



DADDY'S BOY

A Savage Worlds One Sheet™ By Dave Blewer
for use with Deadlands™ or as a Western diversion



The posse stops for the night at an isolated farm and find themselves smack in the middle of an unfolding family tragedy. Use the Deadlands characters found on our Savage Website www.penguin.com or use your own.

GIMME SHELTER

Late one evening the heroes are on the trail when they spot a farmstead miles from any town. Storm clouds loom overhead, threatening a massive downpour, whilst welcoming lights twinkle from the windows of the warm, dry farmhouse. Two barns, one fallen into disrepair, and pigpens are silhouetted by the setting sun.

Cowpokes approaching the farmhouse are met by a wan, but pretty woman in her late twenties and a boy aged maybe 10, the boy struggles with a shotgun. They are Sherilyn and Jamie Conway. Sherilyn is friendly, and offers the posse shelter for the night. Jamie on the other hand, is surly, quiet, and suspicious.

Men folk are offered the barn for the night, while cowgirls are offered a bed in

the farmhouse's spare room. The boy warns them to not go into the old barn—it's dangerous and could collapse at any minute, "Pa will repair it soon". A successful Notice roll reveals that Sherilyn becomes visibly upset at this, though she tries to hide it.

DADDY'S HOME

Rob Conway left the farm over a year ago, seeking work. Sadly, he was ambushed and killed by desperadoes, and somehow his corpse ended up in the hands of Hellstromme industries.

Conway's brain was reanimated and placed within an automaton, one of Hellstromme's powerful engines of destruction. It was sent to guard his railway line, only to be heavily damaged in a skirmish with a rival company. Somehow, the damage awakened Conway's memories and he started the long walk home.

He arrived only a week ago, while Sherilyn was away from the farm. Initially Jamie was terrified by the looming silent hulk—even going so far as to unload his shotgun into it. Slowly father and son learnt to communicate, the Automaton by scratching messages in the dirt.

Convinced the creature before him was his Pa, Jamie hid it in the dilapidated old barn, whilst he tried to figure out how he was going to tell his mother. Rob is reluctant to reveal himself to his wife, and is content—for now—with his son's occasional company. Sherilyn has come to terms with the fact her husband either abandoned his family or is dead.

Meanwhile, a Hellstromme retrieval squad is tracking their missing automaton, determined to bring it back.

IRON MAN

During the night, those bedding down in the barn may make a Notice roll (at -2) to hear something moving around in the run-down barn. Those in the house must make a similar roll to hear Jamie sneaking out of the house.

Jamie visits his father every night. Heroes spying on them will see a small boy talking to a huge steam-powered behemoth armed with a Gatling gun and a claw. If they interfere, Jamie will try and stop them from attacking "his Pa". For its part, the automaton will do all it can to protect its son. Chances are the fuss and noise will awaken anyone sleeping.

THE RETRIEVAL SQUAD

As things are being resolved, the Retrieval Squad arrives. There is one member of the squad for each posse member plus two more. They arrive in a large covered wagon. Their orders are to retrieve the automaton and "deal" with anyone it might have been in contact with. They will hide under and behind the wagon for minor cover (-2 to attacks).

Rob Conway will fight to protect his family, but makes sure to stay away from his loved ones for fear of killing them should he explode.

Automaton (1)
Conway's (2)
Hellstromme Industries Retrieval Squad (6)

FINALE

The Retrieval Squad are intent on destroying the automaton. Once they succeed, they retreat and return at a later date to finish the job.

If the Conway's survive the night, they must come to terms with what their loved one became. Sherilyn is obviously shocked but accepts things given time. If any of the Retrieval squad escape, then the Conway's woes have only just begun.





ROB CONWAY, AUTOMATON

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12, Vigor d12

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d8

Pace: 4; **Parry:** 6; **Toughness:** 13 (4).

Special Abilities:

- **Armor +4:** Automatons have thick iron plating.
- **Claw:** d12+d8.
- **Construct:** +2 to recover from Shaken. No additional damage from called shots. Arrows, bullets, and other piercing attacks do half damage. Immune to disease and poison.
- **Hardy:** A second Shaken result does not cause a Wound.
- **Run Dry:** The automaton's gatling gun is out of bullets.
- **Self-Destruct:** If an automaton is Incapacitated, it explodes in an area equal to a large Burst Template, inflicting 3d6 damage on anyone within.
- **Size +1:** Automatons are considerably bulkier than a human.
- **Weakness (Head):** Attacks that target an automaton's head do normal damage.
- **Wounded:** The automaton has suffered 2 Wounds.

HELLSTROMME RETRIEVAL SQUAD

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Guts d8, Notice d6, Shooting d10, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges: Rock and Roll

Gear: Gatling pistol (12/24/48, 2d6 RoF 2, shots 12, Armor Piercing 1), 2 spare magazines.

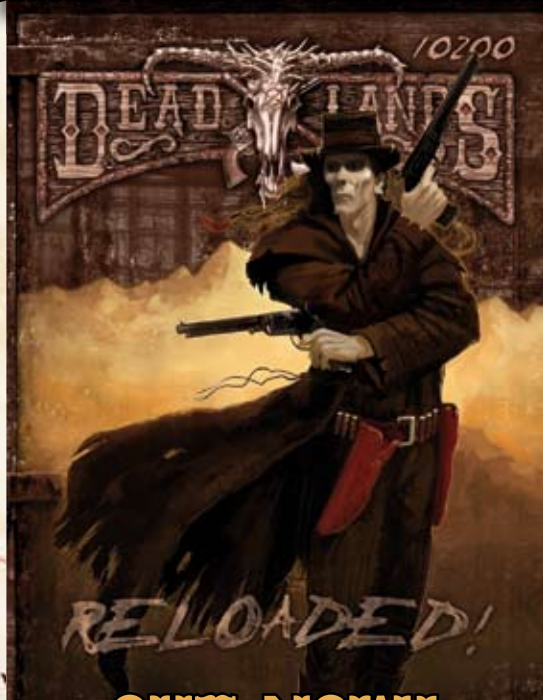
Want to get started right away? Well you can, pardner. All you have to do is get online and download some of the sample characters we've provided for you at:

www.deadlands.com

Want to check out the game before you drop your dinero on the book? No problem, amigo. Check out the Test Drive rules. With the Test Drive rules, a One Sheet and a fist full o' characters, you can get a flavor of the Weird West. We think you'll get a taste for it!

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BACK WITH A VENGEANCE!



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