

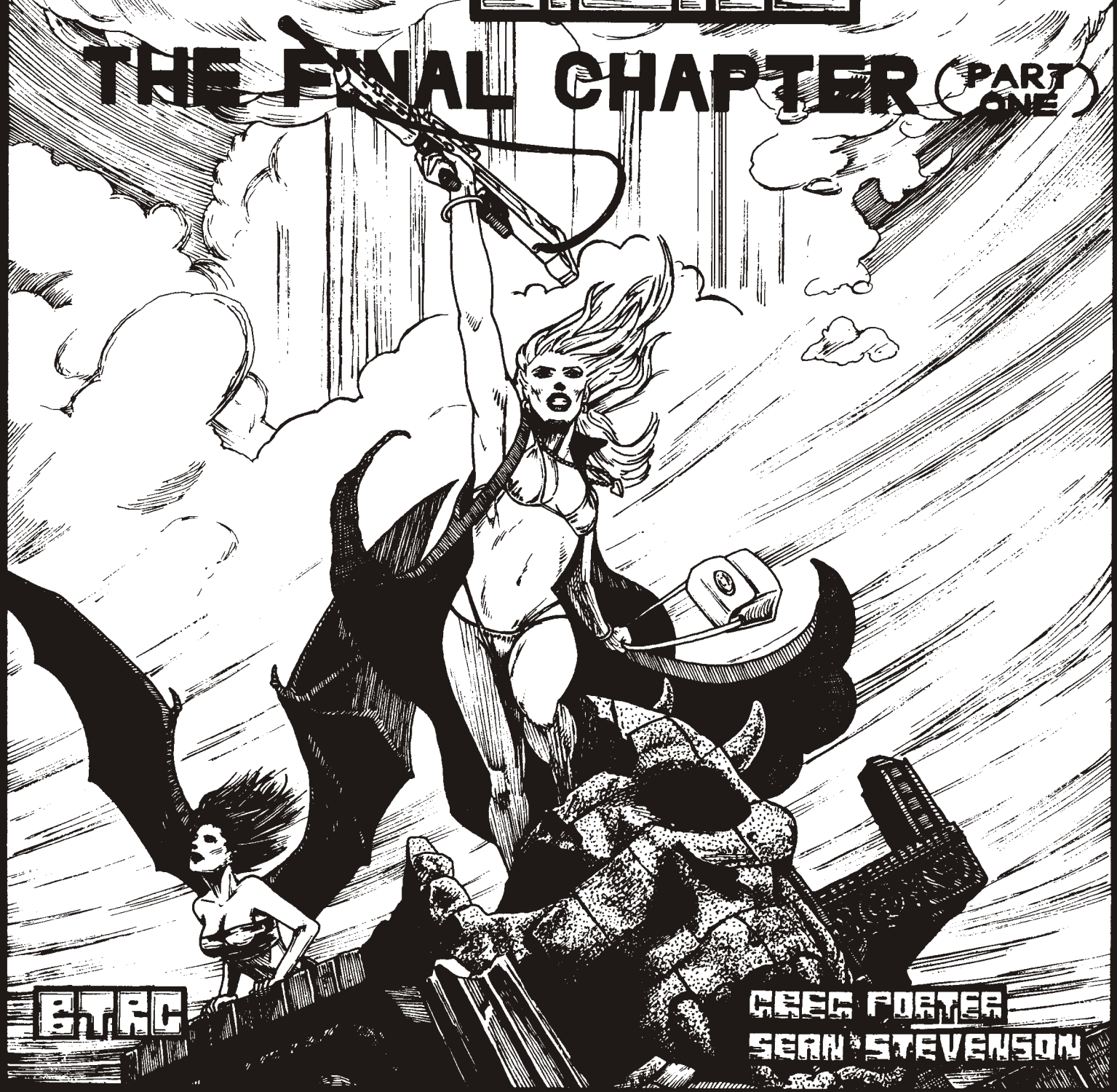
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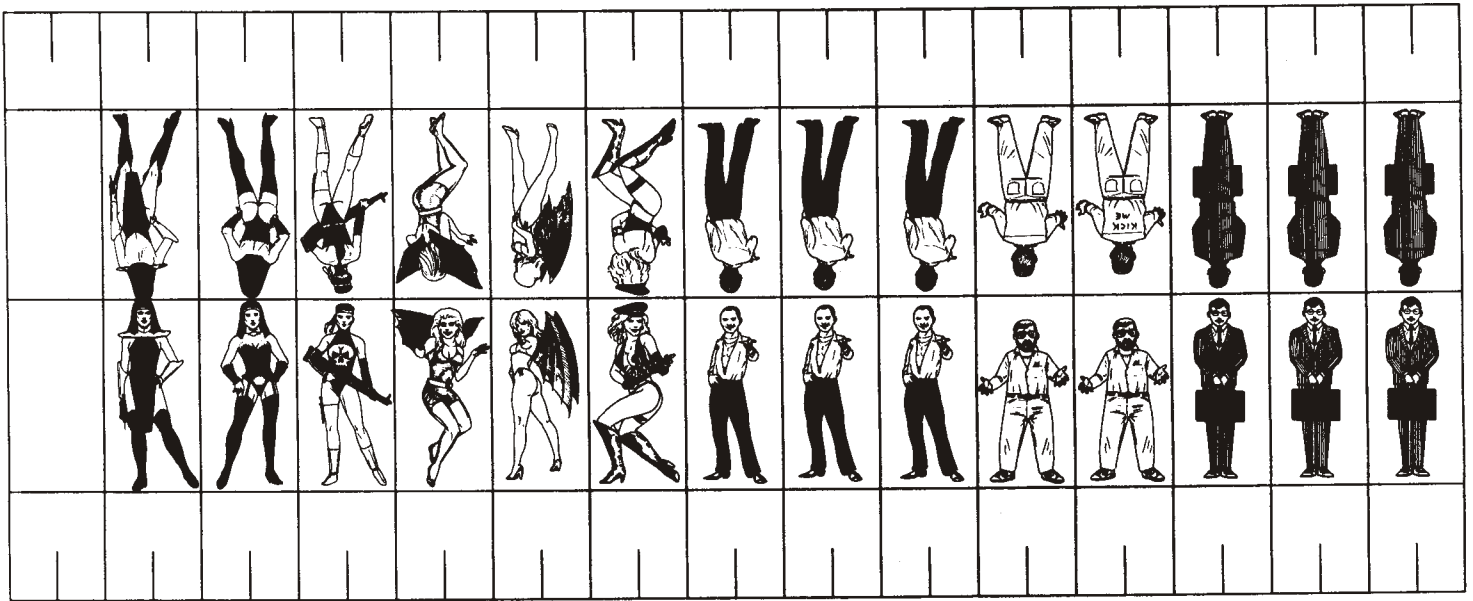
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THE FINAL CHAPTER (PART ONE)



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Macho Women with Guns - The Final Chapter (part 1)

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Dedicated to Richard Tulcholka (He knows why)

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Forward to Manuscript - I didn't mean it, honest. **Macho Women with Guns** was just a lark, and the sequels mentioned in the original rules never existed. But, for some unfathomable reason and in a telling statement about the average gamers' intellectual level, it became absurdly popular, has international distribution and is printed in at least one foreign language. Clamoring for the sequels began in earnest. So, knowing a good thing when I saw it, **Renegade Nuns on Wheels** and **Bat-winged Bimbos** were created, and despite a few problems, became "worthy" additions to the BTRC line. Once completed, I swore I'd never fall to the temptation to exploit the market with yet another sequel, although there is a certain mental appeal to a mini-series comic, a line of poseable action figures (but which poses?) or a Saturday morning cartoon series (I wish!). Besides, you never know *who* is out there playing it. Other people get fan mail signed "Yours sincerely...". I get fan mail signed "Terminally cured..."

I had not given up on the tacky game genre. The BTRC was unable to get the rights to reprint **Christians & Lions** (you know, one person plays the Christians, and the other plays the lions...), and while the copy of **Sm**fbusters** sent to me by Dan Lambert had a certain disgusting appeal (...combat between Sm**fs and Galactic Marines carrying tactical nuclear weapons...), I figured that the Sm**fs have better lawyers than I do and I shouldn't push my luck.

Anyway, a package from a twisted individual known as Sean Stevenson arrived a while back, and despite my determination to not foist another **Macho Women** sequel on an unsuspecting world, I liked this enough to consider publishing it. Arrgh...



Historical Note - The original (is there any other?) **Macho Women with Guns** was written under the common but mistaken idea of history that **Macho Women** are thought to be products of our own century and (we hope) the future.

Untrue!

After considerable archaeological digging around the yard, I have found evidence to support my proposal that **Macho Women** can be divided into fourteen distinct historical periods ...hmm...historical moments. These are listed below, in order.

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

I disagree with some of my more established colleagues in this field on a few points: It is my unshakable belief that **Jungle Woman** (*me janeus*) is not a separate historical period, but instead a sub-grouping of **Barbarian Woman**. The same is basically true of **Heavy Metal Woman** (*thrash trash*), who is a transition between **Nazi Nurse Woman** and **Biker Woman**, containing elements of both.

I hope that this adds considerably to your understanding of this manuscript.

Sean Stevenson

Dr. Sean M. Stevenson, P.Pht.
Currently residing under restraint, Evansdale Rest Home

Pudenda Addenda New Stuff

Lawyers, Guns and Money - Normally you roll on **Seduce Creature** skill to get equipment at the start of a scenario. Optionally, the guard at the armory can be macho'ed instead of seduced, against a random Macho of 3d6, or you can use the amount you make a roll on one of the following skills: **Gambling**, **Interrogate**, **Sneak around**, **Pretend and Lie**, or **Tie Things Down**.

New Skills - Some of these are useful for the straightforward combat boardgame part of **MWWG**, but others are useful to those perverted individuals actually playing campaigns, or have actually seen the halfway decent RPG system hidden beneath all the fluff and mindless tripe.

Beat Things with Whip(Dex-based) - We won't get into this except to say there are three kinds of whips:

Riding crop	+1 damage	0 Enc	thing
Whip	+2 damage	0 Enc	big thing
Bullwhip (can attack anywhere within 3 hexes, at -2 per hex)	+2 damage	0 Enc	real big thing

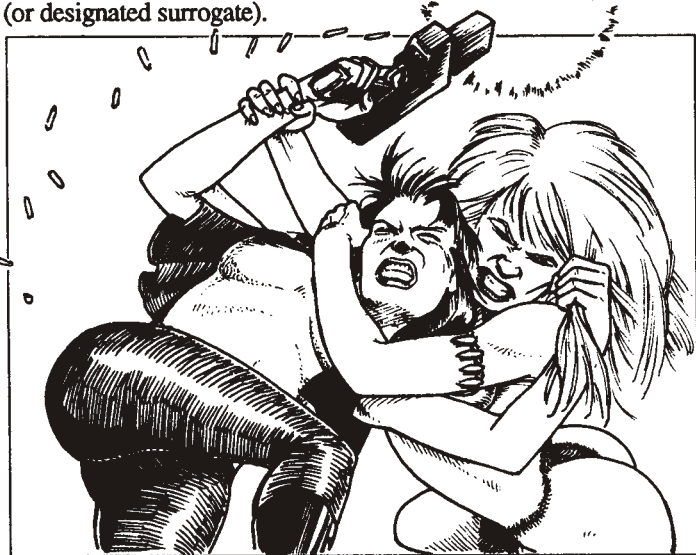
Whips do non-lethal damage only, and can also be used to Tie Things Up, or this skill is used for any other flexible weapon (chain, flail, etc.)

Blow Things Up(Macho-based) - The character can use explosives to blow things up or create a door. Rather than start at a predetermined entry hex, a character making a successful roll on this skill can move their entry point along the edge by a distance of whatever the roll is made by.

Characters can also set any explosive device to go off when someone or something enters a hex, or on a specific turn, doing normal damage for the explosive.

Just to add a little tension, if you blow the roll by 5 or more (or an 18), whatever you are trying to do blows up on you.

Gambling(Macho-based) - The character is able to play all games of chance. The skill may also be used with Dex for certain types of gambling, and generally refers to cheating (dealing from the bottom of the deck, etc.). Failing the roll means you are caught, and have to play strip poker with the GM (or designated surrogate).



Grab Stuff(Dex-based) - The character can wrestle an opponent. The opponent cannot move or fire weapons on any phase they are grabbed, or the wrestler can grab any one small item off the opponent (Enc 0 or 1, including clothing). This is an attack and can be blocked by a successful Hit Things, Hit Things with Other Things, or Grab Stuff roll.

Modifier	Amount
Creative grab (must specify body part)	+1
Creative grab vs. topheavy character	+2
Grab vs. armor or clothing	-3

Interrogate(Macho-based) - Also known as torture. Please see companion volume "Macho Men in Chains" (No, it doesn't exist. I *absolutely* refuse). The victim must make a Macho roll by the amount the roll is made by.

Use the same modifiers as for Seduce Creature, except for "face to face contact". If a torture device or boom box (aka Third World briefcase) is used, roll three times and take the best roll, but the amount the roll is made by is also subtracted from the health of the victim.



Look Around(Macho-based) - The ability to track others and find hidden things. This could be important, like finding a credit card and two other forms of identification while in the checkout line, or trivial, like most of the rest of the game.

Patch Things Up(Dex-based) - The character can heal up a number of points of non-lethal damage or half this amount in lethal damage to themselves or another character, once per day. Failing this roll by 5 or more instantly brings 1d6 Malpractice Lawyers (see new creatures section) into play, whether you want them or not.

Pretend and Lie(Macho-based) - This is a disguise skill. The character can try to be anyone or anything, and in combat can always get in the first attack if the enemy is fooled. The amount the roll is made by is a minus to the Macho of anyone trying to penetrate the disguise (no pun intended). You can bluff your way into secret installations, exclusive men's clubs and government arsenals.

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

The character does not roll for the disguise until the first time it would actually be rolled against. If the disguise doesn't work, you can still try to talk your way out of the situation (ha!).

Sneak Around(Dex-based) - This is for sneaking up on people, hiding and filching stuff. On a successful roll, you can start combat from a normal area, but be hidden so that enemies can't spot you, or you can make your first movement sneakily so that enemies don't spot you, and a melee attack is automatically successful.

Hidden characters can't be attacked *until* they attack, or are spotted by a Look Around roll that is made by as much as the Sneak Around roll. Hidden characters are immune to *all* forms of damage while hidden.

Swearing(Macho-based) - The character has a powerful command of invective, four-letter words and anatomical possibilities and gets a +1 to any verbal skill if a successful roll on this skill is made beforehand.

Swinging(Dex-based) - As opposed to the 1970's definition, this skill lets the character swing on vines, ropes and spiderwebs left lying around by certain careless insectoid superheros.

Instead of starting a combat scenario on the normal entry hex, the player chooses any hex on the map that is in a straight line from the starting hex. If the Swinging roll is made by half this distance(round up) or more, the character lands there, otherwise she moves towards that hex by double the amount the roll is made by. You cannot land in excess of stacking penalties, and would always *undershoot* in such a case. A successful landing is accomplished with such panache that half the distance is a bonus to Macho for that turn.

Provided there is a flimsy excuse for doing so, Swinging can be used for normal movement as described above, but no extra Macho bonus is accrued.

Tie Things Down(Dex-based) - The less said, the better. Use your imagination.



New Advantages

Endless Ammo - Like all larger than life heroines, the character never runs out of ammo when using modern or futuristic weapons, and weapons are considered fully loaded at the start of each turn. This costs 20 points.

Fast Draw - When in combat vs. only one opponent, or in the first turn of any scenario, you always shoot first unless you are Macho'ed out. This 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 have to subtract an equal amount from Dexterity and any attempts to seduce you. This costs 5 points.

Extra Life - You only *thought* you were dead. This advantage lets you survive any attack that doesn't puree your body. You are out of it for the rest of the scenario, though. This costs 10 points, and it must be rebought after each time it is used in order for it to work again.

Look Good in Armor - You never suffer any penalties to Looks while wearing armor. This costs 10 points.

Mutant Ability - You can have one mutant ability at a level of 1 per 10 points spent. This is either a melee or ranged lethal or non-lethal damage, an armor value, a non-normal movement, or a ranged attribute or minus to someone else's attribute.

Pet - A cuddly wolf or really cute panther (no pastel colors, please) accompanies the character into battle (and *everywhere* else). The pet is designed using normal rules and has an inherent Hit Things of +3 and a lethal melee damage of 1, which can be increased like a skill or mutant ability. This pet costs 10 points plus the attribute and skill cost of the pet.

New Disadvantages

Balancing Priorities - Being a modern woman, you have other obligations. At the start of each scenario, roll 1d6. On a roll of 4-6 you have to leave early because your kid has a cold and your husband needs the car. You may only participate in combat for 1d6+2 turns before having to exit the map at full speed. This is worth 10 points.

Conservative Dresser - You shun thigh boots, triple pierced ears, elbow gloves, leather, etc. Will not wear armor as it makes you look bloated (unless Kevlar is in fashion that year). This is worth 20 points.

Depression - Life is pretty hard for you. You are introspective and tend to mope, and question whether it is right to mindlessly blast people and aliens and innocent bystanders to bits (while blasting them, of course). If you attempt and fail to Macho out an enemy, you do not get to move or make any attacks on the next turn, as you are too busy contemplating the meaning of your existence. This is worth 10 points.

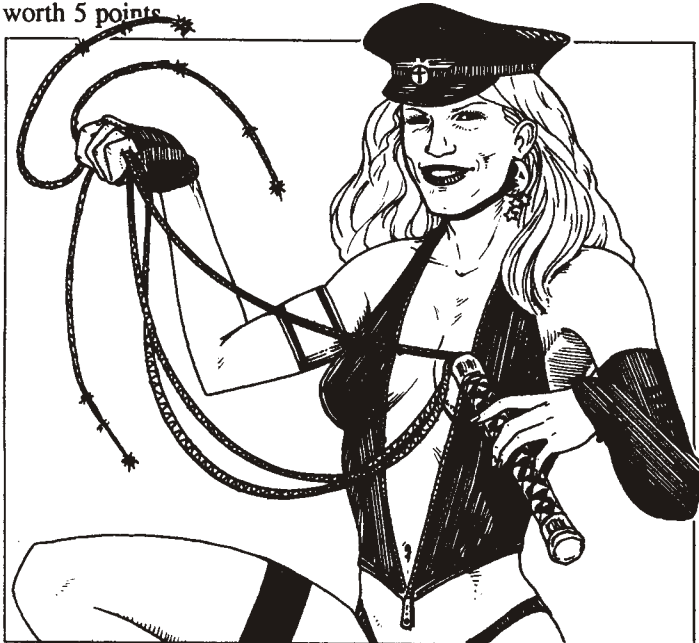
Fairness - You won't attack someone who is down, someone unarmed or out of ammo, or someone running away. You won't sneak up on anyone or cheat at gambling. You can pretend and lie if you want to. This is worth 5 points.

Mutant Disadvantage - You must have a mutant power to use this. 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 that the character *regularly* comes into contact with (size, origin, political affiliation, etc.), that is, you *can't* say it won't work against repugnant pink alien slimeballs named Floyd, but you *could* say it doesn't work against Democrats. This is worth 10 points.

Non-Intellect - You can never Do Technical Stuff, Fly or Drive Things, speak, read, write, use a spoon, etc. You can, of course get a credit card, buy a gun and 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, bearing your teeth, yelling or beating your chest (depends on the chest). This is worth 5 points.

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

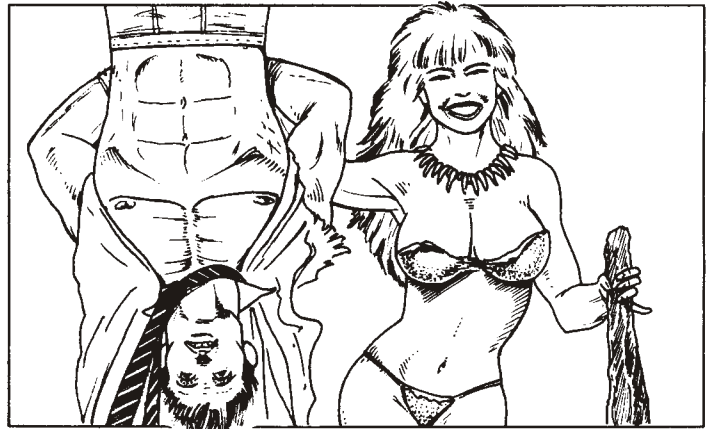
Sadist - Whenever possible, you will prolong the agony of your enemies. On any hit, roll twice for hit location and use the one that does the least amount of damage (but choosing *some* damage over *no* damage). Against critters, subtract 1 from the damage of your weapon. You will never heal anyone. This is worth 5 points.



Scenarios - The following massacres scenarios are suggested for your entertainment. Things may get crowded on the small hexes, so it's probably a good idea to enlarge the maps on a copier. A setting of 130% will let you put the maps onto an 11x15 sheet.

Man Hunt - An unarmed man (average stats are 10, although one assumes he is good looking) flees from one or several Macho Women. All of them start on a short edge of the map, the person playing the man getting to choose which end. The man gets one turn head start. The man's objective is to get off the other edge of the map. Each woman's objective is to capture him alive (if not intact), and then carry him back to their starting hex to win.

Special rules - The scale is bigger than normal, and all movement costs are doubled. Jungle costs like two of these hexes to move through, and each hex of jungle is a -1 modifier to shoot through. You can either move into or out of a hex of water on a given turn, but not both unless you are wading from one water hex to another.



The Mac-10 hex is land, and contains a fully loaded Mac-10, which the first person (including the man) there can pick up and use the turn after they arrive. Spending a full turn stationary in a jungle hex allows you to grab a pointed stick for converting normal melee damage into lethal damage, *or* a rock that does 1 point of lethal damage like a little gun.

The Macho Women can attack each other, but if the man is carried, there is a 50-50 chance attacks will hit him.

This is best played with one player as the man. The man's chances of survival go down rapidly with each increase in number of women in play (If I can't have him, nobody can!). Optionally, if there are no winners, whoever kills the man loses.

Joust - Two Macho Women or Renegade Nuns want the same prize. Each one designs a character and motorcycle, and start off on opposite sides of the map.

Special rules - Use the Manhunt map, but movement is normal, jungle hexes are impassable and opaque, and the water hexes are ignored. The Mac-10 is still there, however.

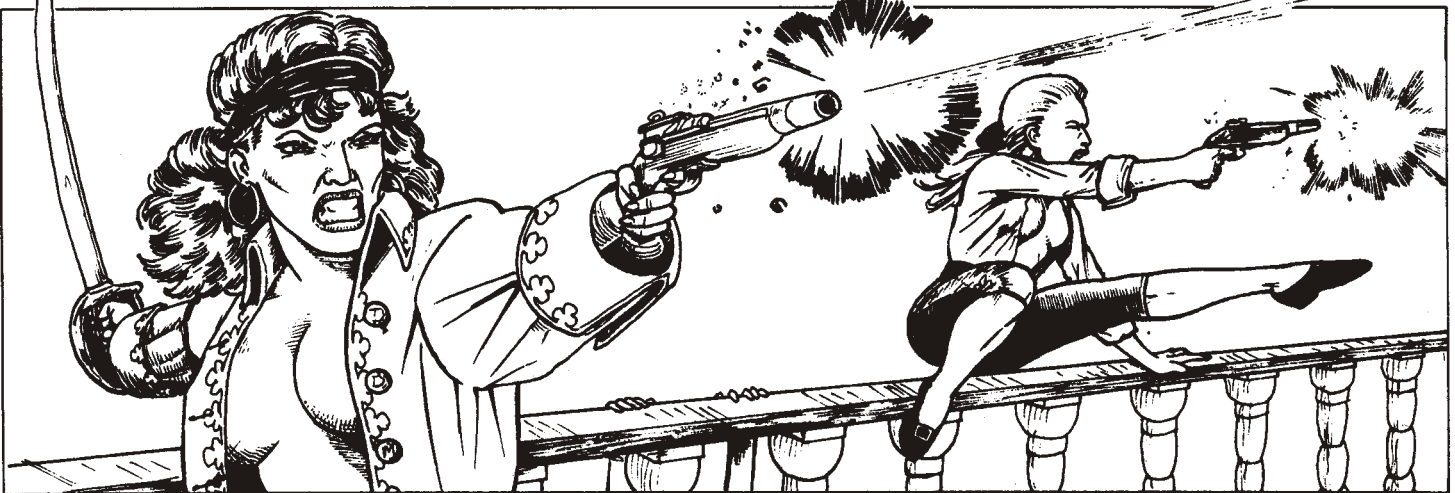
Survivor wins. Optionally played in multiple pairs (make extra copies of the map), each player only attacking their respective opponent, but able to help out others on the same side once that foe is eliminated.

Ship to Ship Mass Massacre - Each ship has 350 points to be distributed between 4 to 10 Macho Women. Only one woman on each side (the Captain) is allowed to get ads or disads. Swinging is an exception. All women can buy this.

Special rules - All women make separate trips to the armory and do not get to share equipment. Only melee or low-tech weapons are allowed. To cross a water hex, you must either use a plank (Dex roll for each hex), jump the distance (Dex roll with a minus of the number of hexes jumped), or use Swinging skill. Failure means you fall into the water (roll random scatter until you get a water hex) and can't climb out until you are adjacent to an empty hex on your move, *and* make a Dex roll. You can swim 1 hex per turn on a Dex roll.

If you fall into or swim through a shark hex, you take 1 attack to a random location, with a damage of 1d6. If you fall into or swim through a piranha hex, you take 1d6 attacks with a damage of 1, rolling location for each.

The upper level hexes can only be reached by the stairs or connecting planks, and anyone being attacked on the stairs from above takes a -2 on their attacks or blocks, while people swinging from the upper level to a lower one get a +2 to their roll for the height advantage.



Invasion of Nazi Nurse Headquarters. Each side (Nazi Nurses and Commandoes) has 350 points to distribute between 4 to 10 Macho Women. Only one woman on each side (the Commander) is allowed to get ads or disads. Sadism is an exception. All Nazi Nurses get this for free, whether they like it or not.

The commandoes specify before the scenario whether their goal is the liberation of a prisoner or the execution of the Nazi Nurse commander. In the former case, the Nazi Nurse player secretly writes down which room the prisoner is in. The Nazi player cannot kill the prisoner.

Two nurses set up at the reception desk, the commander in a torture room, and the rest can be anywhere outside the secret passage. The commandoes secretly choose whether they come through the elevators or secret passage (or both), and the Nazi Nurse player secretly notes whether the gate is open or locked. It takes the Nazi Nurse Commander 1 turn to open the gate if it is locked, and she must be at the gate to do so. She is the only one who can open the gate.

Each woman gets equipment from the armory separately, and no futuristic weapons are allowed. Commandoes cannot blow holes to enter the map except from the elevator or secret passage.

Special rules - All movable furniture items (chairs, IV stands are no hindrance to movement, and may be used for +1 damage in melee combat (2 Enc).

Non movable furniture (cabinets, beds, tables) costs like 2 hexes of movement, but provides +1 AV from all attacks.

Chains, ropes, etc. provide no cover and cannot be moved. Half hexes may be used for movement.

The vending machine requires small change and a Do Technical Stuff roll (with a -3) in order to be used. It dispenses a single 0 Enc item of the players choice on a successful roll.

The gun cabinet has one random gun from the Macho Women rules in each hex. The Missile hex has one gun of the players choice.

The restrooms may be used to provide a 5 turn respite from combat, but all 5 turns must be used.

Walls or bars have an AV of 6, windows have an AV of 3.

Doors are self-closing and require 1 turn adjacent to open (no movement). Holding cells are self-locking and the locks have an AV of 3 (4 points in 1 hit to shatter).

The hostess is a topheavy bimbo for taking damage (Health of 10), but otherwise does nothing but spin the wheel of torture.

The flame pit does a Damage of 5 to anyone who falls in.

The Iron Maiden does three Damage 2 attacks to anyone who moves into its hex.

Vengeance - A group of armed women, angry to discover that Countess Dracula has seduced their husbands and drained their bank accounts (among other things), decides to track her down and get revenge.

Special rules - The women set up at the top of the stairs, and as housewives may only have little guns or knives, but any armor they can lay their hands on. The Countess Dracula is similarly constrained, but she does have multiple setup choices. She can either start in the bed, the coffin, or disguised as the statue of herself. Her counter may remain hidden until the appropriate hex is successfully attacked, or a character moves to an adjacent hex to look, or she moves or attacks.

The traps must be moved onto by the lead character unless they make a successful Look Around roll with a -2 (from an adjacent hex). If successful, no one is affected. If failed, a random character takes damage and everyone else avoids it. The trap does an attack to a random location with a damage of 1d6. The same trap spotting applies to the welcome mats. On a 1-3, the mat automatically opens the secret door, releasing the sexists. On a 4-6 the mat trips any outside trap hex a character is standing on, attacking those hexes only.

The Countess has a 15 for each stat, plus the advantages of Evil Powers, Flame Touch (2 levels), Fangs (2 points lethal in melee) and Vampirism (all lethal melee damage she does increases her Health). Her disadvantages are a Personal Weakness towards sunlight, crosses, garlic and Ann Rice novels. Her skills are Distort Reality (+2), Grab Stuff (+2), Hit Things (+4) and Shoot little guns (+0).

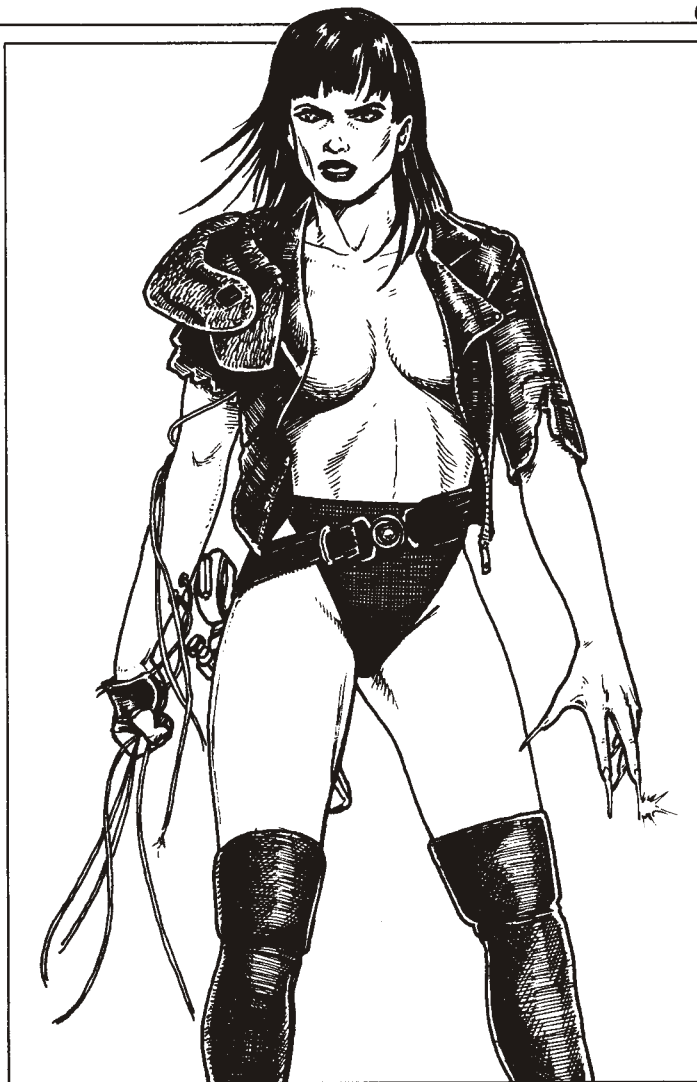
Once per game she can use a Macho Attack to hypnotize an opponent. The Macho attack is at -4, and if successful the opponent is under her control for as many turns as the roll was made by. The opponent will not commit suicide, but will throw away weapons if commanded and cannot defend themselves.

The Countess can automatically use the Secret Door; the attackers must make a successful Look Around roll to find it (and a Do Technical Stuff roll with a -5 to seal it). Inside the Men's Health Spa are 1d6 Salivating Sexists under the control of the Countess. These are set up before play.

The coffin, weights, exercycles, statues, cobwebs and bed all provide some cover from guns, and fire into or through those hexes takes an additional -1 modifier. The torches are Enc 1 items, and can be used for a lethal melee damage of 1.

For balance, subtract 1 from the Countess' stats for each attacker less than 4, and add 1 for each stat higher than 4, along with an additional Salivating Sexist and 1 Lawyer per 3 sexists.

The Countess wins if all the women are killed. It is a draw if she can escape through one of the exits, and the women win if they kill the Countess.



New Weapons

Item	Damage	Type	Weight
Bow	+2	Thrown	1 Enc
Pistol crossbow	2	little gun	1 Enc
Crossbow	3	big gun	2 Enc
Flintlock pistol	2	little gun	1 Enc
Musket	3	big gun	2 Enc
Small shield	-	thing	1 Enc
Medium shield	-	thing	2 Enc
Large shield	-	thing	3 Enc
Arrows, 10	-	-	1 Enc
Bolts, 10	-	-	1 Enc
Powder/shot, 10 shots	-	-	1 Enc

Notes - All the weapons take 1 turn to reload, in which the character cannot move or fire. Each one (except muskets) loses 1 point of damage for each 10 hexes of range. Bows use melee damage, and get a +2 to that amount.

Shields are a +1, +2 or +3 to blocking a Hit things with Other Things attack, and if you want to get picky, have an AV of 3. Characters using a shield cannot use big guns or big swords on the same turn.



New Creatures

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. 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 forever. 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 - negligible
Dexterity - pathetic
Macho - 14



Randomized Amazons - Also known as the "Ramblezon" (and on) section. This lets you throw together a character a bit quicker than designing from points.

1. Roll 3d6 for each stat.
 - 1a. If you roll doubles or triples on any of the dice, add 1 die to the total.
2. Choose two Dex-based skills, one Macho-based skill, and one other skill, and roll 1d7 on the table below. Make excuses and apportion blame if you roll poorly.

Roll	Level
1	+0
2	+0
3	+1
4	+2
5	+3
6	+4
7	roll again

3. Now, roll 1d6, 1 roll for advantages and 1 for disadvantages.

Roll	Result
1	Pick one
2-5	None
6	Pick two

You get the benefits or penalties of these ads or disads (at minimum level), but not any points.

4. Now take a walk to the nearest Armory (or cave if Prehistoric or Pre-Cosmo Woman), and then open fire.



The Final Chapter

Reference list - Just for compilation's sake, here is the full list of skills, ads and disads from all the **Macho Women** games. MW=Macho Women, RN=Renegade Nuns, BW=Bat-winged Bimbos, A=All or Final Chapter.



Skill	Attribute	Game	Type
Beat things with whip	Dex	A	Offense
Blow things up	Macho	A	Offense
Cavort about	Dex	MW	Defense
Combat genuflection	Dex	RN	Defense
Demonic giggle	Looks	BW	Def./Fluff
Distort reality	Macho	BW	Off./Def.
Do technical stuff	Macho	A	Fluff
Dodge responsibility	Dex	BW	Defense
Drive things	Dex	A	Movement
Fly things	Dex	A	Movement
Gambling	Macho/Dex	A	Fluff
Grab stuff	Dex	A	Offense
Hit things	Dex	A	Offense
Hit things with other things	Dex	A	Offense
Interrogate	Macho	A	Fluff
Look around	Macho	A	Fluff
Patch things up	Dex	A	Fluff
Pretend and lie	Macho	A	Fluff
Proselytize	Looks	RN	Def./Fluff
Run in high heels	Dex	MW	Fluff
Seduce creature	Looks	MW	Def./Fluff
Shoot big guns	Dex	A	Offense
Shoot little guns	Dex	A	Offense
Sneak around	Dex	A	Def./Fluff
Swearing	Macho	A	Fluff
Swinging	Dex	A	Movement
Tie things down	Dex	A	Fluff



Advantages	Cost	Game	Type
Bat wings	3	BW	Movement
Cellular phone	5	RN	Off./Def.
Crack of doom	5	BW	Offense
Endless ammo supply	20	A	Combat
Evil powers	5	BW	Movement
Extra life	1	A	Defense
Fast Draw	10	A	Combat
Flame touch	1 per pt.	BW	Offense
Flame-retardent soul	1 per pt.	BW	Defense
Hard Drinking	5	A	Combat
Hotline	5	BW	Off./Def.
Look good in armor	10	A	Combat
Mutant ability	10x level	A	Combat
Pet	10+cost	A	Combat
Plastic surgeon	10	MW	Defense
Press-on claws	3	BW	Combat
Pure of heart	5	RN	Offense
Sainthood	5	RN	Movement
Scriptwriter	5	MW	Off./Def.
Teflon skin	5	MW	Fluff
Vampirism	10	A	Offense
Winged wimple	5	RN	Movement

Disadvantages	Cost	Game	Type
Backslider	10	RN	Fluff
Bad to the bone	5	BW	Defense
Balancing priorities	10	A	Fluff
Bimbo	10	BW	Defense
Chafing	5	MW	Defense
Conservative dresser	10	A	Defense
Depression	10	A	Offense
Fairness	5	A	Offense
Mutant disadvantage	10	A	Offense
Non-intellect	5	A	Fluff
Outlaw	10	A	Defense
Sadistic	5	A	Offense
Secret love	10	MW	Offense
Squeamish	5	BW	Offense
Status-conscious	5	BW	Fluff
Topheavy	5	MW	Movement
Vengeful	5	BW	Offense
Vow of silence	10	RN	Fluff
Vow of violence	10	RN	Offense
Weakness	10	MW	Offense

GM Guide to MWWG - While few admit it, people do actually run campaigns of **Macho Women**, either the strange, incoherent, intolerably butch one given in the supplements, 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 don't 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...

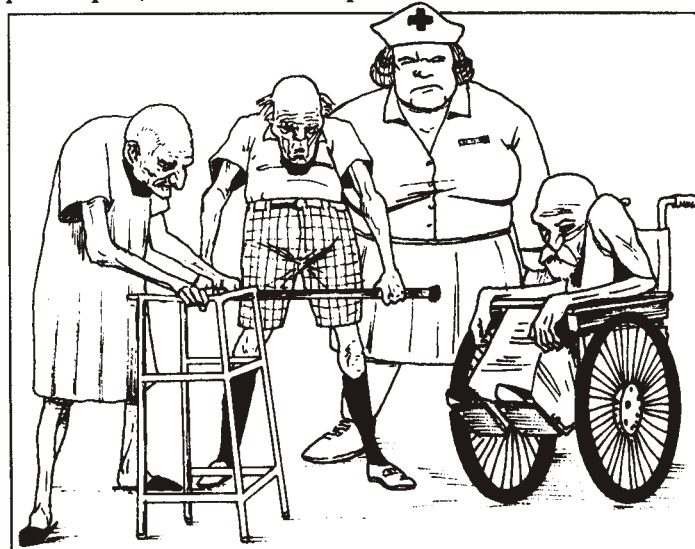
Walker Wars - As your free bonus for buying this supplement (and possibly because it is too small to sell on its own), here is a complete game to play while resting your brain from the intellectual effort of playing MWWG.

Chronology

- 1990 Social Security benefits reach record high.
- 1991 Young activists complain of increasing tax burden to support the elderly. Old fogies tell them to go to hell.
- 1992 Average age in United States hits 75.
- 1995 More people are retired than are working. Increasing unrest among the young.
- 1997 Congress declares 1 year of mandatory public service in a rest home for anyone between 18 and 50 years of age. More riots.
- 1998 Average age in United States hits 80.
- 1999 Entire young population of Earth moves into space. Old fogies complain that they can't take the lift-off stress. Young folks tell them to go to hell.
- 2000 Without health care laborers, panic ensues. Massive shortages of denture creme cause widespread hardship.
- 2001 More panic. 7 injured, 2300 die of coronaries in the Pacemaker Riots.
- 2002 Nuclear war erupts over strategic mineral rights for false teeth and hearing aid batteries.
- 2003 The dust settles. The survivors climb from the rubble. The Walker Wars begin.

Intro - This is **Walker Wars**, the boardgame of senile savagery, where you, as a doddering old post-holocaust survivor, must battle to the death for food, vital food that will give you the energy to climb the stairs from the bomb shelter of your rest home...up into the warm (maybe even hot) light of day. Good luck, you're going to need it.

Components - You get the rules, a map, some counters and a record sheet. You need to supply some 6-sided dice and a pencil. If you don't want to cut out or copy the counters, use small coins or dice instead. The map can be removed or photocopied, as can the cut-out pieces on the back cover.



The Basics - Well, the basics start with your geriatric Geronimos, afterwards designated as "old coots" or something similar. Each old coot has four attributes: Strength, Mobility, Senility, and Vigor.

Strength - Strength enables you to damage opponents. Here in the very sparse bomb shelter, your only weapons are fists, canes, and occasionally wheelchairs. Your chance of hurting someone is usually a 1d6 roll on Strength, with bonuses for any weapon used.

Mobility - Mobility allows you to get somewhere to use your pitiful strength. The number of hexes you may move in a turn is equal to your mobility. You could be fairly strong (for a 90 year old, at least) but be crippled, allowing you a high strength, but low mobility.

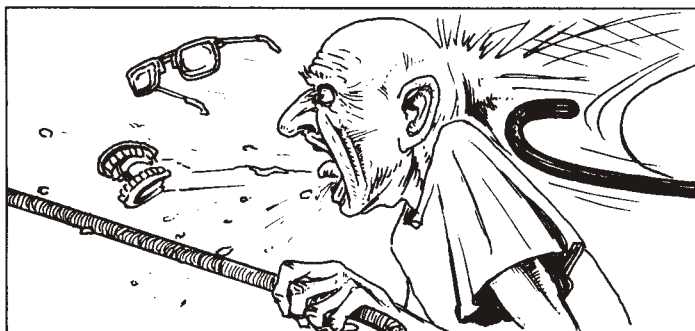
Senility - Senility is how many cards are left in your deck. Each turn, each feeble fighter must make a senility roll on 1d6. If the roll is more than their senility rating, they forget what they were going to do, and do not act until the next turn.

Vigor - This is how lively you are (again, for a 90 year old coot). When someone feebly beats on you with a cane or other weapon, you take damage to your Vigor. When Vigor reaches zero, you have a coronary and keel over.

No old coot can have any stat greater than 6 or less than 1. All coots start with 12 points to divide among the 4 attributes however they wish. You can write this down on copies of the **Old Coot Sheet**, or a piece of scrap paper.

Weapons - Oh yes, you may want to use some of these points to buy weapons and other items. The available items are:

Item	Cost	Effect
Canes	1	+1 on Strength, +1 on Mobility
Walkers	2	+1 on Strength, +1 on Mobility
Wheelchairs	3	+1 on Strength, +2 on Mobility



Cane - A cane lets you hobble around a little faster than normal, and adds a little (very little) "oomph" to your swing. However, a person using a cane to help their movement cannot use it to add to their Strength on the same turn. In addition, if a doddering old fool fails two Senility rolls in a row, they drop the cane and forget where it is. Since nobody in the game can bend over without hurting their backs, it is removed from play.

Walker - A walker gives you extra mobility, and something to lean on, hence the extra Strength. It is also impossible to lose. A coot in a walker may carry a cane, although they do not combine for movement. If no movement is done on a turn, the Strength of the walker and cane may be used together on an attack.

Wheelchair - A wheelchair gives a lot of extra mobility, and can be used to bang into the shins of your arthritic adversaries. Like a walker, it is impossible to lose. No attacks may be done in a turn where the extra mobility is used, as both your wrinkled old hands are busy. However, ram attacks may be made, as well as coasting attacks. A cane may be used from a wheelchair if the wheelchair is stationary or coasting. The Strength of the two combine, as for a walker.

Setting up the game - Lay out the map. The first player sets up 6 units anywhere in **Area 1** and the other player in **Area 2**. If there are 3 players, use 4 coots each, and the third player sets up in **Area 3**, and if 4 players, use 3 old dodgers each, and the last player sets up in **Area 4**. After pieces are laid down, divide the furniture equally between the players. All furniture is immobile, and blocks movement, but not line of sight.

Each player rolls a die to see who goes first, and play moves clockwise. The first player places an item of furniture on the map, and play passes until all furniture is down. Play then proceeds with the starting player.

Terrain - The walls are thoroughly impassable. The furniture similarly blocks movement, as no one wishes to risk tripping on it. Furniture hexes may not be moved into, and the stairs are also off-limits.

Scale - The scale of WW is 1 minute per turn, and each hex on the map is about 2 meters. So, the fastest of these not-so-spring-chickens can cover one hex in a bunion-blistering 10 seconds. Ooooh, it's bad for your heart to even think about it.

The Turn - Each turn has three phases. These are:

1. Senility check
2. Movement
3. Combat

Basically, each player 1. Sees which units can move, 2. Moves all units that can, and 3. Does all of what passes for combat. Play then moves to the next player.

Senility Check - The player whose turn it is rolls a die for each of their units. If the roll is greater than their Senility, flip the counter over onto its side. That old coot may not perform any action for the turn, although coasting wheelchairs will still move. All units that pass this check may move. The old coots are not flipped over again until that player makes their next Senility check. Senile units do not defend against attacks by other players, but they can mumble a bit.

Movement - Next, all units of that player move. Movement points may not be saved from turn to turn, or transferred from unit to unit (This is a senile rule, so it had to be included). Anyway, movement points *may* be saved from turn to turn in some cases. A unit may move a number of hexes equal to its movement. The old coot faces towards the front of the counter, and may change facing by one hexside by using one point of their movement. This movement is spent in the hex, and one point is needed for each hex facing turned.

A special case of movement is Wheelchair movement. Wheelchairs may only turn as *either* the first *or* last point of their movement. Wheelchairs may also coast. On any turn after a wheelchair has moved 3 or more hexes, it may coast along at a rate of 3 hexes per turn. It moves in a straight line down a hex row, and may only change facing if it stops coasting at the end of its movement (and can change facing at the end of that turn). One advantage to coasting is that it allows one to wield a cane as you zoom through your opponents. If a spry old goat with a Movement of 3 or better sacrifices their move for a turn, they may push a wheelchair and have it coast from the hex it was pushed from.

Stacking - No more than two old coots of any type may be in the same hex. Anyone else trying to enter is stopped outside, and runs into both the occupants. See Ram Attacks. A hex containing one unit of any type may be moved through without hindrance if the moving player desires.

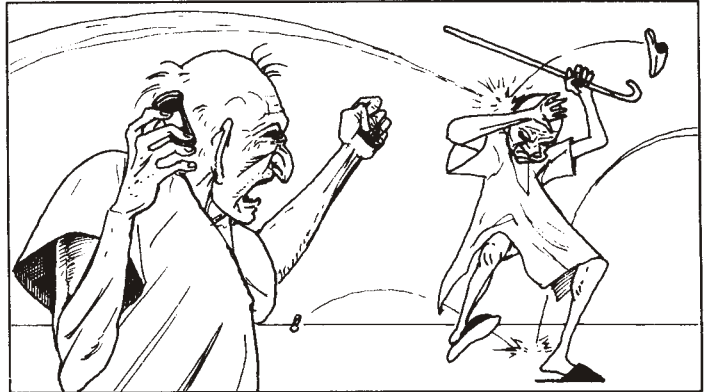
Combat - Combat occurs after all a player's movement. If any two old coots are in the same hex after movement, combat *may* occur. Both sides roll their Strength on a six-sided die, adjusted for any items they may be using. Facing does not matter. If the roll is equal to or less than their adjusted Strength, their opponent loses one point of Vigor. Combat results are simultaneous within a player's turn. Within each player turn, each old coot may only make one attack.

Ram Attacks - A special attack is the ram attack. This is where someone tries to run into someone else. The player who moved should roll 1d6 for the unit, but roll against the hexes moved *plus* Strength. If the hex is full of other units, the hexes of movement is to the adjacent hex and both units in the hex are attacked. If the hex only contains one unit, the ram attack must take place in the hex, and it is counted towards the movement. The player attacking rolls normally, and results are applied *before* the defender gets to roll. However, if a "6" is rolled for the attack, the moving unit falls over and breaks a hip, removing them from play, even as an obstacle. Wheelchairs may coast out on their next movement, if the attack is unsuccessful. If the attack is successful, wheelchairs stop coasting. Note that an opponent in a hex with a wheelchair may push it during their movement, regardless of whether or not the occupant is friendly. Wheelchairs that run into obstacles tip over on a "5" or "6" instead of the "6" for rams against a character.

Special attacks - All old coots get up to three thrown weapon attacks in the game (1 per turn) if no opponent has

hobbled into melee range. This is things like pill bottles, old hearing aids, false teeth, and the like. These are treated as an attack with the Strength of the old coot throwing the item, but with a -1 to effective Strength for each hex the item is thrown, with a minimum of 1, regardless of range. Canes, walkers and wheelchairs will not apply for Strength purposes, although a cane can be thrown, and has a minimum roll of 2, but can only be used once in this way.

If the attack is successful, the target loses a point of Vigor, as for any other attack.



Game End - The game is over when only one player's old coots are left alive. The winning side gets to the coveted food, eats it, and hobbles up the stairs to freedom, where they quickly succumb to radiation and nuclear winter (if there are multiple players on a side, the survivor with the highest Vigor lives longest, and is the "winner").

Alternate Scenarios - In case this wasn't enough for you, here are some more ideas...

Night of the Nurse - The squabble begins even before the war is over. An angry nurse comes down after the centenarian commandoes, who plan an ambush. A bloodbath quickly develops. Place the nurse on hex "N". The nurse is treated as having all stats equal to six, and is armed with an empty wheelchair which she can initially push to clear a path or leave as an obstacle. If she can make it to the stairs, she can get free. The other player gets six old coots, who must initially be placed at least 3 hexes away from her. Nurse moves first. If the game lasts longer than 20 turns, the nurse wins, as big nasty orderlies will eventually show up and put an end to things.

Dawn of the Demented - Radioactive zombie mailmen break into the bomb shelter, intent on delivering social security checks. Can you survive? Two mutant mailmen, with Strength and Vigor of six, and Senility and Mobility of three, start at the bottom of the stairs. The other player gets six units of choice, starting at least 3 hexes from the mailmen. Anyone killed by a mailman rises as an undead postal clerk for the mailman player, with same stats as the deceased, minus one. If killed again, they are removed from play. Last survivor wins.

Disclaimer - All profits from this game will be used to finance the orbital retirement of the designer.

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Walker Wars

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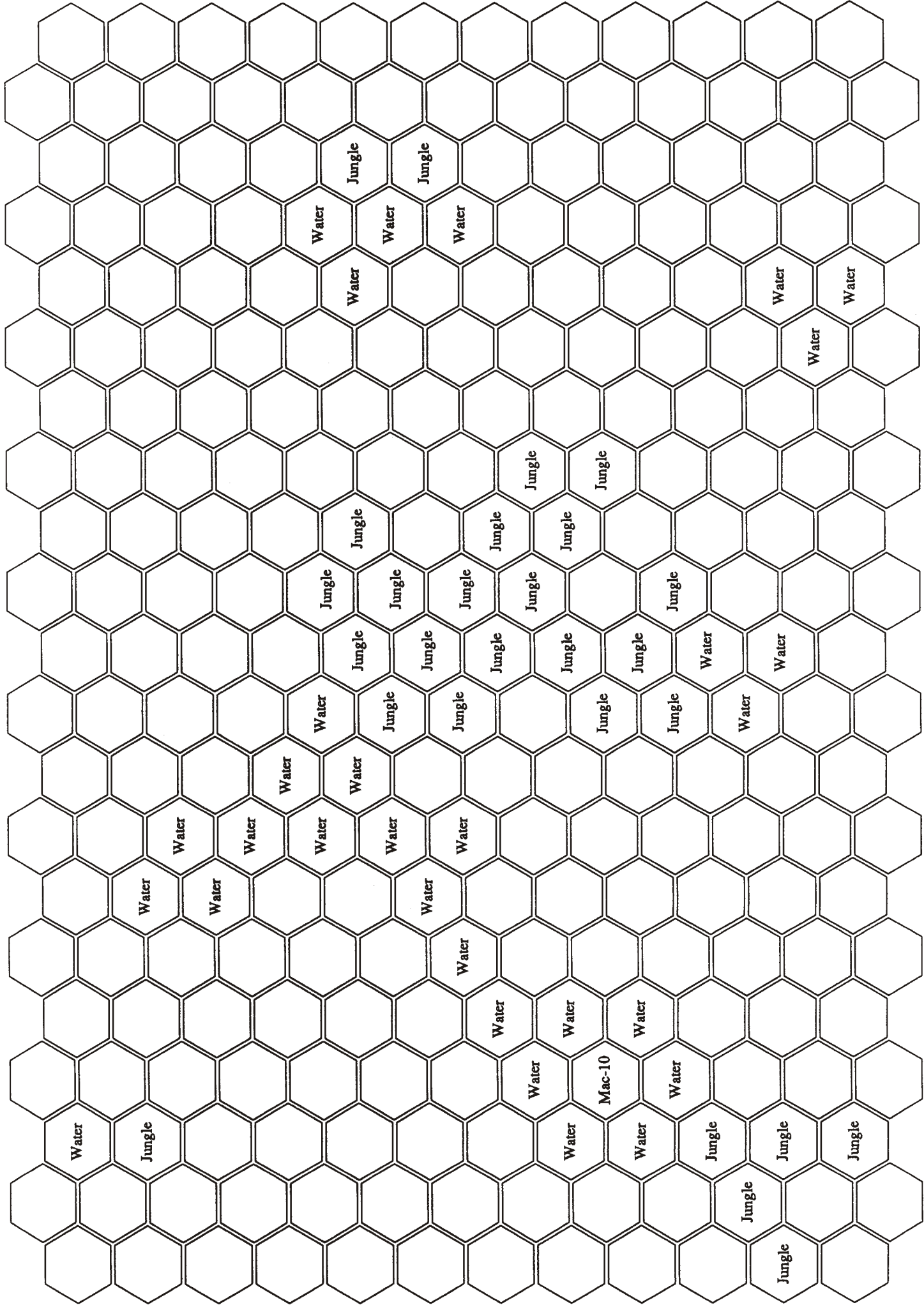
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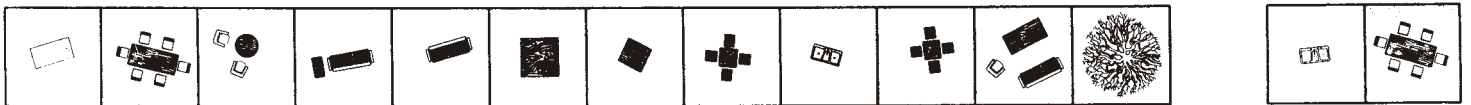
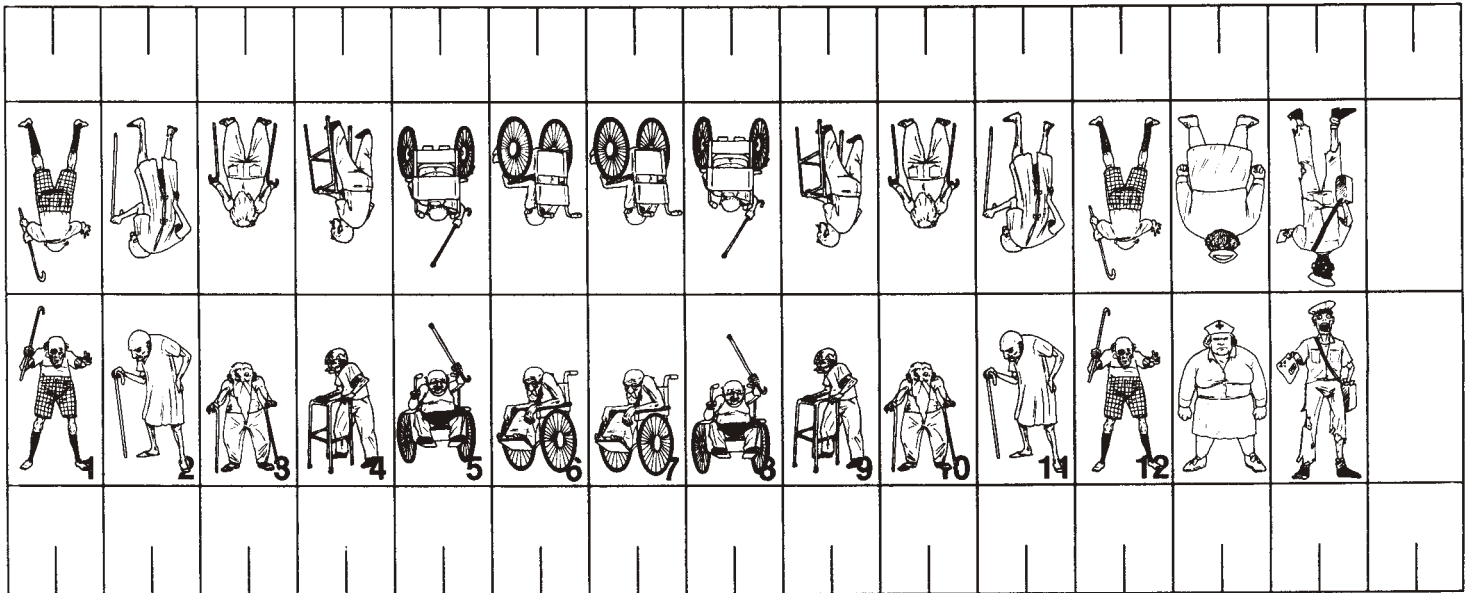
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Walker Wars™ Old Coot Sheet

You can't trust anyone over 80...

Coot #1	Cost	Coot #2	Cost	Coot #3	Cost
Strength: __(__)	___	Strength: __(__)	___	Strength: __(__)	___
Mobility: __(__)	___	Mobility: __(__)	___	Mobility: __(__)	___
Senility: __	___	Senility: __	___	Senility: __	___
Vigor: __	___	Vigor: __	___	Vigor: __	___
Weapons: _____		Weapons: _____		Weapons: _____	
Pill bottle <input type="checkbox"/> Hearing aid <input type="checkbox"/> False teeth <input type="checkbox"/>		Pill bottle <input type="checkbox"/> Hearing aid <input type="checkbox"/> False teeth <input type="checkbox"/>		Pill bottle <input type="checkbox"/> Hearing aid <input type="checkbox"/> False teeth <input type="checkbox"/>	
Coot #4	Cost	Coot #5	Cost	Coot #6	Cost
Strength: __(__)	___	Strength: __(__)	___	Strength: __(__)	___
Mobility: __(__)	___	Mobility: __(__)	___	Mobility: __(__)	___
Senility: __	___	Senility: __	___	Senility: __	___
Vigor: __	___	Vigor: __	___	Vigor: __	___
Weapons: _____		Weapons: _____		Weapons: _____	
Pill bottle <input type="checkbox"/> Hearing aid <input type="checkbox"/> False teeth <input type="checkbox"/>		Pill bottle <input type="checkbox"/> Hearing aid <input type="checkbox"/> False teeth <input type="checkbox"/>		Pill bottle <input type="checkbox"/> Hearing aid <input type="checkbox"/> False teeth <input type="checkbox"/>	



Just when you thought it was safe to go back to the hobby shop...



The game that appeals to the lowest common denominator is back! The game that would not die has yet another supplement! They said it couldn't be done! They said it *shouldn't* be done! They were probably right! We did it anyway! **The Final Chapter** is here, with new maps, scenarios, rules and counters for **Macho Women with Guns!** There's more exciting stuff too, but we've reached our quota of exclamation points, and so we can't tell you about it!

And, as a bonus, you also get the complete rules to **Walker Wars**, the game of senile savagry, where you, the 90-year old survivors of WWII, must battle to the death for the vital supplies necessary for survival in a hostile world. But don't fall down, you might break a hip...