're going 16 hexes per turn

at more or less right angles to a target that is also going 16, you take a -4 on your chance to attack for your movement (your movement/4), and a -2 on your attack for their movement (their movement/8), for a total of -6 (plus range and target size).

In combat between vehicles and people on foot, use the modifier for the target type, so a vehicle attacker uses vehicle movement for their own speed, and pedestrian movement for the target speed.

Vehicle damage

Aha! You get to use the simple table on the previous page. Whenever damage exceeds the armor on a given facing, the excess goes into the vehicle. You then roll dice on the table, starting with the black diamond. Each time you encounter a box after this one (not a diamond), subtract one from the remaining damage. If damage goes to zero, or it goes "ping!", the shot has stopped rattling around inside the vehicle and you breathe a sigh of relief.

If you don't feel like this degree of involvement is necessary for such a simple game, you're probably right, especially when dealing with critter-type vehicles rather than your own. Roll 2d6 and compare it to any damage that went through armor. If the result is equal or less than the damage that penetrated armor, the vehicle is dead, and pukes its mechanical guts all over the adjacent hexes. If this happens, each occupant has to roll 2d6 as well. If they roll equal or less than the damage that penetrated armor, they are dead as well. Any natural roll of snake eyes is an automatic vehicle kill, which results in a catastrophic explosion (damage of 6), an emotionally satisfying fireball, and all occupants are killed, their assorted viscera squirting through the cracks like macabre party streamers. Such an event is a +5 to Macho for any Macho attacks made by the firer on that turn (because by God, it's pretty impressive).

Macho Women with Guns!

Crash, Roll and Burn Table

(roll 1d6)

- >7 Good news! They manage to separate you from your organ donor card. Go directly to your eternal reward.
- 7 Vehicle flips and burns in place, occupants must make a "Drive things" roll at -5, and take any amount failed by directly off Health (Fire-retardant soul reduces this). Survivors may appear standing beside vehicle at start of next turn, or may stay inside the vehicle and continue to fry.
- 6 Vehicle flips (out of play) or catches fire for one turn, in which case it is still in play, but occupants have to roll like on a result of 7. Players vote to see which one happens.
- 5 Skid 1d6 hexes in a random direction, keeping the same facing.
- 4 Pivot vehicle in place to random facing around rear of vehicle.
- 3 Pivot randomly one facing around rear of vehicle.
- 2 Vehicle finds dimensional portal, drop counter from a ways up and see where it lands (on its wheels).
- 1 Ambiguous situation. Add 2 to whatever your next dice roll is.
- 0 You handle the situation admirably, and with the proper degree of humility and piety. Get a free experience point.
- <0 Make any *other* vehicle opponent roll once on this table with no modifiers.

Special weapons

Vehicles may mount a few special weapons, available only to Renegade Nuns.

Tract dispenser - This unleashes a flurry of religious leaflets that obscure visibility and occasionally cause moral confusion. Any fire through a hex with fluttering tracts takes a -2 to hit. Tracts that accidentally intersect the paperwork of a Congressional Subcommittee result in a nonsense-antisense explosion, annihilating both counters, and doing a blast damage of 4.

Holy water slicks - A slick of holy water fills a 3 hex line, will reduce traction, and prevent any critter or NPC vehicle from maneuvering for the rest of the turn. Against characters, it is an extra -3 to any maneuvering if any part of the vehicle crosses the slick. Evil creatures may not usually cross the slick, and take a damage 3 attack if they are forced to by circumstance.

Boom boxes - Like land mines, except filled with those batteries that say "may explode if disposed of in fire". These do a lethal damage of 4 to the bottom of any vehicle that enters the hex, or the feet of any really big critters that step on or kick it because they don't like the music.



Are we dead yet?

Damage

Weapons and melee attacks have a Damage, which is how much armor the attack will go through, and it's usually more than you have. What is left hits the character, and each point of damage left will subtract a varying amount of Health from your hapless character, depending on where it hit you.

Location	Health loss
Head	1d6+2 per point of damage (1/2d6 round down on Bimbos)
Torso	1d6 per point of damage
Arms	1/2d6 per point of damage (round down)
Wings	1/2d6 per point of damage (round down)
Legs	1/2d6 per point of damage (round up)

Example - If Sister Sin got hit in the chest by a 2 point attack while wearing 1 point of armor, she would take 1 point of damage, which translates into a loss of 1d6 Health for this location. If on the other hand, she were hit in the arm and there was no armor there, she would take two 1/2d6 Health losses, each one rounding down.

Once a character is reduced to a Health of 3 from lethal attacks, arm, leg or wing hits no longer have any effect unless the GM thinks it would be humorous to have your character croak from getting their toes stepped on...

Hit locations

Of course, this means you also have to roll to where your character got hit...

Hit locations (Normal 3d6/Topheavy 2d6+2)				
Roll	Normal folks	Roll	Womyn with Wyngs	Special effects
3-7	Head	3-7	Head	-2
8-9	Upper torso	8-9	Upper torso	-1
10	Arms	10	Arms	+0
11	Lower torso	11	Wings	+1
12	"Vitals"	12	Lower torso	+2
13-18	Legs	13-18	Legs	+3

Special effects

If the game becomes too lame and boring, add the following special effect rolls to all combat against characters. Normally, characters can choose whether to not to face the wrath of the tables, especially if the attack would otherwise turn them into a stain on the carpet. There is a mix of both good and bad results, so you never know what will happen...

Damage effects

If you get hurt, you both look and feel lousy. Gunshots, clubs, claws and knives tend to do that. If you've taken *any* damage at all, you take a -1 to all attribute and skill rolls and movement. If you've lost half your Health or more, you take a -3 to all your attribute and skill rolls and movement. If you take half your base Health in one hit, it usually hurts quite a bit, and you can't use that body part at all (interpret this however you want).

Note that there may be some exceptions here. I mean, if you've got bleeding cuts all over your body, it might actually be *easier* to convince a vampire to do you a favor. Or, if you are dripping in purple ichor from a Ravenous Bugblatter Beast, it could help you out when trying to impersonate one. If you are dropped to zero Health however, that leads immediately to...

Death!

If a character is reduced to a Health of zero or below, they succumb, and become Monster Chow™. This is not a certain event, though. A character who is dying automatically gets a last action, which they may deem to be "glorious and heroic", or "sniveling self preservation". In the former case, it has to be a glorious and heroic action (by majority vote), and the character gets a +5 modifier on any aspect of this heroic action that requires a skill roll. They can also postpone their fate by making a dying speech for as long as the other players will put up with it. If they succeed being heroic, well, they die anyway, but it was for a good cause. They get 100 experience points, but have to spend 95 of them to be reincarnated, letting them start their next character with 5 extra points (from the base 75, not what they died with). Characters with an "extra life" weren't *actually* dead, so they don't get this bonus.



Tacky Special Effects Table

(2d6)

Roll	Macho Women	Roll	Renegade Nuns	Roll	Bat-winged Bimbos
2-	Gosh that hurts! You decide to take a nice, comfy liedown right where you are for 1d6 turns, during which you can do nothing except take a few aspirin and make one "Patch things up" roll.	2-	You see a vision, and it says you are headed for the "other place" unless you shape up. Motivated, you can ignore the effects of this damage for as many turns as you make a Macho roll by.	2-	Tiny particle of brain lodged in your skull, causing total confusion in addition to normal damage. You get no further actions this turn.
3-4	Ow! You've heard of pierced ears, but this is ridiculous! 1 in 6 chance it goes through both ears, doing double damage (after armor), otherwise only does 1 Health.	3-4	If wearing a Winged Wimple, it is blown off, but you take no damage. Otherwise, add 1 point of damage to anything that gets through armor.	3-4	Your perm deflects part of the blow, reducing damage by 1 point, but really pissing you off.
5-6	You flinched! Roll another hit location. Take a 2 Health hit to this location in addition to the normal effects of the hit (armor here does not apply).	5-6	Your rosary shatters with the impact. The damage of the attack is reduced by 1, but everyone in the same or adjacent hexes takes a damage 1 hit from the fragments.	5-6	In addition to normal damage, retaining straps on a random piece of armor are knocked off. Catcalls by opponents may be in order. Roll 1d6 for tan lines (even=yes, odd=no).
7-8	Black and blue is not your color. Lose 1 point of Looks for remainder of scenario in addition to normal damage.	7-8	Ow! What interesting words they taught you at the convent! You're so embarrassed you lose a point of Macho for the remainder of the scenario in addition to normal damage.	7-8	Pride damaged. Lose 1 point of Looks for remainder of scenario in addition to normal damage.
9	Break a leg! Your movement is halved until you are "Patched up".	9	Stunned! In addition to normal effects, you have to make a Dex roll anytime you move, or you fall down for the rest of the turn.	9	Structural failure! Lose 1d3 movement points while flying in addition to normal damage.
10-11	Lucky stiff! The attack is stopped by a random piece of your gear. Get 1 extra point of armor vs. this hit, but the item is destroyed (or out of commission for a while).	10-11	Dodge! Make a Dex roll and the attack only grazes you, doing 1 point of damage (before armor). Blow the roll and you jumped the wrong way, adding 2 to damage before armor.	10-11	Nails creased. Make a Macho roll or drop the last weapon you used or the weapon you were preparing to use this turn. But, you only take one point of damage from that attack.
12+	Legwarmers catch fire! In addition to normal damage, lose 1 Health per turn until they are extinguished, which takes one turn doing nothing else. If you don't have legwarmers then it's your leg hair that ignites, and it smells terrible...	12+	If driving a vehicle, your feet get wedged in the floorboards, and you may not change speed until freed by a called shot that does a damage of at least 4. Otherwise, treat as a normal hit.	12+	High heels shot off (if worn), but you take no damage. If no high heels, treat as a normal hit.

If the character engages in sniveling self-preservation, they may attempt to use their "Patch things up" skill to recover some of the damage (possibly getting them above 0 Health), or make a pathetic plea to the GM in an attempt to save their miserable (albeit good-looking) skins. Note that since the GM is God in this game, Renegade Nuns may not snivel to the GM, as this would be considered a breach of faith. They are forced to gloriously martyr themselves for the cause instead. If the act of sniveling self-preservation fails, the character bites the dust and has to begin again. Bat-winged Bimbos may not snivel. Instead, they whine, but the effect is generally the same.

Dead Macho Women always look heroic, Nuns always look at peace (regardless of their last action), and Bimbos turn to dust and blow away.

Healing up

You recover non-lethal damage at 1 point per number of hours equal to the total non-lethal damage on the character, and lethal damage at 1 point per number of days equal to the total lethal damage on the character. All damage is recovered between adventures.

Example - A non-lethal bashing of 3 points would recover 1 point each 3 hours.

Looting for fun and profit

At the end of a particular combat, *if* the opportunity arises to go shopping, you may drag your personal kills along as barter. Only things that leave relatively intact bodies may be used. You don't *really* want to know what happens to them...²³ Each two kills is good for a one-time +1 modifier to any skill used to acquire goods or services. Really big critters that can't be moved also count, provided they don't dissolve into pools of ichor or something similarly gross. Little things weigh 1 Enc each, normal things weigh 5 Enc each (more if they weren't shredded by combat), and big things are just too big to move without a vehicle, in which case they take 1 Cargo point each to stuff in or drag along behind.

Critters are basically anyone that isn't a character. Their only purpose in life is to make things miserable for all varieties of Macho Women. And, just to encourage their demise, the experience rules for the game make it worthwhile to get rid of as many as possible. To keep this from becoming a tedious task, critters only have 3 attributes, Strength, Dexterity and Macho. For damage, you count how much gets through any armor the critter has, and roll 1d6 for each hit. If this is less than or equal to the damage you put into their craven little bodies, they pulp or messily expire, or at the very least are out of the combat. Really big critters may require that you roll this number on 2d6 or less. The movement a critter has is half its Dexterity, and critters never take any penalties from hits that don't kill them.

Example - You hose down some beastie with 3 hits that do 2 points each. So, you roll 1d6 three times, and if 1 or 2 comes up on any die, the beastie makes a rude gesture at you and collapses in a disgusting pool of body fluids. Otherwise, he just makes a rude gesture at you and keeps on going like nothing has happened.²⁴

Example - You hose down a really big creature with 3 hits that do 2 points each. So, you roll 2d6 three times, and if a 2 comes up for the total of any 2d6 roll, the beastie is really impressed at your luck, but still collapses in a disgusting pool of body fluids.

Really incredibly huge creatures may require a 3d6 roll, but this should be reserved for situations where the characters have really incredibly huge weapons to use on them.

²³Trust us on this one...

²⁴And since he's only an imaginary construct anyway, he's correct in either case...

Macho Women with Guns!

Special abilities

Most critters have some special ability that defies the laws of nature or common sense. Live with

it. Or maybe not...

Random creature generation

There are plenty of critters available in the back of the game, but if you need new ones, use the following tables.

Creature abilities

Strength - 3d6

Dexterity - 3d6

Macho - 3d6

Special ability #1 (roll 1d6)

- 1 +/-1d6 in an attribute (check randomly for direction and attribute)
- 2 +/-3 to be hit because of size (check randomly for direction)
- 3 +3 in attack skill
- 4 +3 Armor
- 5 Half/double normal movement rate (check randomly for direction)
- 6 Roll twice on each special ability table or generate a 13 point vehicle for the creature

Special ability #2 (roll 1d6)

- 1 Claws for lethal damage
- 2 Flies at normal rate
- 3 Spits, pukes or belches caustic substance (damage of 1d6/2)
- 4 Does damage on contact (cumulative per turn damage of 1d6/2)
- 5 Attacks based on highest Looks
- 6 Has a ranged weapon (damage of 1d6)

Lovecraftian creature names

Simply for the sake of abusing long-dead authors. Roll once on each table.

Table 1	Table 2
1 Formless	1 Thing
2 Deep	2 Spawn
3 Elder	3 Ones
4 Flying	4 Polyp
5 Night	5 Hounds
6 Cute	6 Hamsters

Table 3 (of)	Table 4
1 C'th-	1 ulhu
2 Shub-	2 nigarath
3 Nyarla-	3 hotep
4 Bya-	4 khee
5 Aza-	5 thoth
6 Dip-	6 thong

Losing your marbles

When confronted with the totally bizarre and unexpected (i.e. any unpronounceable Lovecraftian nightmare), characters may Lose their Marbles™. This usually results in turning into a gibbering idiot and fleeing the scene at maximum speed. If viewing a particular sight may cause characters to lose their marbles, this might be mentioned. Macho is the best defense against this. Any time a character might lose their marbles, they can resist the urge by making a Macho roll. Once a character has lost their marbles, they do nothing for the remainder of the turn except take a deep breath. On the next turn, they scream like hell, and Run Away™ for 1d6 turns (GM moves the character), after which they can make a Macho roll to snap out of it. Failing the roll simply repeats the process. Rolling an 18 for a Lose your Marbles check means the character gets a permanent loathing of the item, as per the "Personal Weakness" disadvantage, for which you don't get points.

Regular critter names

The tables below are but a single page from the centuries-old *Malifecus Nomenclatura*, the evil tome of game names. Master game designers the world over know that you can sell 10,000 copies of *anything*, provided it has a snappy title and some catchy artwork.²⁵ This listing takes care of half of that, and getting some decent artwork to go with it means that the tedious work of actually designing a game can be dispensed with. To use these tables for naming a game (or more appropriately, your creatures from the previous pages), just roll 1d6 for each column as indicated, and go with the result. Multiple choice items may be picked according to preference.

Roll			Roll			Roll			Roll			
1st	2nd	Adjective	3rd	4th	Subject	5th	Conjunction	6th	Object/Place	Planets		
1	1	Macho	1	1	Penguins	1	with	1	Guns	2	The Sun	
	2	Renegade		2	Bassalopes			2	Chainsaws		3	Mercury
	3	Surf(er)		3	Dolphins/Orcas			3	Battle tanks		4	Venus
	4	Alien		4	Kittens/Puppies			4	Fighter-bombers		5	Earth
	5	Biker		5	Baby seals			5	Howitzers		6	the Moon
	6	Rebel		6	Pit bulls			6	Pointy things		7	Mars
2	1	Undead	2	1	Engineers	2	with	1	Gold cards	8	Jupiter	
	2	Mutant		2	Doctors/Lawyers			2	Leprosy		9	Saturn
	3	Barely-dressed		3	Insurance salesmen			3	No necks		10	Uranus
	4	Killer		4	Pizza deliverymen			4	Bad taste		11	Neptune
	5	Obnoxious		5	Policemen/Firemen			5	Style and grace		12	Pluto
	6	Drunken		6	Stockbrokers/Bankers			6	Diplomatic immunity		13	Planet X
3	1	Technicolor	3	1	Catholics/Protestants	3	from	1	Hell	6	Planet X	
	2	Electric		2	Game designers/Gods			2	Cleveland			
	3	Concrete		3	TV evangelists/Con men			3	Outer space			
	4	Cyberpunk		4	Nuns/Priests/Agnostics			4	Hollywood			
	5	Cannibal		5	Boy/Girl/Cub Scouts			5	Next door			
	6	Kamikaze		6	Anarchists/Terrorists			6	Planet X			
4	1	Diseased	4	1	Muslims/Buddhists	4	from	1	Roll on planets	Stars	1	Betelgeuse
	2	Head-hunting		2	Democrats/Republicans			2	Roll on stars		2	Cygnus X
	3	Pygmy		3	Congressmen/MP's			3	Antarctica		3	Sirius
	4	Midget		4	Street mimes/jugglers			4	Africa		4	Andromeda
	5	Giant		5	IRS agents/Slimemolds			5	Europe		5	A.Centauri
	6	Microscopic		6	Talk show hosts/cretins			6	the Government		6	Tau Ceti
5	1	Kindergarten	5	1	Spaniards/Italians	5	on	1	Wheels	6	Skateboards	
	2	Elementary school		2	French/Germans			2	Drugs			
	3	Grade school		3	Mexicans/Iranians			3	a Rampage			
	4	High school		4	Irishmen/Englishmen			4	Motorcycles			
	5	College		5	Chinese/Japanese			5	Water buffalos			
	6	Graduate		6	Poles/Czechs			6	Skateboards			
6	1	Poor	6	1	Hunters/fishers	6	in	1	Space	6	Deep sh*t	
	2	Middle class		2	Campers/Hikers			2	Heat			
	3	Upper class		3	Golfers			3	Bondage			
	4	Rich		4	Shoppers			4	PBS documentaries			
	5	Royal		5	Motorists/Cyclists			5	Jail/Prison			
	6	Feral		6	Sunbathers			6	Deep sh*t			

²⁵ And isn't this book living proof of it!

Macho Women with Guns!

Plot tables

Once you have the creatures involved, please give them something to do while they await their untimely demise at the hands of the characters. Roll 1d6 on each table below.

(Insert creature name) with the help of

- 1 Big Business
- 2 Mad scientists
- 3 Escaped lunatics
- 4 Santa Claus
- 5 Hundreds of Ninja
- 6 Colonel Mustard

is attempting to

- 1 kidnap some sweet innocent young thing
- 2 take over a convenience store chain
- 3 kill all the characters
- 4 steal a top secret weapon
- 5 get the help of an alien race
- 6 create an unstoppable plot device

as part of a plan to

- 1 perform intimate disgusting acts in a public place
- 2 run for public office
- 3 destroy the world
- 4 become rich and famous
- 5 take everyone's mind off the state of the economy
- 6 get people to buy more BTRC games

We're afraid you have to fill in the detail. You've made it this far, you'll manage.



The Machoverse

Due to the distorted nature of the space-time continuum caused by the gravitational pull of all the paperwork that has piled up in Washington, DC and other world capitals, there are a number of regions where the laws of nature have broken down entirely, and in which openings to alternate macho type universes have opened. Even the most wary of characters can get sucked into one of these worlds on the whim of the GM. These interconnected planes of reality are collectively known as the Machoverse™²⁶.

Anime

Characteristics: Lots of scantily clad macho women, inordinate amounts of property damage on a daily basis, extremely high insurance rates, a preponderance of demons and really incredibly huge monsters, most of which have to be killed several times to make sure they stay dead.

All entities of any importance in this universe have the "Take it on the chin" skill, sometimes at amazing levels. Inanimate objects *can* be affected by Macho attacks. All types of Macho Women get the "Look good in armor" advantage at a level of +3 while here.

In addition, all characters inhabiting this realm will acquire certain traits that they are stuck with while dwelling in this continuum.

Roll (1d6)

- 1 Breaks into song and dance in stress situations
- 2 Constantly takes out frustrations on inanimate objects
- 3 Bad hair (extends well beyond the body in one or more directions)
- 4 Tiny mouth, big eyes, triangular head
- 5 Can only speak in subtitles
- 6 Pick two

²⁶This term is registered on the books of all known places with lawyers, and most enlightened civilizations as well, so don't use it without permission).

Dark future

Characteristics: It's always dark (even during the day), everywhere is urban, massive corporations run everything, despite everyone being too poor to buy their products, and no one may use the words "Cyber" and "Punk" in the same sentence without permission from RTalco, Inc., GmbH, Ltd. (oops).

Assume that everyone is armed, and that machine pistols and hand grenades are issued at birth to all citizens. Cybernetic augmentation is common, especially built-in X-ray specs like you see in the comic books.

In addition, all characters inhabiting this realm will have some character trait that they are stuck with while dwelling in this continuum.

Roll (1d6)

- 1 Fondness for Soylent Green
- 2 Wears sunglasses at night (always looks over them to see what is going on)
- 3 Too paranoid to live
- 4 Can pick up radio stations with her fillings (usually loudly, and at inappropriate times)
- 5 Compulsive gizmo-ophile
- 6 Pick two



Macho Women with Guns!

Lovecraftian

Characteristics: Pervasive sense of imminent doom, low levels of technology, long waiting lists for psychiatric care. All entities of note have a large "™" stamped on their foreheads or on the bottom of their feet.

This universe has many areas that might cause one to Lose their Marbles™. Areas to be avoided are swamps, bookstores, university libraries, curio shops, anyplace with an apostrophe in the middle of its name and any quaint fishing villages along the New England coast.

In addition, all characters inhabiting this realm will have some dark secret or character trait that they are stuck with while dwelling in this continuum.

Roll (1d6)

- 1 Hopelessly and totally insane
- 2 Comes from a town with an apostrophe in its name and few or no vowels
- 3 Uncontrollable urge to mutate into something which cannot and must not be described
- 4 Doesn't respect her Elders
- 5 Fond of droning chants in ancient languages
- 6 Pick two

Low fantasy

Characteristics: Lots of oppressed peasants, a high level of evil sorcerers per square kilometer, dungeons created and populated as public service projects during the Great Depression, and an ecosystem that can support large numbers of creatures dumb enough to attack heavily armed humans on sight. Guns don't work, just because.

Anyone who is not a heroine, monster, or evil sorcerer is only capable of taking 1 hit before dying. Shaving accidents and cat scratches are a common cause of death.

In addition, all characters inhabiting this realm will have some character trait that they are stuck with while dwelling in this continuum.

Roll (1d6)

- 1 Looks like Grace Jones
- 2 Tends to accidentally impale friends with demon-infested weapons
- 3 Matches the description of the heroine in far too many prophecies
- 4 Sole survivor of her race, religion, etc. (the others were massacred by the plot creature *du jour*)
- 5 Chain mail bikini left really interesting tan lines
- 6 Pick two

Redneck

Characteristics: Lots of rednecks and pickup trucks, limited vocabulary of inhabitants, lots of people who voted Republican, a target-rich environment for violent feminists.

Everywhere here is rural, with no major population centers. Every third person is named Bubba, and the other two are Zeke and Billy Bob. They can all smell good looking women a kilometer off. Everyone else can smell them from that far away, too. Not a good place to be trapped unless you have lots of ammo.

In addition, all characters inhabiting this realm will have some character trait that they are stuck with while dwelling in this continuum.

Roll (1d6)

- 1 Tends to be called by bimbo-ish nicknames, usually with violent repercussions
- 2 Automatically attracts creatures with beer bellies and butt cracks
- 3 Uncontrollable urge to own a pickup truck
- 4 Thinks tobacco chewing is sexy (blech!)
- 5 Partially deaf from attending too many tractor pulls, monster truck rallies and stock car races
- 6 Pick two

Science fiction

Characteristics: Lots of alien babes, universal climate control that allows women to be comfortable wearing nothing but spray paint and weird-looking metallic contraptions.

Evil Galactic Overlords™ are everywhere, either making bids for power, in power, or recovering from being overthrown from power. Occasional moron societies that can convert energy to matter of any kind, but haven't figured out the collateral effects on commerce. Lots of near-omnipotent alien beings that have nothing better to do than poke sticks into the figurative hornet's nest. Characters can have cybernetics that boldly go where no cybernetics have gone before, weapons are real powerful, but never seem to work against the Contrived Plot Creature™ *du jour*.

In addition, all characters inhabiting this realm will have some character trait that they are stuck with while dwelling in this continuum.

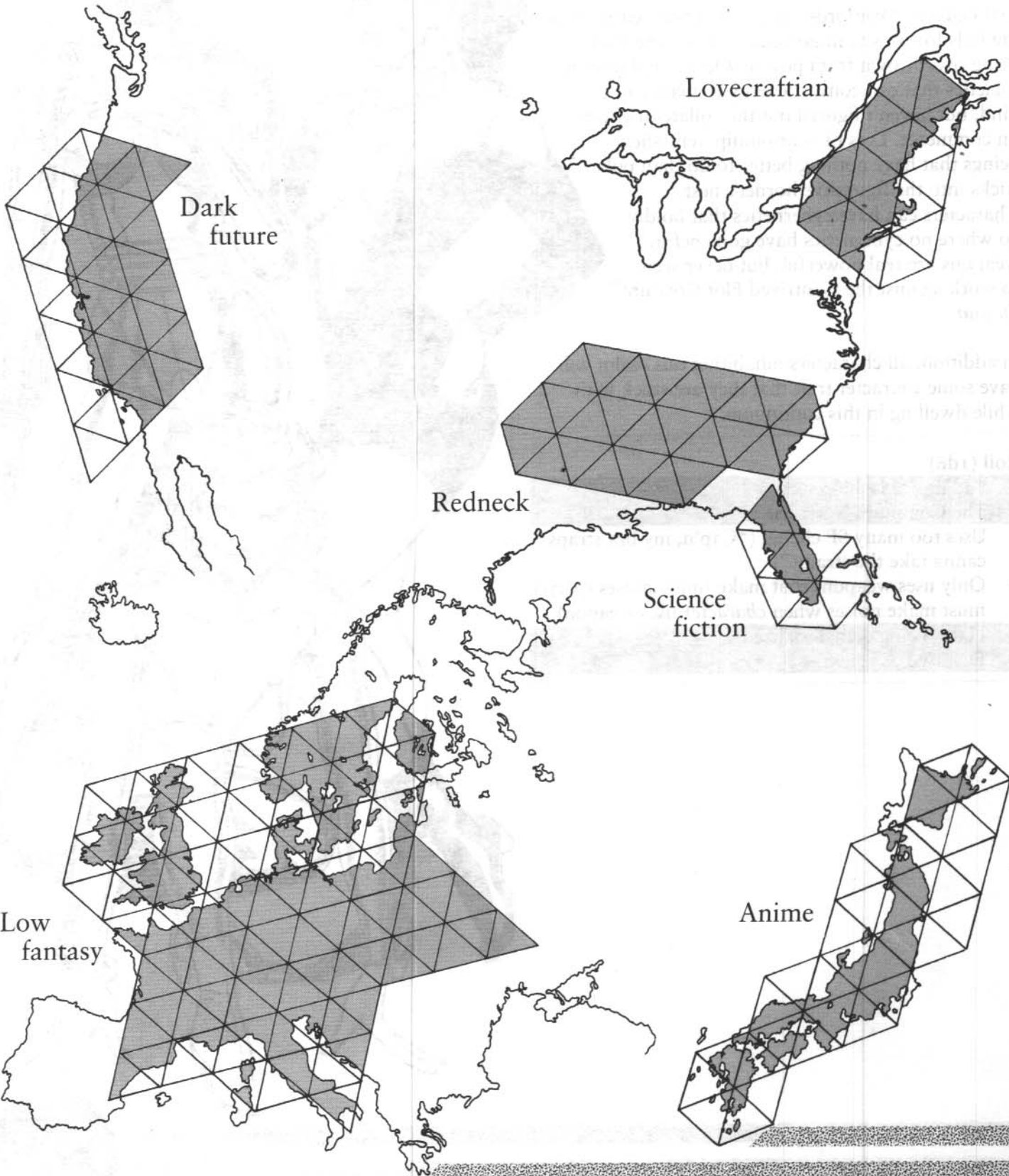
Roll (1d6)

- 1 Bad movie fashion victim
- 2 The Computer is her friend
- 3 Uses too many SF clichés ("Cap'n, my bra straps canna take the strain!")
- 4 Only uses weapons that make funny noises (*player* must make noises when *character* uses weapon)
- 5 Hates being dematerialized
- 6 Pick two



**Macho
Women
with
Guns!**

The Machoverse



You mean I can actually play this instead of just reading it?

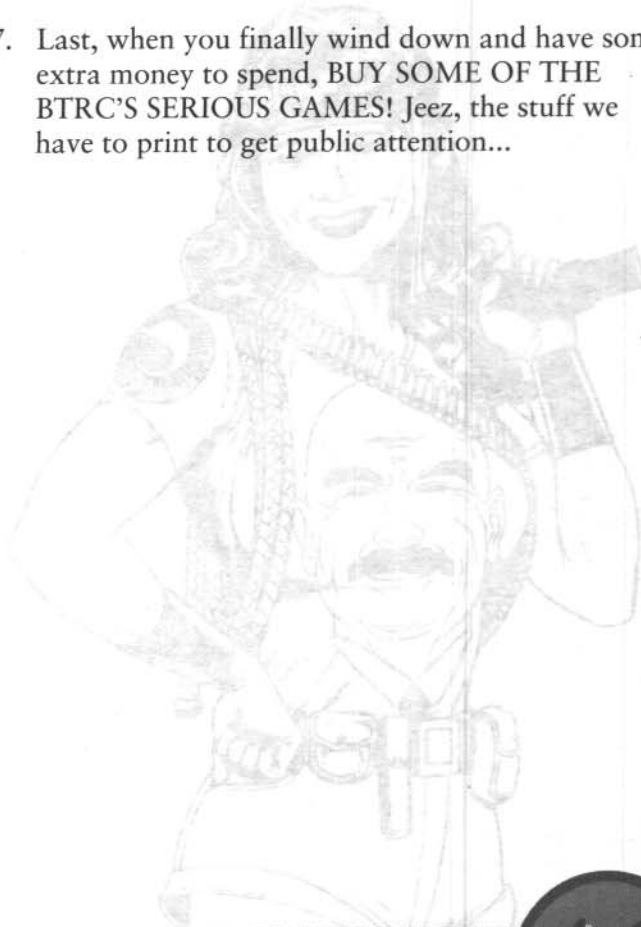
GM Guide to Macho Women

While few admit it, people do actually run campaigns of **Macho Women**, either the strange, incoherent, intolerably butch one given here, or equally twisted ones of their own making. Here are some pointers:

1. Throw logic out the window. Just because there is a real system hidden under the fluff doesn't mean you have to be serious in any way shape or form. It's a strange world out there, and the impossible is commonplace. If a captured character wants to make an autorifle out of a toaster oven, let them. With their Do Technical Stuff roll, it should be at least as easy as, say making toilet paper out of old issues of Reader's Digest.
2. The players are the only clever people in the universe. Everyone else is dumb beyond the bounds of reason. They may be vicious and dumb, kind and dumb or cunning and dumb, but they are all about 50 cards short of a full deck. The only time they are clever is if the characters start to take the game seriously. If a group of players takes more than 10 seconds to discuss tactics, they get a clever enemy and a bonk on the head.
3. Arbitrariness is king. You are the GM, and in game terms that translates out to complete godhood. It's the only chance you'll get, so abuse it to the hilt. If players argue with you, give them something else to think about, like being strapped down and given a spike job by punk hairdressers. If you want the bad guys to have Nazi tyrannosaurs, you don't need a reason, just *do* it. Of course, if there is a tacky, plot related reason, all the better. The entire game is one long shtick, and the only goal is to live long enough to get the final punchline.

4. Don't let anyone get too attached to their characters. They're all going to die eventually (even with extra lives). If you have to knock someone off, at least be creative about it. Have a list of witty repertoire to reel off when someone bites the big one, like "brains splattering like a sack of guacamole thrown against a wall", "entrails spraying out like macabre party streamers", or "shredded like a chicken fed into a jet engine". This way, everyone has a laugh at the expense of the recently slagged character, and they get to snicker when you do the same to rest of them.

5. Do your research. Just kidding. No, find something to use as a theme, for inspiration. I heartily recommend any of the "Samurai Cat" books, by Mark E. Rogers (available in most fine bookstores, unlike this particular tome). They are well worth the money (I barely know the guy, and he isn't paying me to say that).
6. When you get bored, leaf through the rules and try to figure out everything we've made fun of. Don't send us the results, we don't know either. It's all purely coincidental. Honest.
7. Last, when you finally wind down and have some extra money to spend, BUY SOME OF THE BTRC'S SERIOUS GAMES! Jeez, the stuff we have to print to get public attention...



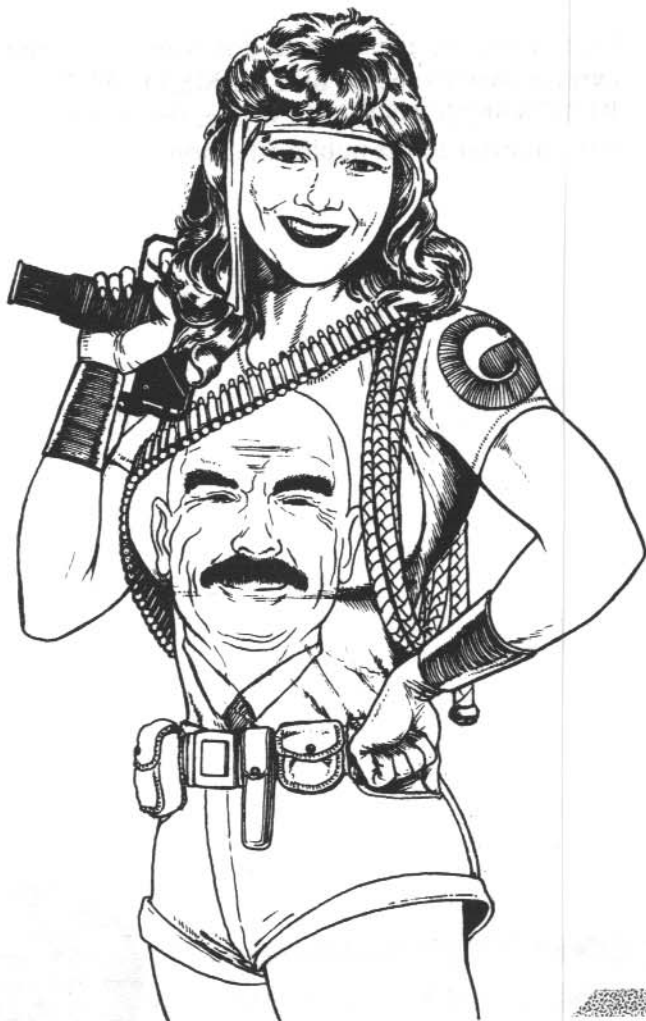
Macho Women with Guns!

Experience

At the end of each adventure, it is mandatory that the GM hand out experience points. The points

given to the players are:

Simply being there	+1
Character with highest body count	+2
Character with second highest body count	+1
Character with lowest body count	-1
Character who made the worst pun, joke or speech	+1
Character who <i>successfully</i> performed the strangest action (<i>failures</i> just get laughed at)	+1
Any character who did something extraordinary (good or bad)	+1
Best character play (by popular vote)	+1
Player spent more than 10 seconds making a combat decision	-1
Player actively sought deeper meaning in whatever plot there was	-1



Note that you can have a negative experience total for an adventure. This means you aren't trying hard enough. Negative experience means that you have to cash in a point of skill, attribute or advantage to get enough to make up the difference.

Retribution

Players also get to rate the GM, and give out experience, *after* the GM gives it to the players.

	Yes	No
People who had a good time outnumber those who didn't by 2:1	+1	-1
GM made everyone groan, hiss or boo at least once	+1	-1
GM accepted bribes of food, money or unspecified favors to alter dice rolls	+1	-1
GM made players think too hard	-1	+1

If the total is positive, everyone has to chip in to buy the GM fast food, a snack or something else similarly unhealthy. If negative, the GM has to do the same for one of the players. However, which player this ends up being is decided by the players (tie votes mean the GM is off the hook, as does a total of zero). The GM is advised to slip out during the squabble. Or, any positive point total can be saved as a "favor", and used to negate one negative result in a future game.

Combat monsters

Experience will eventually turn characters into "Combat Monsters". Any character with over 200 points may be declared a combat monster by the GM, although only one character can have this distinction per play session. Combat monsters are automatically attacked by the largest number of enemies in any combat round, even if this means other characters have their enemies break off just to attempt it. Combat monsters *never* get experience for having a high body count. Any player who puts all their experience into a "non-combat" skill or attribute (GM's discretion as to what qualifies), or towards buying off a disadvantage, cannot be considered a combat monster in the next adventure.

Man of Steel, Woman of Silicon(e)

Retire or Die!

Anyone who plays enough to get a character over 250 points really needs to get a life and do something else with their spare time. At this level of points, your characters' attributes and skills are just too damn good (you can have attributes at 16, several skills at +3, with points left over for special abilities). At this point, the character gets an experience point bounty on their head of the amount they exceed 250 points, payable to the first other character to do them in. On the other hand, if the character retires, they can have some major feature of the game world named after them²⁷, and gets to occasionally show up for cameo roles if things get too rough for the other characters.

Upgrades

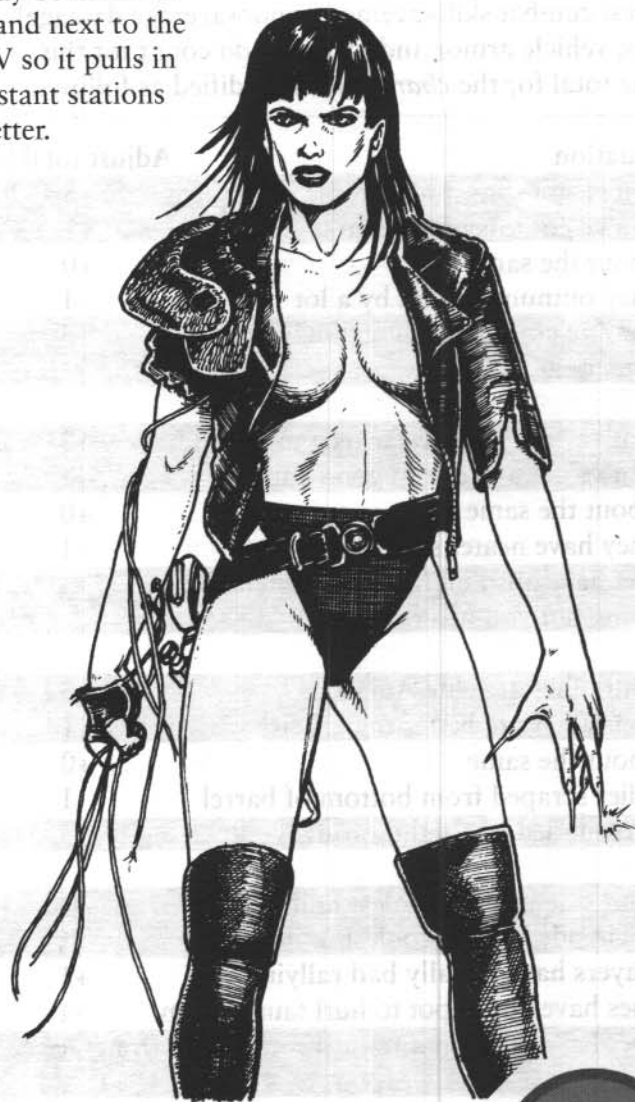
If the GM approves, players may get disadvantages during play to get extra points. This is usually done between sessions, and is often the result of getting terribly traumatized in the previous game.

Ambiguities

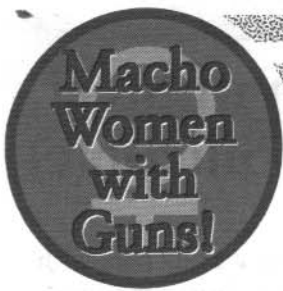
In the event that you find some inconsistency in these thoroughly playtested and solid rules (ha!), it is actually because you suffer from a rare and incurable mental deficiency, and is not our fault (right...). It is up to the GM and players to decide how to resolve it. The first time a problem comes up, the player whom it affects may choose to spend 1EP to make the GM see it their way. After that, however, the GM ruling holds. Which means, don't piss the GM off too much, or they'll do it to you again. Characters may purchase such favorable rulings in advance with leftover character points if desired, and the cost of 1 point each.

Cybernetics

Gross! You actually want to replace a body part with steel and plastic? Perverts! Anyway, those who insist may spend points on artificial enhancement of abilities. These points count double towards an improvement, but once the improvement is started in this way, the skill or attribute in question may no longer be increased naturally unless all the points in cyberware are lost. In addition, the GM has full rein over all kinds of tacky side effects. After all, using cyberware is a point sleaze for munchkin players, and they deserve to be abused in numerous ways. But, if you just want flash, you can have the appearance glitz for no extra cost, as long as it has no extra effect. Regardless, it will still set off metal detectors and you may be asked to stand next to the TV so it pulls in distant stations better.



²⁷ Mountain ranges come to mind...



Mass Combat²⁸

Huh?

Sometimes there are just too many bad guys to blow away in a single combat session, and even carnage can get boring if done to excess,²⁹ so these rules can be used to massacre extraordinarily large numbers of enemies with a few simple die rolls.

How to

Each side has a combat total. For the characters, their base is the average of the entire group's (Strength+Dex+best combat skill+average damage+average armor). For baddies, it is their average (Strength+Dex+Macho+best combat skill+average armor+average damage). Yes, vehicle armor and weapons *do* count for this. The total for the *characters* is modified as follows.

Situation	Adjust total by
You've got tons more people than them	+3
You've got lots more than them	+1
About the same	+0
They outnumber you by a lot	-1
They've got a mind-bogglingly huge numerical advantage	-3
You've got them by the technological balls	+3
You've got an edge in good stuff	+1
About the same	+0
They have neater stuff than you	-1
You have absolutely no idea what they're using, but you want one	-3
Your allies are elite Amazons	+3
Your allies are better than theirs	+1
About the same	+0
Allies scraped from bottom of barrel	-1
Surrounded by total morons	-3
Your side has the coolest uniforms	+1
Their side has the coolest uniforms	-1
Players have a really bad rallying cry	+1
Foes have good spot to hurl taunts from	-1
Foes have good spot to hurl rotten fruit from	-1
You have a secret weapon	+1 to +3
Foes have a secret weapon	-1 to -3

In addition, each player selects a TitW amount for their character. This represents the level of participation the character has in the battle. If the average for the entire group is positive, this amount *adds* to their combat strength, and if negative, it *subtracts*. The kicker is that the TitW³⁰ number affects how badly the character is injured or killed in the battle.

TitW rating	Adjust total by
Camp follower	-3
Would rather be shopping	-2
Doing it because you have to	-1
Average dogface	+0
Best minimum wage job you've ever had	+1
Whipped into a jingoistic frenzy	+2
Leading the charge with a knife in your teeth	+3
Bribing the GM	+1 to +3
Squeamish or Secret Love applies	-2

These amounts should be *secretly* written down and handed to the GM, who will announce the average total before the battle roll is made, so the cowards among you can prepare an escape. *After* the main battle roll is made, the results that apply to each character involved are announced, and recriminations may follow.

Now, subtract total enemy combat strength from the character's combat strength. Divide this by 2 (round down) and add it to a 3d6 roll.

²⁸It's too easy, we aren't even going to touch that one...

²⁹This has never actually happened to us, but we've heard that it is possible.

³⁰You have to figure it out for yourself.

Roll Results

- <0 You're all dead! Your failure to carry the day will live on in infamy. Your allies will spit on the sidewalk upon hearing your name, the letters in your name will be removed from their alphabet, and your opponents will invent propaganda films just to make fun of you for future generations.
- 1-3 You're still dead! But, you linger long enough to try and spend any spare experience on something that can save your miserable hide. If you live, you will be extremely embarrassed, and must change identity and careers to avoid being stigmatized for life.
- 4-6 Ow! ow! ow! Stop! Ow! You lose, and get badly beat up in the process. Take a random hit of twice opponent's maximum damage to a random location (armor applies).
- 7-9 Oof! You lose, but not by much. Your opponents tell you that you fought well as they drag what's left of you off in chains to be sold for medical experimentation and cosmetics testing. Take a hit of opponent's max damage to a random location (armor applies) and spend your next adventure trying to escape.
- 10-12 It's a tie. Take half opponent's max damage (round up) to a random location (armor applies) and roll again.
- 13-15 You win! It was a tough fight. You're hit for a quarter of opponent's max damage (round up) to a random location (armor applies). All your clothes are going to have to be dry cleaned.
- 16-18 You win handily, and have time to sit back and paint a picture of the battle. Opponents are outraged by your insensitive portrayal of their role in the conflict, so you kill them and repaint the scene. Get a +3 on your next equipment acquisition roll in this continuum.
- 19-21 You roll over foes like a truck running over a cat. They send in their reserves and you roll over them like a truck running over a dead cat. Pillage, pillage, loot, loot! Get +5 on your next equipment acquisition roll in this continuum.
- 22+ Stunning, smashing victory. Children and streets are named after you, unions demand a paid day off for holidays named after you, and anatomically correct monuments of you will litter town squares for generations to come.

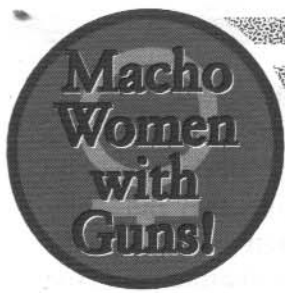
Example - The hapless characters fall

through a dimensional portal and land at the fortress of Liege during the opening days of World War I. In an undocumented historical footnote, they rally the demoralized Belgian troops to action and sally forth from their crumbling fortifications to attack the Hun. Well, the Huns are all average guys, and have Strength, Dexterity and Macho of 10, plus zero armor and skill and 5 for their rifles, for a bad guy total of 35.

The characters end up having an average total of 37. The Huns outnumber you a lot (-1), they have neater stuff like siege cannons (-1), and they have those cool helmets with the spike on top (-1), dropping the total to 34, which when divided by 2 means a straight roll to see who wins. The characters don't like that, so they all go gutsy for a TitW total of +3, bringing their total back up to 37, for a difference of 2, which means a +1 on the Battle table. The roll is a 12, which goes to 13 because of that +1, so the Good Guys win. But, the characters all take damage like a roll of 12 *minus 3 for their TitW amount*, or a 9. Your side still wins, but all the characters take damage and are captured. Without your presence to corroborate the story, the commanding officers' tales of your heroism go unrecorded, and remain unknown to history.

Note - In the event that these rules are used to simulate a major conflict, like World War II, characters should split their combat totals between the different fronts involved, and make one roll per year until all fronts have been resolved. Points allotted to a defeated front are lost, and those allotted to a victorious front can be reassigned. Characters must specify which front they are on each year of the conflict and participation numbers can vary from year to year. All damage is healed between turns.

Sample units	Base total
Peasants with torches and pitchforks	30
Elvis impersonators	30
Soldiers	35
Legions of the slightly damned	35
Elite soldiers	40
Knights in armor	40
Horrors from beyond time and space, small	40
Feral game show hosts	45



Vehicle Design

You didn't think we'd put this somewhere convenient, like character design or with all the other vehicle rules, did you?

How to

Vehicles are bought with character points, and only by Renegade Nuns. The cost of any vehicle *must* be a prime number in points, no more or less. Vehicle design is broken down into two sections: Necessaries and Options.

Necessaries:

Wheels - You have to have at least 1 wheel. Each wheel costs 1 point, and gives you two "spaces" to put equipment in. Any number of wheels may be bought, but each 2 wheels (round down) is a +1 for anyone else to hit your vehicle.

Engine - Another handy item. Each point spent gives you 20 "power points", and takes up 1 space. Your top speed is any amount left after you subtract any weight from things in the vehicle. If 1 turn were 1 second, each point of speed is about 3.6kph or 2.25mph. Your acceleration is up to 1/10th your top speed (round up), and deceleration is 1/5th your top speed (round up), with a minimum of 1 in each.³¹

Seats - You need these too. Each seat costs 1 point, takes up 1 space, holds 1 person and subtracts 1 from vehicle power. You can only have 1 seat per wheel, and only 1 seat has vehicle controls.

Options:

Armor - Vehicles have 6 facings, as described under combat. Each point spent will get you 2 points of armor, and each 2 points of armor reduces engine power by 1. You can't do tacky quotes or good Macho attacks through facings with armor (mumble, mumble), although sheer volume of violence can sometimes make up for this.

Useless accessory - A very important item, like vanity mirrors, fuzzy dice or an AM radio. Each one costs 1 point, but takes up no weight or space. Each item *must* be named to count.

Dashboard Deity - A small religious sculpture, usually made of glow-in-the-dark plastic, and blessed by the Almighty. Actually, it may represent the Supremo Being of any faith, for the widest variety of religious ridicule. DD's cost 2 points, but take up no weight or space. A DD gives the driver a 1 point favorable shift on any one roll per turn, so long as the player comes up with some original praise for the deity, *if* the player asks before the roll is made ("O Lord, forgive us this dreadful toadying..."). However, if the player ever repeats the same praising words or the DD is damaged by hostile fire, the Deity becomes pissed off, and all benefits are lost for that play session. In addition, the object of divine wrath takes a 1 point unfavorable shift to all rolls for this period as well.

Safety bumpers - A vehicle striking the edge of the map normally takes collision damage. Safety bumpers let the vehicle bounce off map edges like a pinball and continue movement, counting the bounce as a turn for further maneuver purposes. These cost 2 points, take up 2 spaces and reduce engine power by 2.

Weapons - Vehicle weapons fire into one pre-defined 120° arc, and get range modifiers for their type. Melee weapons can be welded on, but only work on collisions (they cost 1 point each). Any weapon mounted on a vehicle takes a number of spaces equal to its vehicle Enc and reduces engine performance by its vehicle Enc. They may not be dismounted during play. Vehicle weapons cost 1 point per point of Enc, as do vehicle non-weapons (if it can't kill someone, it's a non-weapon). Regular guns mounted on a vehicle cost 1 point and take up 1 space.

³¹But 1 turn is *not* 1 second, so this is irrelevant...

Sample vehicle

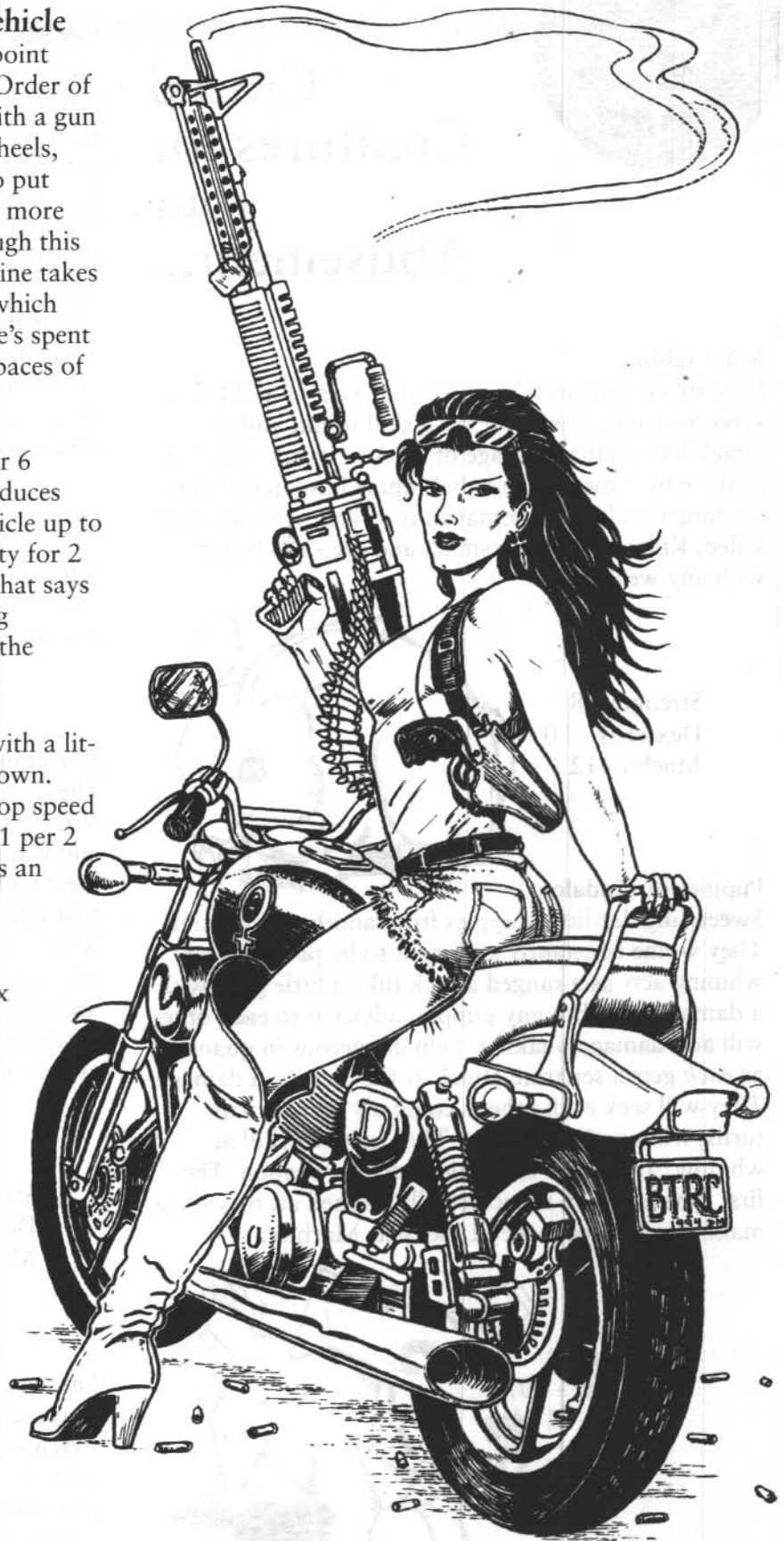
We have a 17 point vehicle bought by Sister Mad Maxine of the Order of Perpetual Motion. She wants a fast vehicle with a gun and not much armor. She starts off with 4 wheels, which costs 4 points and gives her 8 spaces to put things. She throws in 3 spaces of engine for 3 more points, which gives a max speed of 60, although this will be reduced by other things. Since the engine takes up so much space, she only opts for 2 seats, which cost 2 points, and take up 2 more spaces. She's spent a total of 9 points of her 17, and used up 5 spaces of the 8 available.

She spends 3 points on armor, which gives her 6 armor points to spread around, and which reduces engine performance by 3. This brings the vehicle up to 12 points of her 17. She gets a dashboard deity for 2 points, a useless accessory (little yellow sign that says "Jesus in trunk") for 1 point, and a Effing Big Cannon for 2 points, which takes up all 3 of the remaining vehicle spaces.

She has put most of the armor on the sides, with a little bit on the front and back to slow things down. With everything on board, the vehicle has a top speed of 52 (60, minus 2 seats, 6 points of armor (-1 per 2 points) and 3 spaces of weapons). So, she has an acceleration of 5, and a deceleration of 10.

Vehicle combat note

While normal combat is done on a hex by hex basis, combat solely between vehicles is done on a larger scale, where 4 or 8 meters of movement is required for each hex. Movements of less than a hex round nearest. This lets you zoom around on a decent sized map. Feel free to use maps from other vehicle combat games.

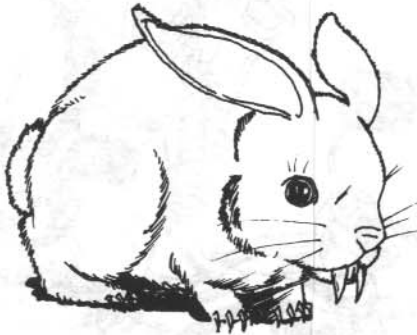


Crazed Creatures for your Abusement...

Killer rabbits

Cute fuzzy bunnies with razor sharp claws and buzzsaws for teeth. They have a +3 skill to hit, and the attack has a lethal damage of 3. Any attack roll that is made by 5 means the lethal lupine has latched onto the target and will automatically strike each turn until killed. Killer rabbits are small, and are -3 to be 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 (like a little gun) with a damage of 2, but any puppies adjacent to each other will add damage, making them dangerous in quantity, as *each* gets a separate attack at the increased damage. They will seek each other's company on alternate turns, whining in between. They have +3 skill at whining, and are -3 to be hit with any weapon. The first time a person is successfully whined at, they must make a roll to see if they Lose their Marbles.

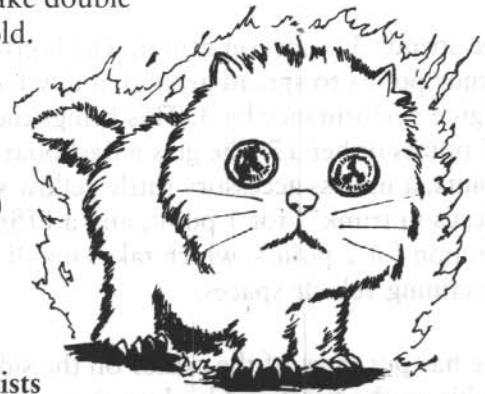
Strength - 8
Dexterity - 10
Macho - 12



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. They purr the entire time. Treat this attack as a "hit things" roll with a +4 skill and a lethal damage of 2. As with killer rabbits, any attack made by 5 or more means they have latched on and automatically hit until they are removed. Hellkittens are tiny, and (you guessed it), are at -3 to be hit with all weapons. Hellkittens are immune to all fire attacks, but take double effect from cold.

Strength - 8
Dexterity - 10
Macho - 12



Salivating Sexists

These animals usually work alone and can be found in fern bars, city parks (lunch hour only), shopping malls and wargame stores. They attack the closest woman (best looking if two or more are equidistant). Their first attack is always an opening line, and counts as a Macho attack. All their stats are a random 4d6 (average of 14), and they have a +2 "Hit on Things" skill, and they only do non-lethal Strength-based damage. Intelligence reports indicate they are preparing an attack on the offices of NOW.

Strength - 4d6
Dexterity - 4d6
Macho - 4d6



Lawyers

These debased forms of Salivating Sexists attack by Macho only. They take no penalty for making more than one Macho attack in a scenario (the appeals process is endless). They affect only one character at a time, the closest one (or ugliest if two or more are equidistant).

Each time a player is Macho'ed out, she will give one item to the lawyer, which is placed in his briefcase and lost for the rest of the game. Range has no effect, since the items levitate to him instantly. Randomize the item given by assigning numbers and rolling dice. Boots, gloves, pants and blouses count as items. All jewelry, a weapon, a clip of ammo or a batch of arrows or powder count as one item.

Strength - n/a
Dexterity - n/a
Macho - 5d6



Richard Tulcholka - A little known Michigan game designer, he stands empty-handed on the map with a bewildered look on his face. He cannot be killed by any means, and blocks movement and line of sight. He will move one hex in the desired direction if Macho'ed out. Only one of this creature ever appears at a time, since the universe could not handle the strain of more than one (This is an "inside" joke, folks).

Strength - n/a
Dexterity - n/a
Macho - 14



Soccer hooligans - With the collapse of civilization, bands of these hooligans roam the countryside, looking for other people's balls to play with, having lost their own while climbing over a barbed wire fence. Alone, they are fairly easy to take out, being armed only with their fists (non-lethal damage of 2), but for each one in play, their Macho is increased by one. In groups, they are next to impossible to "macho out". However, they are extremely dim, and while they will prefer to attack characters, there is a 50% chance they will accidentally attack any other hooligan in the same or an adjacent hex.

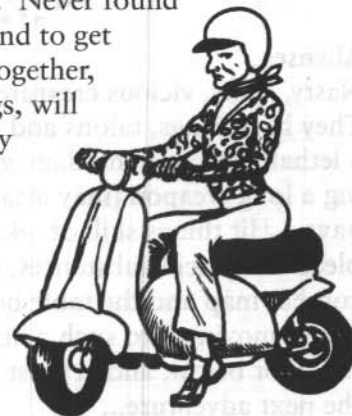
At GM option, hooligans may carry spray paint, which they attack with like their fists. Any damage, however, is pure embarrassment, and is done to Macho instead of Health (armor does not count), as the unfortunate victim is covered with rude graffiti (if Macho is reduced to zero, you have to sit and sulk until the combat is over, or remove all your clothing and armor to get your Macho back). This spray paint attack can only be done once per encounter per hooligan, and has no effect on vehicles.

Strength - 10
Dexterity - 12
Macho - 12



Vespa Vermin - Scooter-riding misfits who careen wildly about the countryside without rhyme or reason. Normally peaceful, they go into an irrational frenzy if they spot any wheeled vehicle worth more than 7 points. Being weaponless, they always attempt to crash into their targets. Never found in large groups, as they tend to get homesick when they get together, and like wheeled lemmings, will drive into the nearest body of water and drown.

Strength - 8
Dexterity - 12 (and their Drive things skill)
Macho - 12



Combat Vespa Cost = 7 points

Item	Cost	Space	Weight
2 wheels	2	-4	0
20 power	1	1	0
1 seat	1	1	1
4 armor	2	0	2 (all on front)
Useless radio	1	0	0

Speed = 17
Acc = 2
Dcc = 4

Macho Women with Guns!

Political fallout

In the final days of the great collapse, many politicians exploded in catastrophic public relations accidents, causing great damage to political machines, power structures, and long-cherished reputations. The harmful particles of these events are still borne on the dusty winds. All political fallout starts on the same map edge, and moves 1d6 hexes each turn in a random direction (treat the map edge like a wall). If it enters a hex with a winged character, they immediately take a DV 1 attack to a wing. Vehicles in the hex take one hit of damage, regardless of armor. Political fallout can only be destroyed by a "kill" from fire damage. All other attacks have no effect.

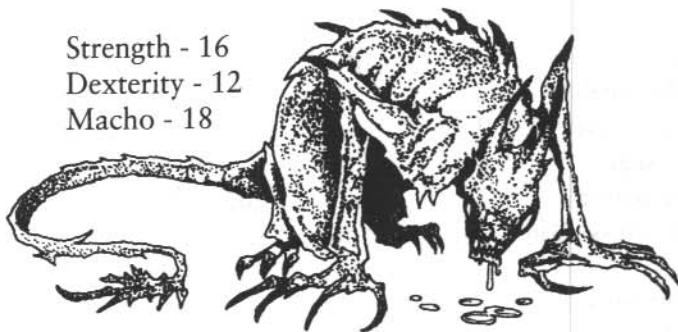
Strength - n/a
Dexterity - n/a
Macho - n/a



Alienses

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 (may attack 2 hexes away). They have a Hit things skill of +4. A killed alienses will bleed nasty acid substances, which melt a hole in the combat 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 until at least the next adventure...

Strength - 16
Dexterity - 12
Macho - 18



Congressional Subcommittee

A slow, shambling mound of paperwork that seeks out and destroys intelligent life. It attacks only hand to hand (fists) with a non-lethal damage of 3 and +5 skill. It will automatically smother to death any unconscious character it can spend an entire turn on undisturbed.

Strength - n/a
Dexterity - n/a
Macho - n/a



TV Evangelists

These mindless creatures are drawn towards women for reasons yet unknown. They attack hand to hand (fits) with a non-lethal damage of 2 and +3 skill. Any attack which makes it roll by 5 or more 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.³²

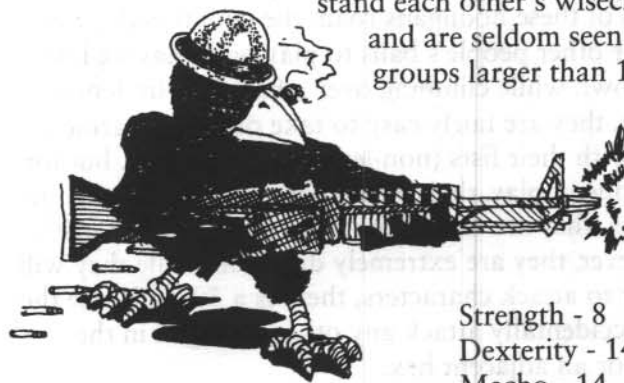
Strength - 14
Dexterity - 10
Macho - 14



Crow with a machine gun

A small (-3 to be hit), very dangerous bird, smoking a cigar and armed with an M-60 machine gun. This has unlimited ammo and a damage of 5, and crow is a crack shot, having a +4 skill. Fortunately they can't stand each other's wisecracks and are seldom seen in groups larger than 1.

Strength - 8
Dexterity - 14
Macho - 14



³²I don't know these people, they are not holy, and I wish they would quit using my name - God.

ZsaZsathoth

This extradimensional entity (presumably an Elder Thing) has the general appearance of Issac Azathoth, but with a sort of female head instead of a male one. It teleports in much the same way but leaves no debris. Its only attack is to attempt to slap the face of anyone who is adjacent, and this has a non-lethal damage of 3 and a skill of +2.



Strength - 16
Dexterity - 8
Machō - 20

Yoko Uggoth³⁴

One of Bthulhu's cousins, and shares most of his characteristics. Her breath is somewhat better, but her voice is much worse. Once per turn she can screech in a 60° arc, doing a lethal damage of 2 to everything within 8 hexes. Characters who are only partially armored will take a damage 1 attack to a random unarmored location. She only screeches if there are no melee targets available.



Strength - 16
Dexterity - 14
Machō - 22

Gnarlyhotep

The surfer with a thousand toes, ruler of the waves and all-round cool dude. More or less as indestructible as other Socialist entities (inherent armor of 3, roll on 2d6 to kill), but unlike his cousins, he can be reasoned with. If he appears, he usually wants something, and if the characters provide it, he will go away peaceably. If not, he has a surfboard that counts as a big thing, and which does 3 points of lethal damage with +1 skill.



Strength - 16
Dexterity - 15
Machō - 25

Bthulhu

Yes, the big B himself. A very large extradimensional entity that hates being made fun of in silly games. He is a +3 to be hit because of his size, but he has an inherent armor of 3 and uses 2d6 rolls to be killed rather than 1d6 rolls.

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 actually be killed, but if you get an equivalent result he just goes back to R'aleigh to sulk until needed again.



Strength - 18
Dexterity - 14
Machō - 23

Issac Azathoth³³

Another extradimensional horror from the pages of strange fiction. He is a big critter and is +3 to be hit because of his bulk, 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 +5 skill. Issac Azathoth does not move normally. Once each turn he may teleport to anywhere within 8 hexes, regardless of line of sight, and he is always counted as being stationary. Any hex he was previously in is filled with manuscripts that obscure visibility and impede movement. Anyone attempting to move through one of these hexes must roll less than their hand to hand damage or be trapped in popular literature for the rest of the turn.



Strength - 18
Dexterity - 8
Machō - 21

³³No disrespect intended. I miss him, too.

³⁴Roughly translated as "that which screams without a voice"

Macho Women with Guns!

Shoddygoths

Like a trademarked Lovecraftian creature, but made under government contract by the lowest bidder,

They act like Congressional Subcommittees, but have inherent armor of 1 and only move 3 hexes per turn. Characters trapped by a shoddygoth will not perish, but will have their hair dissolved and skin bleached, ruining their tan and looks for the next adventure (lose 1/2d6 points of Looks until end of next adventure).

Strength - 16
Dexterity - 8
Macho - 18



Drunken frat boys

Loathsome creatures from an academic dimension, they 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 that has a separate lethal damage of 1. This sticks to the character, and further attacks are cumulative (second drool has a lethal damage of 2, third has a 3, etc.).

Strength - 13
Dexterity - 10
Macho - 14



Chauvinist swine

Drunken lugnuts from the backwaters of the galaxy. Will attempt to hug any adjacent female, doing a non lethal damage of 2 with +0 skill. If no hug is possible, can spit tobacco (lethal damage of 1) up to 3 hexes with +3 skill. If two or more targets are in adjacent hexes, will belch, which is a lethal damage of 1 to all adjacent hexes.

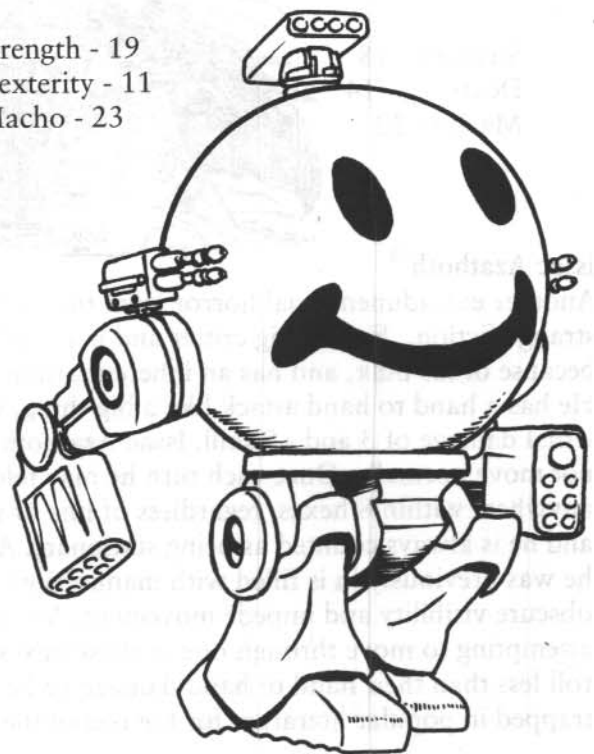
Strength - 16
Dexterity - 8
Macho - 18



BattleWarMechBots

These giant robots were once the pinnacle of military high-tech, and ruled the battlefields of earth until someone realized what a dumb idea they were. After that, people tried to forget they ever used the things, and most were scrapped, the remainder finding employment as walking billboards. However, some few have been rearmed and terrorize god-fearing citizens everywhere. Bots are big, and are +3 to be hit, but they also have an inherent armor of 5 and roll on 2d6 to be killed (or use the vehicle stats below): They have a hand to hand attack like a big thing, and are armed with a damage 16 cannon, both of which are at +3 skill.

Strength - 19
Dexterity - 11
Macho - 23



BattleWarMechBot Cost = 23 points

Item	Cost	Space	Weight
6 wheels (sort of)	6	-12	0
20 power	1	1	0
1 seat	1	1	1
Effing big cannon	3	3	3
20 armor (4,4,4,3,3,2)	10	0	10
3-handed sword	1	1	0
Useless targeting comp.	1	0	0

Speed = 6
Acc = 1
Dcc = 2

Na*i H*ll Sm**fs

Disgusting, horrible fascist brutes from another dimension, living together in some anarcho-syndicalist commune with only one female between them. They are small, and are -3 to be hit, *and* are only affected by holy weapons. They are armed with knives and do a lethal damage of 1 with +5 skill. Their only saving grace is that each one counts as 2 kills for getting experience points.

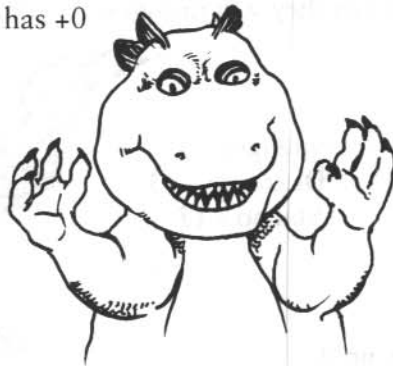
Strength - 9
Dexterity - 12
Macho - 13



Oddzilla

Having run out of Oriental munchies, this demented monster has waded the Pacific in search of new taste treats. He is really big (+3 to hit), has an armor of 4, takes 2d6 to kill, and has flamethrower breath. He can also stomp for a lethal hand to hand damage of 5 once per turn, but only has +0 skill with his attacks.

Strength - 25
Dexterity - 12
Macho - 25



Psychotic Psantas

He knows when you are sleeping... Out of work Clausen that don hockey masks and chain saws to go after the naughty during the off-season (you didn't think he hangs around the North Pole for 364 days a year?). Psantas are armed with chain saws and shotguns, and attack once per turn with a lethal damage of 3. His padded suit gives Psanta an inherent armor of 2, and he also gets a +5 skill at "sneaking down chimneys".

Strength - 14
Dexterity - 11
Macho - 16



Three Adjectives and an Animal

Vicious mutated animals that have taken up arms to demand their rights. Players must decide on the animal in question, and roll 1d6 for its capability in each of the following areas: a 1 shot per turn ranged attack, a lethal hand to hand attack and inherent armor, based on the type of animal, with all skills at +0. Animals that have all four words start with the same letter are worth double points, like Revolting, Roving, Ronin Rodents, or Groping, Geriatric, Gangrenous Gerbils.

Strength - 3d6
Dexterity - 3d6
Macho - 3d6



Hell tanks

Big cybernetic tanks that were real popular before the BattleWarMechBot craze. Incredibly powerful, but with the brains of an arcade game, their computers were just a wee bit too close to the atomic pile. Now they mindlessly tear up the countryside, crushing all in their path. While they have a terrifically big gun (which we'll say only has a lethal damage of 12), they only have a skill of +2 and only fire at vehicles. But, they are also radioactive and do 1 Health to anyone they are adjacent to at any time during the turn. They are big (+3 to be hit), have an armor of 5+1d6, which is rolled for separately each time it is hit, and roll 2d6 to be killed. Unless the kill roll is made by 3 or more, the kill is either a mobility or firepower kill (player choice).

Strength - lots
Dexterity - 13
Macho - more than enough



Macho Women with Guns!

Mad bombers

IRA terrorists who are a few fragments short of a full grenade. They lurch drunkenly about the map with an unlimited supply of small grenades, which blow up on impact with a damage of 3. They throw one each turn with +2 skill. They have no armor, and if their kill roll is made by 3 or more, they blow up like a bomb with a lethal damage of 5.



Strength - 14
Dexterity - 8
Macho - 14

Bambo

His parents were murdered, his friends burned to a crisp, and now he's back for revenge! Bambo is armed with a *big* hunting knife (total lethal damage of 4), which he wields with +2 skill. He is also armed with a Stinger missile (unlimited ammo) which can only be used against flying or burning objects. He has +2 skill and gets an additional +2 to hit any burning object. The missile has a lethal damage of 6 and does 3 points of explosion damage as well.



Strength - 13
Dexterity - 12
Macho - 18

El Presidente

Relatively harmless in and of himself, he is dangerous only when provoked. Any character or *player* that even thinks of harming him will cause El Presidente to mutate into six bodyguards with Uzis (damage of 2, +1 skill) who will attempt to wrestle the offending character to the ground and cart them off to someplace unpleasant. If the character resists, they will be shot until they stop resisting. El Presidente always appears alone.



Strength - 11
Dexterity - 12
Macho - 16

Mental Midgets

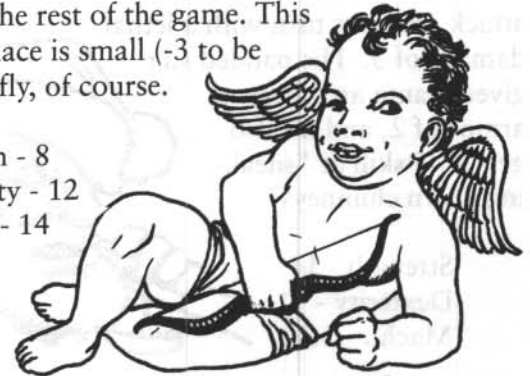
Pint-sized psychics out to bash the shins of anyone who can see over a yardstick. They can attack once per turn with baseball bats (lethal damage of 2) at +1 skill, or can make a mental attack by rolling on Macho, with -1 per hex of distance. If they succeed, the character takes the amount they made their roll by as a penalty to all actions (including movement amount). They will automatically gang up on the first character to make fun of their size until their chance to hit that character drops to 10 or less, at which point they will just go after someone convenient.



Strength - 9
Dexterity - 13
Macho - 17

Cupid

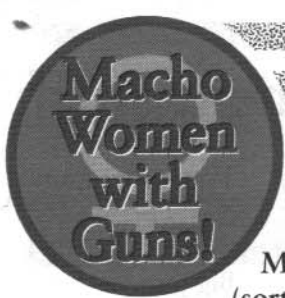
A nasty little cherubic twerp armed with a mystical bow and arrows. He fires once per turn with +3 skill. If he hits, the character only takes 1 Health (regardless of armor), *and* the character falls in love with the nearest character or enemy creature, and cannot attack it for the rest of the game. This mythical menace is small (-3 to be hit), and can fly, of course.



Strength - 8
Dexterity - 12
Macho - 14

Equipment stuff

Stuff before they had guns	Damage	Rate of fire	Encumbrance	Shots per clip	Type of weapon
Wimp bow (Str 10), 20 arrows	1	1	1	1	Big gun
Normal bow (Str 14), 20 arrows	2	1	1	1	Big gun
Conanne bow (Str 17), 20 arrows	3	1	1	1	Big gun
Crossbow pistol, 10 arrows (Str 9)	2	1 per combat	0	1	Little gun
Regular crossbow, 10 arrows (Str 12)	3	1 per combat	1	1	Big gun
Bad-ass crossbow, 10 arrows (Str 18)	5	1 per combat	2	1	Big gun
Old guns	Damage	Rate of fire	Encumbrance	Shots per clip	Type of weapon
Flintlock pistol, 20 shots	1	1 per combat	1	1	Little gun
Flintlock rifle, 20 shots	3	1 per combat	1	1	Big gun
Blunderbust, 10 shots	2	1 per combat	1	1	Little gun
Bombe	3 boom	1, period	1	1	Thrown
New guns	Damage	Rate of fire	Encumbrance	Shots per clip	Type of weapon
Glock 17, 5 extra clips	2	2	1	18	Little gun
MAC-10, 5 extra clips	2	20	1	30	Little gun
Uzi, with 6 extra clips	2	10	2	30	Little gun
Desert Eagle, 5 extra clips	3	2	2	10	Little gun
Hechler and Koch G-11, 4 extra clips	5	10	2	50	Big gun
Colt Carnage Assault Wpn, 4 extra clips	3	10	2	10	Big gun
Flamethrower	5	1	5	10	Big gun
Grenade launcher, 10 shots	-	1	1	1	Big gun
RPG-7, with 2 extra rockets	10(3 boom)	1	3	1	Big gun
Lump o'TNT	-	1, period	0	-	Thrown
Lemon scented mustard gas ³⁵	1	1	0	10	Little gun
Neato high-tech stuff	Damage	Rate of fire	Encumbrance	Shots per clip	Type of weapon
Phazer ³⁶	∞	1	1	100	Little gun
Alien blasting assault rifle	5	5	1	100	Big gun
Portable particle accelerator	10	1	2	20	Big gun
Blaster pistol	4	2	1	50	Little gun
Sonic stunner	3	5	1	100	Little gun
Handheld tactical nuke (1 turn delay)	20 boom	1, period	1	-	Thrown
Ecclesiastical weapons (holy wpns)	Damage	Rate of fire	Encumbrance	Shots per clip	Type of weapon
Holy water sprinkler	+2 melee	-	1	-	Big thing
Holy hand grenade	5 boom	1, period	1	-	Thrown
Spiked crucifix	+1 melee	-	0	-	Thing
Rosary beads	+0 melee	-	0	-	Thrown
Gideon Bible	+1 melee	-	0	-	Thrown
Vehicle guns	Damage	Rate of fire	Vehicle Enc	Shots per clip	Type of weapon
Old cannon	10	1 per combat	2	1	Really big gun
Browning "Heathen Hoser"	8	10	2	100	Really big gun
Holy Napalm Sprinkler (flamethrower)	5	1	1	20	Really big gun
Effing big cannon	16	10	3	100	Really big gun
30mm autogrenade launcher	3 frag	5	1	100	Really big gun
Boom box	4	1	1	10	Odd
Tract dispenser	-	1	1	10	Odd
Holy Water slicks	-	1	1	10	Odd



More stuff

Melee weapons (sort of)	Damage	Hands	Encumbrance	Throwable	Type of weapon
Knife	+1	One	0	No	Thing
Throwing axe	+1	One	0	Yes	Thrown or thing
Sword	+2	One	1	No	Thing
Crowbar	+2	One	1	No	Thing
Big sword	+3	Both	1	Not a chance	Big thing
Force sword ³³	+5	One	1	No	Thing
Three-handed sword	+4	Three	2	Not likely	Absurd
Riding crop	+1	One	0	No	Whip
Whip	+2	One	0	No	Long whip
Big whip	+2	One	1	No	Really long whip
Rock	+1	One	1	Yes	Thrown or thing
Big rock (use both hands)	+2	Both	2	Sort of	Thrown or thing

Old armor*	Armor value	Protects	Encumbrance	Notes
Tight leather armor	2	All but head	1	Made from an endangered species
Breastplate	2	Guess...	0	1 Enc if topheavy
Chain mail	3	Full torso	3	None
Plates o'shiny steel	4	Everything	5	None
Silly looking helmet	3	Head	1	With feather plume
Greaves	2	Legs	1	None
Gauntlets	2	Arms	1	None
Little shield (+1 skill to block)	2	Any one area per turn	1	Takes one hand
Big shield (+2 skill to block)	3	Any two areas per turn	2	Takes one hand

*Halved vs. guns and bows and stuff like that (round it down)

New armor	Armor value	Protects	Encumbrance	Notes
Bulletproof vest	2	Full torso	1	None
Heavy bulletproof vest	5	Full torso	2	None
Helmet	2	Head	0	None
Bulletproof helmet	4	Head	1	None
Arm & leg guards	1	Arms and legs	0	None
Heavy arm & leg guards	2	Arms and legs	1	None
Bulletproof leg warmers	2	Legs	0	None

Neato high-tech armor

White plastic armor with tiny eyeslits	3	Everything	2	Stolen from movie set
Space suit	2	Everything	2	Occasionally useful
Robo-fem outfit	6	Everything, more or less	4	Impressive but bulky

Ecclesiastical armor	Armor value	Protects	Encumbrance	Notes
Armor of the righteous	0	Everything	0	Moral support only
Religious mementos	1	Full torso	1	Must specify type
Bulletproof habit	2	Everything	2	Only in black
Bulletproof phylactery	1	Head	0	Can read it if bored

Other things that might be useful

Thing	Encumbrance	Futility value ³⁷
Bag o'Broken Glass	1	1
Bag o'Nails	1	1
Bag o'Sulfuric Acid	1	1
Bag o'Vipers	1	1
Banana, single	0	0
Bananas, bunch	1	1
Big handful of marbles	0	0
Box of Double SuperBlow Chunks or Frosted Sugar Bombs cereal	0	1
Bubble gum	0	0
Can of beer	0	0
Can of spray paint	0	1
Cool sunglasses	0	1
Crazy Glue	0	2
Deelybobbers	0	0
Dental floss	0	1
Enough rope to do <i>anything</i>	1	3
Ethics and conscience of Congress	0	1
Fancy brown mustard	0	0
Fingernail polish	0	1
First aid kit filled with evil smelling stuff that stings like Hell	0	1
"Get out of jail free" card	0	3
Hair remover lotion that smells like oven cleaner spray	0	1
Hitchiker's towel	0	3
Loaf of stale garlic bread	0	0
Live chicken	1	1
Log, specify type	1	2
Lots of paper clips	0	2
Magazines of assorted types which you swiped from a dentist's office	1	1
Mood ring	0	1
More makeup than you'll ever need	1	1
Not quite enough but usually enough	0	0
Omniversally useful duct tape, one use ³⁸	1	3
Pocket electronic game	0	0
Pope on a rope	0	0
Ravioli stuffed with chalk	0	0
Rotten eggs, 3	0	1
Six-pack	1	2
Soap on a rope	0	1
Some gummy bears with all the heads bitten off	0	0
Some really toxic and highly inflammable nail polish remover	0	2
Someone else's credit cards	0	2
Something inflatable	0	1
Something that glows in the dark	0	1
SPF 1000 sunscreen	0	1
Trash bags	0	1
Video camera and paraphernalia	1	1
Walkperson radio	0	
Wristwatch with so many functions you can't figure out how to get the time of day	0	



Vehicle listing

Combat unicycle

Cost = 7 points (Spd 16, Acc 2, Dcc 4)

Item	Cost	Space	Weight
1 wheel	1	-2	0
20 power	1	1	0
1 seat	1	1	1
6 armor	3	0	3
Useless fuzzy dice	1	0	0

Killer cycle

Cost = 13 points (Spd 34, Acc 4, Dcc 7)

Item	Cost	Space	Weight
2 wheels	2	-4	0
40 power	2	2	0
2 seats	2	2	2
8 armor	4	0	4
Useless fuzzy dice	1	0	0
Dashboard deity	2	0	0

Dyke tryke

Cost = 19 points (Spd 29, Acc 3, Dcc 6)

Item	Cost	Space	Weight
3 wheels	3	-6	0
40 power	2	2	0
2 seats	2	2	2
14 armor	7	0	7
Heathen Hoser	2	2	2
Useless air freshener	1	0	0
Dashboard deity	2	0	0

Quadpod

Cost = 23 points (Spd 47, Acc 5, Dcc 10)

Item	Cost	Space	Weight
4 wheels	4	-8	0
60 power	3	3	0
3 seats	3	3	3
12 armor	6	0	6
Autogrenade launcher	1	1	1
Flamethrower	1	1	1
Useless 8-track tape deck	1	0	0
Dashboard deity	2	0	0
Safety bumpers	2	2	2

Pentateuch

Cost = 23 points (Spd 48, Acc 5, Dcc 10)

Item	Cost	Space	Weight
5 wheels	5	-10	0
60 power	3	3	0
3 seats	3	3	3
12 armor	6	0	6
Heathen Hoser	2	2	2
Tract dispenser	1	1	1
Useless 8-track tape deck	1	0	0
Dashboard deity	2	0	0

Holy Roller

Cost = 29 points (Spd 43, Acc 5, Dcc 9)

Item	Cost	Space	Weight
6 wheels	6	-12	0
60 power	3	3	0
4 seats	4	4	4
16 armor	8	0	8
Heathen Hoser	2	2	2
Boom box	1	1	1
Useless yellow sign	1	0	0
Dashboard deity	2	0	0
Safety bumpers	2	2	2

³⁵Maximum range of 4 hexes, automatically hits everything in target hex, which is a +0 target

³⁶It's *too* effective. No one can have one. If you do get one, all it does is cool sound effects

³⁷This is a totally meaningless and random stat with no game use whatsoever, maybe

³⁸Good for a +3 on any one skill roll, provided *player* can describe how it is used

Fun Guys from Yuggoth

A Lovecraftian Nightmare for Macho Women with
Guns

Intro

This is a short adventure for a group of 4 to 8 Macho Women, Renegade Nuns (sans vehicles) or Bat-winged Bimbos, hopefully with some idea what the game is about, a knowledge of the various books and stories of the late H.P. Lovecraft, and a bizarre sense of humor. It all begins on a bright summer day, on the beach...

Prologue

It all began innocently enough, with a trip to the beach. Walking on the boardwalk, catching some cosmic rays, checking out the local action and sunning on the sand. But, it soon turned into something much more sinister...

The tanning oil vendor seemed kind of strange, but he *was* giving out free samples. He looked kind of geeky to be a factory representative, and his stand smelled like the catch of the day...from last week. But, you shrugged it off, took the free bottle of Arkham Oil he offered you, and found yourself a place in the sun. As the oil and the sun lulled you into a torpor, you suddenly felt an ominous foreboding, like that time when your bikini was riding up too high and people started to stare. But no, this was something different. You tried to get up but couldn't. You tried to cry out, but your voice was stilled. Through glazed eyes, you saw that your companions were similarly affected. Only two people seemed to notice your plight. One was a small child, who came over, and sensing your helplessness, dumped a bucket of sand crabs on your back, and began to bury you with his little plastic shovel. The other was the tanning geek, whose face was oddly distorted in the slowly fading light. There was something horribly wrong, but you couldn't figure out what it was before everything faded to black...

Next

You and your friends wake up on the beach, alone. You have nothing but your bathing suits and whatever items you find appropriate for summer fun (1 Enc of gear or weapons). Getting your bearings, you notice subtle clues that lead you to believe that this is not the same beach you fell asleep on. The sky is a dingy gray, and black waves roll thickly onto the green, slimy sands. Your first impression is that you have been teleported to New Jersey, but there is no garbage on the beach. In addition, two small suns attempt to pierce the gloomy gray sky, but only lend another note of pallor to the already depressing scene.

GM Note - The characters have actually entered the Dweeb-lands, an alternate reality accessible only through the subconscious. In many ways, it matches the local nature of the real world, but has unusual topography and distorted physical laws. Its unusual nature makes it no less hazardous, and characters who enter it are trapped here until they find a way to escape.

If the characters explore the nearby sand dunes, they will see what appears to be a small village, a few dozen ramshackle huts that look like they could fall down at the least provocation. All have satellite dishes in the back yards. Milling in the dusty streets are humanoid figures. On a successful "Sneak around" skill roll (or anything close), characters can get close enough to see that they look human, but very scrawny, with bad complexions and out-of-date clothes. They vaguely remind you of someone from the beach, but you aren't sure. None are armed or armored, and seem almost incapable of hostile intent. Their speech is a strange but comprehensible version of English that is understandable by anyone who makes a successful "Do Technical Stuff" roll. If the characters explore elsewhere, they will find that the area they are in seems to be very small in physical dimensions. Walking in a given direction for more than 10 minutes will bring you back to where you started, and the suns never seem to change position. Visibility is never more than a hundred meters. Even if they try to avoid it, eventually they will run into one of the inhabitants of the Dweeb-lands.

Macho Women with Guns!

Dip Ones - The dwellers here are known as Dip Ones, a rudimentary throwback to a much earlier time, when the Not-so-great

Ones lived among men. The Dip Ones have enhanced cranial capacity, but at the cost of what we would consider their humanity. They appear normal until puberty, when they slowly undergo a metamorphosis into the Dip One form, as described above. They fear sunlight and have poor vision, preferring cool indoor regions and unnatural portions of the spectrum for illumination. Those who continue to interact with normal humanity usually do so in places where their true nature can either go unnoticed, or is not commented upon. Many prefer the company of machines to humans.

The Dip Ones will notice the characters eventually, and 1d6 of them will shamle over to investigate. The Dip Ones are devout, and constantly refer to their two gods, Hiya and Dawgon. One is commonly used as a ceremonial greeting, and the other is reverently made a part of all their conversations, as in "Dawgon, look at the pair on that broad!". Needless to say, the Dip Ones are repugnant and revolting. The characters can ask questions of the Dip Ones, who will cheerfully answer, but their nature is so inimical to humanity that no character can listen to more than half their Macho in answered questions before hauling off and belting one of them.

This is not good. Dip Ones are physically inferior, and not only is *all* damage against them counted as lethal damage, you subtract 2 from the 1d6 roll to see if you kill them or not. If a Dip One is struck and survives, these primal urges to destroy the non-humans will abate for a similar amount of time. However, if a Dip One is killed, he will dissolve in a pool of green ichor, leaving only a pocket protector and badly repaired glasses on the sands as proof of its existence. All the remaining Dip Ones (20 in all) will shamle towards the characters and attack with their fists, doing 1 point of non-lethal damage if they strike. They have a Dexterity of 10, and a Macho of the number of them that are left. They only move 3 hexes a turn, but are relentless, and if nothing else, will circle the Dweeb-lands and close in from all sides to trap the characters. The Dip Ones are accompanied by 4 of the Puppies of Tindalos. These have been deformed by their stay in the Dweeb-lands, and as a result can no longer combine attacks. They move at an erratic 1d6 hexes a turn.



If the characters are overpowered, they will spend what seems like eternity in the Dweeb-lands, waking up enchained and stripped of equipment in a Dip One dungeon, slowly going insane from the constant Dip One chatter until they eventually become willing servants of Hiya and Dawgon.

On the other hand, if they win and totally pulp the Dip Ones and their pets, they can investigate the village without interference. Many of the huts are devoid of anything useful. A few contain incomprehensible equipment of an alien nature. Lying on one of these glowing alien machines is a book, the *Al-Azifthen*. This is a tome of ghastly knowledge (and COBOL tips) that man was not meant to know. Simply leafing through the pages causes the holder to experience a profound state of ennui, and a temporary loss of 1 point of Macho, which will not be recovered until after the adventure. Reading through it in some detail will take at least an hour, and cause the *permanent* loss of 1d6 Macho, but a corresponding gain in their "Do Technical Stuff" roll. Bimbos are totally incapable of understanding, benefiting from or being penalized by this eldritch tome.

Another building contains a variety of books, whose spines bear such grim titles as the *Book of Fibbin*, the *Nerdis Mysterius*, the *Pnewcoketic Manuscripts*, and last, the *Unasprecthenictocalantricusrchitclehknogratemwund*, also known as the Book of Death, since anyone attempting to speak the name immediately strangles to death (or loses 5 Health as a lethal injury, GM option). Only the middle two books are of any use. The *Nerdis Mysterius* (Mysteries of the Nerd) contains a large amount of information on the denizens of the Dweeb-lands and other alternate planes of existence. For instance, the Dweeb-lands are a small part of the greater land of Cat-death, an alternate existence still hidden from modern science. Also, one of the more frightening aspects of the Dweeb-lands is that the bodies of the characters are still vulnerable back on Earth. That is, the characters are slowly being baked in the sun, being buried by juvenile delinquents, or getting washed away by the next high tide. If the characters cannot get back to the real world within 10 hours of their arrival, they will be trapped here forever. One hour of that time will have been spent in simply searching the Dip One village.

The *Nerdis Mysterius* also has what appear to be spells or incantations, some form of verbal conjugations that cause effects impossible in a rational, scientific game. Learning the information in this book so unnerves the reader that they must make a Macho roll or lose 3 points of Macho, and lose 1 even if they make it. Only the names of the spells are listed, not what they actually do. They are: Yellow Submarine, Summon Survivalist, Ruby Slippers and Astral Keg.

Yellow Submarine - This spell must be cast from an ocean shore, and takes several minutes to complete, with a lengthy verbal component, and optional bass and percussion parts. Like all spells, it is totally divorced from known science, and so it is only successful if the character casting it *fails* a "Do Technical Stuff" roll. The character casting this permanently loses a point of Macho for the duration of the adventure from the effort, whether it is successful or not. If successful, a large yellow submersible slowly rises from the black sea, and gently grounds itself near the caster. Upon hitting the beach, four gaudily dressed creatures emerge, and if unimpeded, will ignore the characters and head inland. If attacked, they turn into Mental Midgets and attack. The submarine can hold the full number of characters in the group, and on a successful "Drive things" roll, one person can push the large, clearly marked red button that says "Autopilot". The submarine will then tool along to R'aleigh, taking an hour to get there. Once the characters disembark, it will sink into the ocean and disappear.

Summon Survivalist - This spell requires a large supply of pornography as a material component (thankfully, available here), and a number of irrational political statements must be chanted for at least 10 seconds. The character casting this loses a point of Macho for the duration of the adventure from the effort, whether it is successful or not. If successful, a large ugly man appears, bedecked with weapons and armor of all types (total of 10 Enc worth). These *can* be seduced away from him. Unfortunately, all men have latent Dip One tendencies, and one hour after arriving here, he will start to mutate into a Dip One. If still armed, he will immediately attack the characters (in order of Looks). If unarmed, he will retire to one of the huts and begin to tinker with one of the alien machines.

Macho Women with Guns!

Ruby Slippers - This spell can be cast verbally in 10 seconds, but requires a number of material components, including fresh Dip

One ichor, the sunglasses of Yoko Uggoth, and a handful of Bthulhu bits. These must be mixed together and the incantation said over the noisome mixture. Failing the "Do Technical Stuff" roll causes a loss of 2 points of Macho for the duration of the adventure, but only 1 point is lost if the spell is a success. On successful completion, all temporary inhabitants of the Dweeb-lands will fall into a deep torpor, slowly losing consciousness as they lose 1 Health per turn to the spell's effect. Upon passing out, they awake back in their physical body. All lethal damage they have taken is converted to non-lethal damage, but losses of Macho from casting spells is restored.

Astral Keg - This spell requires only the simple incantation of a number of potent brand names to have effect, and can be done in 2 seconds. It causes a loss of 1 Macho to the caster for the duration of the adventure, whether successful or not. When cast, it forms an squat, ethereal cylinder with odd protuberances anywhere within 5 hexes of the caster. This automatically draws the attention of Drunken Frat Boys, Chauvinist Swine and Salivating Sexists, all of whom will move towards the astral lure at full speed, and whom are immolated on contact. The astral keg lasts until 5 creatures have immolated themselves on it, at which point it disappears.

The *Pnewcoketic Manuscripts* contain a variety of secret formulas and bizarre, unnatural substances that when combined, will make a healing potion. From the symbols and sigils in the book, portions of this potion are available from the vending machine outside, which can be operated on a successful "Do Technical Stuff" roll. A total of 2d6 cans can be gotten from the machine before it ceases to work. The cans contain a sweet liqueur that is filling, yet oddly without substance. Any injuries sustained in the Dweeb-lands disappear upon downing the elixir.

GM Note - Injuries healed with the Pnewcoketic elixir are still there, but their effects are masked. Characters under its influence will act as though they are uninjured, but the loss of Health is still there, and they will still die if their total accumulated injuries exceed their Health. Constant imbibing of this formula is what makes the Dip Ones so fragile.

Once the characters have searched the Dip One village, they will probably want to head for the beach, simply to try out the Yellow Submarine spell (which automatically fails elsewhere). Upon reaching the beach, however, they will be confronted by a grotesque parody of a Californian.

He is one of the Fun Guys from Yuggoth, known to mankind as Gnarlyhotep, the Surfer with a Thousand Toes. He is imposing and extremely Macho, and he demands one of the characters as a human sacrifice. Actually, he demands dinner and a date, which is basically the same thing. If refused, he will attack, with the stirring warcry of "Duuude!". He will not follow the characters off the beach, but will simply catch waves until they return, and he will always be at the same spot on the beach as the characters attempt to cast the spell from. He *must* be defeated to proceed.

On to R'aleigh

This bustling, macabre and loathsome city is the site of the Bthulhu annual family reunion. A city of unsettling angles, and bizarre architecture (in the art-deco-nomicon style), its buildings drip with gray slime, and flocks of unwholesome mutant birds stare down from the rooftops at the characters. It is much like Newark, but the air doesn't smell as bad. As characters disembark, they can see the outskirts of the town. It is teeming with literally thousands of Dip Ones. While there is a very strong urge to just cut loose with automatic weapons, there are far too many of them. As long as you mind your own business, and are not drawn into long conversations with them, their presence can be tolerated for a short while. Other creatures from the *Nerdis Mysterius* are walking or shambling along the streets as well, but seem to take no interest in either the characters or the Dip Ones, although they do seem to take an occasional passerby as a snack.

In order to get home, the characters will have to track down the various Bthonian creatures listed in the Ruby Slippers spell, and persuade them to part with accoutrements or bodily parts. The most likely spot is the Bthulhu family reunion. For really dense characters, there can be slimy black posters nailed to the telephone poles, or you can check the R'aleigh Chamber of Commerce schedule of events for the month. Otherwise, characters can follow one of the extra-dimensional

Combat!

You really didn't think you'd be able to get out of this without a big, horrible fight, would you? Eventually, someone's nerve is going to snap, or a character will be unmasked as what they are. Even worse, Bthulhu may start hitting the sauce and begin singing, which will drive any human (and some of his relatives) insane (or more insane).

Set up a large map with a variety of obstacles of random sizes and shapes. A couple handfuls of dice scattered about will provide a nice distribution.³⁶ These have a height of 1, and block all single-target attacks. Only really big or flying critters can do melee attacks to someone on a piece of furniture, and only flying characters can get there to begin with. Then, place the characters where they want to be, and *then* place the creatures randomly (because of the distorted topography, the characters might not actually be where they think they are). The creature list is as follows: 1 Bthulhu, 1 Issac Azathoth, 1 ZsaZsathoth, 1 Yoko Uggoth, 6 Shoddygoths, 6 Puppies of Tindalos, and 6 loose Dip Ones. In addition, there are 9 catering staff, comprised of a random mixture of Chauvinist Swine, Drunken Frat Boys and Salivating Sexists.

Aftermath

Once the grand melee is over, the survivors can hopefully cast the Ruby Slippers spell and return to the real world. The soreness of injuries proves that it was more than a dream, but any equipment they picked up or ammo they expended there is gone. Any swimwear discarded there is gone as well, which may prove a bit embarrassing. Of the tanning oil geek, there is no sign. Querying other sunbathers will produce puzzled looks, since no one else even remembers him. All that remains to prove his presence at all is the empty bottles of suntan oil, which slowly melt even as you watch, until nothing is left but a brown stain on the white sands.

For those who did not survive, they are missing from the beach when the others wake up, and except for your companions, no one will ever remember you existed. Anyone who successfully cast a spell retains knowledge of it, but they are all useless here, and have no effect outside the Dweeb-lands.

³⁶Preferably non-Euclidean die types to provide atmosphere

horrors around town, and it will eventually ooze its way to the site. This will take about 3 hours. Characters who actively looked for information can find the site in 2 hours, or 1 hour if they make a "Spot Obvious" skill roll.

The family reunion is a private affair, being held in the R'aleigh Civic Center, and by invitation only. Only obvious extradimensional entities are being let in, although there is a side door labeled "Hors d'oeuvres", through which a number of Dip Ones are slowly shambling. Characters can either use a disguise skill to get past the guard at the door (and his puppy), or they can enter the side door. Upon entering the side door, characters will be grabbed by the feet and trussed up as appetizers (requires a Damage of 3 to break free from the bonds). They will then be carted out to the main assembly area, where Bthulhu and his kin are laughing it up and telling tales of their childhood and stunts that other relatives have pulled. Characters will last for 1d6 minutes before being plucked and eaten. Those escaping the snack bar can hide amongst the furniture, but must make a Macho roll to avoid being trapped and lost for a while in the nonhuman designs. Those disguised as relatives may face a grilling by the other guests, and must come up with some good rolls and snappy dialogue to avoid being unmasked as party crashers ("Yeah, I'm from the This, That and the Other Gods side of the family..."). The mere presence of all these beings is very unnerving, and characters will have to roll on Macho once every 15 minutes, or suffer a temporary loss of 1 point of Macho, which can't be recovered until the end of the adventure.

Those looking around can see Bthulhu himself, as well as Yoko Uggoth, and plenty of Dip Ones for the spell. The party will go on and on, until the characters decide to do something. It is quite possible to get the sunglasses of Yoko Uggoth on some especially good skill roll, and there is plenty of ichor flowing, but Bthulhu will be very loath to part with any portion of his body, even for close relatives.

- > Character
- > Player
- > Type
- > Homeworld
- > Profession

> Universal Personality Profile

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
STR	DEX	MCH	LKS	HLT	BST	WST	HIP	

> Quote _____

MACHO WOMEN THE NEW ERA

HOME WORLD DATA

SKILLS & ATTRIBUTES

Strength (STR) _____

Dexterity (DEX) _____

Macho (MCH) _____

Looks (LKS) _____

Health (HLT) _____

Wierd Stuff (WRS) _____

More Stuff (MST) _____

Yet More Stuff (YMS) _____

Size _____

Levity _____

Atmosphere _____

Machoverse _____

Population _____

Greeble Grubs _____

Slaw Level _____

Mall Level _____

DERIVED VALUES

Punch Damage Unarmed Wombat Damage

Kick

ENC

HIT CAPACITY

Current Scratch Half About dead Dead

Head

Upper Torso

Lower Torso

Right Arm

Left Arm

Right Leg

Left Leg



Player _____
 Character _____
 Description _____
 Profession _____
 Hobbies _____
 Quote _____

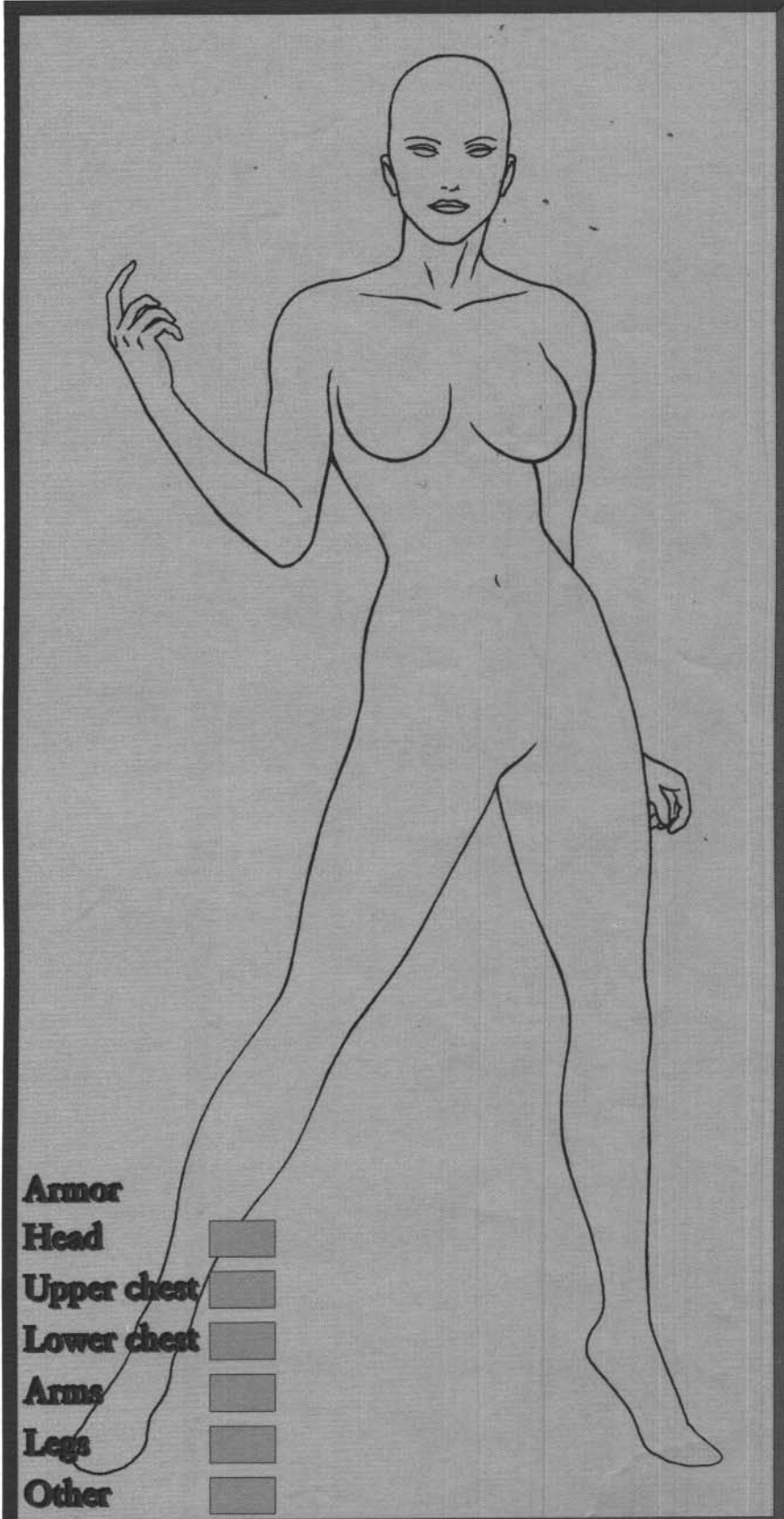
Unencumbered (Str/4)
 Base hand to hand damage
 Base movement (Dex/2)
 Campaign Equipment _____

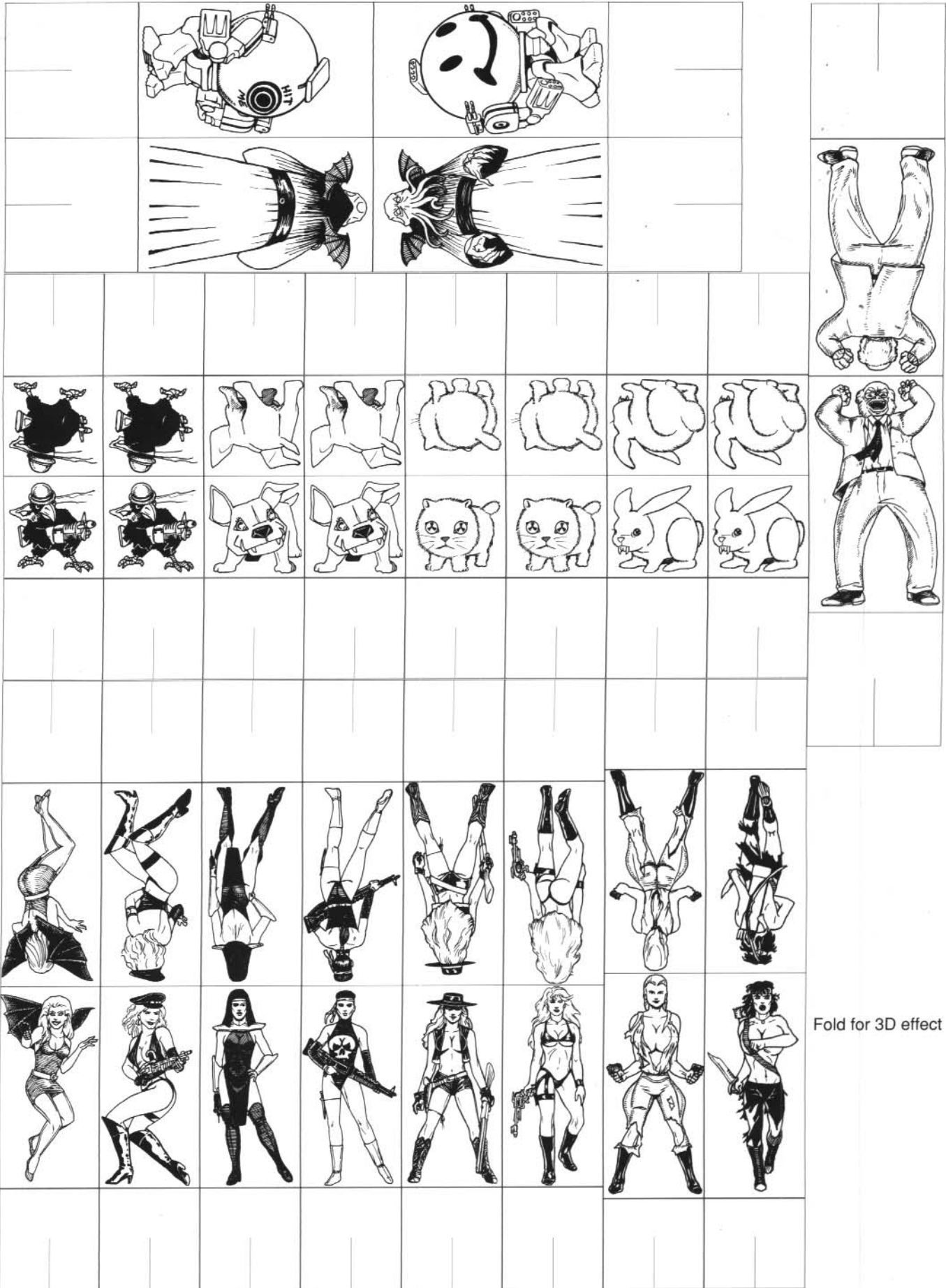
		Points
Strength	<input type="checkbox"/>	<input type="checkbox"/>
Dexterity	<input type="checkbox"/>	<input type="checkbox"/>
Looks	<input type="checkbox"/>	<input type="checkbox"/>
Macho	<input type="checkbox"/>	<input type="checkbox"/>
Health	<input type="checkbox"/>	<input type="checkbox"/>

Stuff	Points	More stuff	Points
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>

Skills	Level	Points
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>

Base points	<input type="checkbox"/>	75
Attributes & Skills	<input type="checkbox"/>	
Good stuff & Bad stuff	<input type="checkbox"/>	
Total	<input type="checkbox"/>	
Experience	<input type="checkbox"/>	





Fold for 3D effect

It's always better the second time around...



Yes,
it's true!

Macho Women with

Guns™ is back! The only role-playing game in the Vatican Archives is now in its second edition! All the bad things rolled into one tasteless volume, with scads of new rules, lots of cool artwork and literally thousands and thousands of words arranged into marginally coherent sentences!

We know what you want*, and once again we shamelessly pander to your basest instincts in an effort to get our hands into your pockets and...well...never mind. Anyway, if you are tired of storytelling and diceless angst, and just want to go out and blow the living daylights out of something, **Macho Women** is the only way to go!

*Women and guns, of course!

