

# SAVAGE TOKUGATOU



SAVAGE  
WORLDS  
LICENSED PRODUCT



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## What is Tokusatsu?

Tokusatsu is the Japanese term for live-action media that uses extensive special effects, both practical and digital. It literally means “special filming,” referring to this intense focus on flash and style. A great many things fall under this category; kaiju (giant monsters), transforming superheroes, and giant robots all fall under the umbrella of tokusatsu. Considered one of the most popular forms of Japanese entertainment, some tokusatsu series have even seen success in other markets.

If activating a device to transform into a costumed super hero, fighting strange and often gimmicky monsters, and piloting giant mecha is what you're interested in, then Savage Tokusatsu is for you. This product contains rules for bringing some of the most common types of tokusatsu to your gaming table while emphasizing the Fast, Furious, and Fun that Savage Worlds and the genre share.

## What's in this Document?

Collected in this book is the easiest, fastest, and most fun way to play a transforming hero and giant monster fighting game that you'll come across. While this Jump Start does not contain anywhere near the complete rules presented in Savage Tokusatsu, it does contain enough to get you going with your own campaign, such as rules for creating special, iconic weapons, armor, and mechs.

## What's Not in this Document?

Savage Tokusatsu is a full book with a large amount of example characters ranging from villains of the week, hordes of minions, rival heroes, and kaiju. More Edges, Hindrances, and a section of advice on the construction of the various types of tokusatsu stories are also included. Additionally, it also contains a completely different rule set for creating high threat kaiju that contend with the full might of a modern military.

The Iconic Weapons and Armor section is fully expanded and includes many more modifiers that can be applied to create truly varied equipment. Additional Frameworks covering other origins for transforming heroes beyond the example one presented in this document, additional rules for teamwork, simultaneous actions, and a series of random generators to help create new, deadly kaiju threats that are more than enough to squash even the most prepared military force all appear in the full book.

Finally, some of the minions presented in the short *Mandrilla's Home for Wayward Minions* adventure in this document appear in a full-fledged Plot Point Campaign in the full book. *Fire Team on the Scene* is a light-hearted romp that pits a plucky group of teens (or adults) against Fire Team Omega, a group of intergalactic fire fighters, in their quest to protect Earth from the most dangerous fire within their solar system: the Sun.

## What Do I Need to Play?

You only need a few simple things to play Savage Tokusatsu. A set of dice (d4, d6, d8, d10, d12), another d6, a deck of poker cards (Jokers included), a few poker chips or coins, the Savage Worlds core rules (or a Savage Worlds Test Drive), and this document. With all that in hand, you're ready to play Savage Tokusatsu.

## Making a Character

For the most part, creating a character in a tokusatsu game is the same as creating one in a normal Savage Worlds campaign. You still get 5 Attribute Points, 12 Skills Points, and a Free Edge (if you are human). Unlike core Savage Worlds, money is more or less irrelevant. You receive your most important Gear which you can customize with several modifications to make your abilities unique amongst those your teammates possess.



The most notable difference between a basic Savage Worlds campaign and a Savage Tokusatsu game is the inclusion of Frameworks. They encapsulate the most common ways a transforming hero might obtain their abilities in this genre. From being genetically modified to receiving a highly advanced piece of technology to being an intergalactic human-like alien, these options are not exhaustive but capture the core stories many shows in this genre tell.

## Transforming Frameworks

Frameworks encompass several key factors, including power source and race, and grant a character different bonuses and penalties based on their selection. However, regardless of the character's Framework, all characters can transform or no characters can transform unless the Game Master specifies otherwise.

All Frameworks have the following generic abilities in addition to the unique abilities listed under each section.

- **Arcane Background (Transform).** This Edge is free in transforming hero tokusatsu games. It can be found in the Edges section of this document.
- **Leap.** Tokusatsu characters possess great jumping abilities. They can jump 2" vertically and 4" horizontally.
- **Martial Artist.** All transforming characters begin play with the *Martial Artist* Edge in addition to the Edge they normally receive for free.

## Bestowed (Example Framework)

Power suits and gadgets make up the power source for a Bestowed. The character almost certainly did not make them and they may never know their origin at all. Belts, rings, bracers, and the like are all common designs for these suits when not in use. This is among the most common and widely known Frameworks for transforming heroes.

- **Advanced Tech.** Bestowed characters have cutting edge technology. They begin play with one additional Modifier they can use on either their Iconic Weapon or Armor.
- **Item Dependent.** Bestowed heroes are normal humans through and through. They might be above average and spunky, but at the end of the day they're mortal just like the rest of us. If a Bestowed character's Transformation Item is lost, stolen, broken, or otherwise inaccessible, they cannot transform until the item is accessible.

## New Edges

### Arcane Background (Transform)

**Requirements:** Novice

The character gains the ability to transform into an armed and armored hero as a free action. The character gains certain gear based on the Game Master's discretion. Typically, the character gains a stock Pistol, an Iconic Weapon, and a suit of Armor. Transforming increases a character's Tier from Mundane to Hero.

### Jump to Conclusions

**Requirements:** Novice, Smarts d8

You're good at making completely unprovoked decisions about the task at hand. Once per session, you can spend a Benny and make a Smarts roll at -2. If the roll is successful, you learn a vital piece of information about an aspect of the scene that helps you to create a far-fetched plan to solve the problem you face.

For example, if you're fighting a wood and dog themed monster, you might reach the conclusion that you can get it to 'fetch' its own tail through a series of clever checks. Pitch a goofy, terrible idea to your Game Master. If it is accepted, then it becomes a way to solve the current problem. If the Game Master denies it, then they must come up with a strange solution to the problem or return your Benny.

### Skill Shift

**Requirements:** Novice, Arcane Background (Transform)

Select two skills associated with Agility or Strength that you have ranks in. While you are untransformed, you use these skills as written. When you transform, the die sizes of the two skills switch their values. For example, a character has a d4 Fighting and a d8 Shooting while untransformed. However, their transformed monster form is an exceptional melee combatant but cannot shoot. While transformed, the character has a d8 Fighting and a d4 Shooting.

If taken during character creation, the cost for the skill with the higher die size is equal to its normal cost + 1 point.

## New Hindrances

### Clique (Minor)

You interact with a specific group of people, often to the exclusion of others. Your clique might be your fellow characters, but it does not need to be. Your clique is your top priority.

They require constant hang sessions, often text you at inopportune times, and might find themselves in harm's way over the course of a session. Failing to maintain your relationship with them strains you emotionally as your conflict begins to grow. In sessions where your relationship with your clique is strained, you have a -1 penalty on all rolls.

## New Combat Rules

There are several thematic styles for tokusatsu combat. One example theme and the rules required to run it are presented below.

### Damage Scale

In most transforming hero shows, there is a rough sequence of events. The monster and its minions arrive and fight the heroes before they transform. The heroes might defeat several minions and even land a few ultimately harmless hits on the boss monster before they must transform. The heroes then fight the boss monster and destroy it. In some franchises, the monster might grow to a gigantic size that the heroes combat with an equally gigantic robot.

Damage Scale is a rule that seeks to emulate this escalation of danger. It introduces 'Tiers' of play, Mundane, Hero, and Giant, which supersede the Gargantuan Monstrous Ability from *Savage Worlds*. In its simplest form, characters can only harm creatures of their current Tier or lower. If a lower Tier character attempts to harm a higher Tier target, they can only Shake them. Additional Shaken results still cause a Wound.

The tiers exist atop one another. Creatures gain a +2 bonus to harm creatures in the tier immediately beneath their own. For ease of play, attacks from Giant creatures against Mundane targets should best be left alone or used for purely dramatic purposes based on the tone of the setting. Qualities such as Heavy Armor still function normally provided weapons of the same tier are being used.

## Building Gear

At the beginning of a transforming hero tokusatsu campaign, the Game Master decides how many pieces of free Gear you receive. Usually this will be three pieces, a standardized ranged weapon, a specialized weapon, and a suit of Iconic Armor.



### Gear Modifiers

Presented below are modifiers to augment the gear a transforming hero uses. They receive two free modifiers for their Iconic Weapon and one for their Iconic Armor at character creation. Modifiers can be selected multiple times unless the modifier specifically states otherwise. Multiple instances of the same modifier stack.

### Iconic Weapons

Anything can be a cartoony tokusatsu weapon. With a few minor exceptions, almost all weapons in the core book can be chosen as a character's iconic weapon.

### Melee Weapons

Any Medieval or Modern weapon with the exception of the Bangstick, Chainsaw, and Survival Knife can be the base for your weapon.

### Ranged Weapons

Ranged weapons are slightly more difficult to balance. All Medieval weapons are eligible for use as the base for a ranged weapon. For firearms, tokusatsu games don't seek to emulate reality in the same way that the firearms in *Savage Worlds* do. Presented on the next page are three firearm bases. They can fire whatever projectile is appropriate for the setting and weapon. Bows, thrown weapons, and crossbows produce 10 pieces of ammunition. Replenishing the ammunition for a ranged weapon, including for a bow and thrown weapon, is an action.

## Ranged Weapons Table

Type	Range	Damage	RoF	Min Str	Shots
Pistol	10/20/40	2d6	1	-	5
Rifle	15/30/60	2d8	1	d6	4
Shotgun	5/10/20	1-3d6	1	d8	3

### Sample Weapon Modifiers

**Defending.** Characters wielding this weapon gain a +1 bonus to Parry.

**Heavy.** This weapon is now a Heavy Weapon.

**One Handed.** This weapon only requires one hand to wield properly. This modifier can only be taken on weapons that require two hands.

**Piercing.** This weapon gains AP 2.

**Reach.** The reach of this weapon increases 1".

### Iconic Armor

Though suits of armor might not look like much in many tokusatsu series, they have considerable strength and greatly modify the physical abilities of the user. In mechanical

terms, armor comes in one easy to use package. It covers the entire body and grants +2 Armor.

### Sample Armor Modifiers

**Armored.** This suit grants an additional +2 Armor and counts as rigid armor when worn. This modifier can only be taken twice.

**Climbing.** This suit grants the character the ability to climb on horizontal and inverted surfaces at their Pace.

**Powerful.** This suit increases the character's Strength by one die type while worn. This modifier can only be taken once.

**Quick.** This suit increases the character's Pace by 1" while worn.

## Pregenerated Characters

Please note that these characters are made using rules from *Savage Tokusatsu*. There are some minor differences from the core rules. Most notable are the Special Abilities and the X/Y references to certain Attributes or Traits. The first number represents the character's untransformed attribute while the second is their attribute when transformed in Hero Tier.

### ⚡ Amina Basra / Liberty Flame



A young teen with a lot to prove, Amina recently scored a major success over the evil White Noise group. This astrology loving teen works hard to make others feel welcome and always has a kind word.

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

**Skills:** Fighting d4, Common Knowledge d4, Healing d4, Investigation d4, Knowledge (Astronomy) d8, Notice d6, Persuasion d6, Repair d4, Shooting d8, Stealth d4

**Pace:** 7/8; **Parry:** 4; **Toughness:** 5/7 (2)

**Hindrances:** Anemic, Cautious, Enemy (Major, White Noise)

**Edges:** Arcane Background (Transform), Charismatic, Martial Artist

#### Special Abilities:

- **Armored Suit:** +2 Armor. Quick.
- **Leaping:** Liberty can jump 2" vertically and 4" horizontally.
- **Cavalry Lever:** 2d8, Ranged 15/30/60, 5 shots, AP 2, HW. Heavy, Piercing.
- **Transform (Altered):** Transforming from Mundane to Hero Tier is an action for Amina. She does not have access to her Cavalry Lever, Leaping, and Armored Suit Special Abilities while untransformed.
- **Tier:** Amina is either Mundane or Hero Tier.

## ⚡ Masahiro Matsushita / Hurricane Vanguard



After inheriting the title of Vanguard from his late brother, Masahiro is a bundle of nerves and anxieties. Will he live up to the Vanguard name? Will he be able to avenge his brother?

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

**Skills:** Athletics d4, Common Knowledge d4, Notice d4, Persuasion d4, Stealth d4

**Pace:** 6; **Parry:** 5; **Toughness:** 5/7 (2)

**Hindrances:** Driven (Major, Be Worthy), Vow (Major, Avenge Brother)

**Edges:** Arcane Background (Transform), Arcane Background (Magic), Martial Artist

### Special Abilities:

- **Armored Suit:** +2 Armor. Leaping
- **Leaping:** Vanguard can jump 3" vertically and 6" horizontally.
- **Powers:** *bolt*, *smite*, *speed*. 10 Power Points
- **Transform (Altered):** Transforming from Mundane to Hero Tier is an action for Masahiro. He does not have access to his Powers, Leaping, and Armored Suit Special Abilities while untransformed.
- **Tier:** Masahiro is either Mundane or Hero Tier.

## ⚡ Rosa Monk / Pink Senior



Born abroad, Rosa never quite felt at home in Norway. Little did she know that she felt different not just because of who she was but because of who she was born to be. Rosa's natural ability to transform led her down the path of heroism where she finally felt at home.

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

**Skills:** Athletics d4, Common Knowledge d4, Fighting d6, Knowledge (Baking) d8, Notice d4, Persuasion d4, Shooting d6, Stealth d4

**Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2)

**Hindrances:** Allergy (Smoke), Impulsive, Overconfident

**Edges:** Arcane Background (Transform), Luck, Martial Artist

### Special Abilities:

- **Armored Suit:** +2 Armor. Mighty.
- **Leaping:** Senior can jump 2" vertically and 4" horizontally.
- **Sugar Chakram:** Str+d6+2, Throwable (Ranged 5/10/20). Focused 2.
- **Transform (Genetic):** Transforming from Mundane to Hero Tier costs no action for Rosa. She does not have access to her Sugar Chakram, Leaping, and Armored Suit Special Abilities while untransformed.
- **Tier:** Rosa is either Mundane or Hero Tier.

## ⚡ Franklin Davis / Adamant Blitz



Partner to Liberty Flame, Franklin gives their all in everything that they do. The neophyte hero stands against anything that would bring suffering to the people. At home and at school, Franklin is always driven to work hard and never give up.

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

**Skills:** Athletics d8, Common Knowledge d6, Fighting d8, Knowledge (Geology) d6, Notice d6, Persuasion d6, Stealth d4

**Pace:** 7; **Parry:** 7; **Toughness:** 5/9 (4)

**Hindrances:** Enemy (Major, White Noise), Loyal, Pacifist (Minor)

**Edges:** Arcane Background (Transform), Counterattack, Martial Artist

### Special Abilities:

- **Armored Suit:** +4 Armor. Armored. Rigid armor.
- **Leaping:** Blitz can jump 2" vertically and 4" horizontally.
- **Gleaming Fist:** Str+2d4. Defensive (+1 Parry), Knockback 1".
- **Transform (Altered):** Transforming from Mundane to Hero Tier is an action for Franklin. They do not have access to their Gleaming Fist, Leaping, and Armored Suit Special Abilities while untransformed.
- **Tier:** Franklin is either Mundane or Hero Tier.

## ⚡ Sumika Ishimori / Dynaster



Sumika never thought she would become a hero like her friends in the Bug Brigade. However, after an encounter with a version of herself from an alternate reality, she gained a Shifter lost to time and crafted by her genius mother. She plays the role of backup no more.

**Attributes:** Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6/d8

**Skills:** Academics d8, Athletics d8, Common Knowledge d8, Fighting d8, Notice d6, Persuasion d6, Shooting d4, Stealth d4

**Pace:** 7/8; **Parry:** 5; **Toughness:** 5/8 (2)

**Hindrances:** Heroic, Secret (Major, Evil in Another Timeline)

**Edges:** Arcane Background (Transform), Calculating, Martial Artist

### Special Abilities:

- **Armored Suit:** +2 Armor. Sturdy.
- **Leaping:** Dynaster can jump 2" vertically and 4" horizontally.
- **Dynast-Axe:** Str+d10, two-handed. Light.
- **Transform (Bestowed):** Transforming from Mundane to Hero Tier costs no action for Sumika. She does not have access to her Dynast-Axe, Leaping, and Armored Suit Special Abilities while untransformed. She cannot transform without using her Shifter.
- **Tier:** Amina is either Mundane or Hero Tier.



# Threats

The following section covers a small selection of potential threats that could challenge a team of transforming heroes. Minions and monsters of the week alike gather to face down the heroes in battle. For more realistic games, the rachegeist is a deadly kaiju ready to smash columns of tanks and legions of soldiers.

## Fire Team Hosier

Hosiers make up the fire-quenching grunts of the Fire Team. Their blasters are hose nozzles that fire high pressure blasts of water. Hosier's are incredibly weak in melee and rely on axemen to keep heroes away from them. Much like axemen, a hosier's uniform consists of red armor, thick khaki-colored trousers, soft helmets, and bright yellow reflection trim.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d4

**Skills:** Athletics d6, Fighting d4, Knowledge (Rescue Operations) d6, Notice d8, Shooting d8

**Pace:** 6; **Parry:** 4; **Toughness:** 4

**Special Abilities:**

- **Punch:** Str+1.
- **Blaster:** 2d6, Range 10/20/40, Knockback 1"
- **Dodge:** Ranged attack rolls made against the hosier are made at -1.
- **Mundane:** Fire Team minions are Mundane Tier.



## Snip Force Stylists

These scissor wielding minions are skilled at combat and not much else. They can catch their enemies between their massive scissors. When they do they attempt to cut them in half. They dress in bright, vibrant colors and their heads are completely concealed beneath 80's glam styled hairdos.

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

**Skills:** Fighting d8, Knowledge (Cosmetology) d6, Notice d6

**Pace:** 6; **Parry:** 7; **Toughness:** 6

**Special Abilities:**

- **Giant Scissor:** Str+d6, Parry +1
- **Crushing Scissor:** When the stylist hits a creature with a Fighting roll and succeeds with a raise, they constrict the target between the two blades of their giant scissor. The round they constrict and each round thereafter, they cause damage to the target equal to Str+d8. The target may attempt to escape on their action by getting a raise on an opposed Strength roll. While constricting a creature, the Snip Force member loses the Parry bonus granted by its Giant Scissor.
- **Mundane:** Snip Force minions are Mundane Tier.



## ⚡ Mandrilla

Mandrilla is a servant of the Dig Deep Dominion, a subterranean empire with ambitions to hollow out the Earth's crust to expand their borders. Mandrilla finds ideal locations to mark for dig teams to begin excavating. He is loathed by the other members of the Dominion for his viciousness, cruelty, and disregard for the safety of his crews. He has a deep screeching voice that can enrage even the calmest minds.

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d10, Vigor d10

**Skills:** Fighting d10, Intimidation d8, Knowledge (Mining) d8, Notice d8, Taunt d8  
**Pace:** 6; **Parry:** 8; **Toughness:** 9 (1)

### Special Abilities:

- **Armor +1:** Mining equipment.
- **Power Drill:** Str+d10, AP 4, Parry +1.
- **Burrow (10''):** Mandrilla can propel itself through the ground with its massive bore.
- **Earth Shatter:** As an action while above ground, Mandrilla can shatter the earth. All ground in a Large Burst Template centered on Mandrilla becomes difficult ground.
- **Gore:** If Mandrilla can charge or leap at least 6" before attacking, he adds +4 to his total damage.
- **Powerful Leap:** Mandrilla can jump 4" vertically and 8" horizontally.
- **Size +1:** Mandrilla is larger than a human.
- **Hero:** Mandrilla is Hero Tier.



## ⚡ Rachegeist

Born from disasters caused by national and corporate neglect, rachegeists are ghostly hive minds of innocent victims that pursue revenge at any cost. These towering nightmares of wailing spirits in the form of a kaiju will settle for nothing less than the absolute destruction of the company responsible for their unjust deaths. Money cannot save you.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d12+5, Vigor d12

**Skills:** Fighting d12, Intimidation d6, Notice d4

**Pace:** 15 (2d6 running); **Parry:** 8; **Toughness:** 53 (25)

**Edges:** Elan, Nerves of Steel

### Special Abilities:

- **Armor +25:** Spirits jump to protect the whole.
- **Claws/Bite:** Str+2d8+14, AP 15, Small Burst Template.
- **Gargantuan:** The rachegeist has Heavy Armor and its attacks are Heavy Weapons. It adds its Size Bonus to melee damage and attacks. Attacks made against it by human-sized creatures are made at +4.
- **Regeneration:** The rachegeist may make a natural Healing roll once per day.
- **Size +14:** The rachegeist towers over buildings.
- **Tough:** The rachegeist has +6 Toughness.



# Mandrilla's Home For Wayward Minions

A Savage Worlds Tokusatsu One Sheet By: Kyle Carty

This adventure is designed for Novice characters, though it is easily modified for more experienced heroes.

## BACKGROUND

Mandrilla, once a section head of the Dig Deep Dominion, has found himself on his own since the collapse of his organization at the hands of Iron Champion Daro. Down on his luck, he set off into the world with no idea what to do. Elsewhere, the various minions from dozens of defeated, destroyed, and failed villain organizations have been searching for somewhere they can fit in. These minions began to band together in the hopes of forming a new organization that combined their individual strengths.

Before long, everyone's least favorite villain Mandrilla discovered the organization and promptly declared himself its leader. The minions don't particularly care and have let Mandrilla say whatever he wants. The organization, in truth, is an anarcho collective that agreed to use Mandrilla as a valuable, and very dumb, tool. The minions have baited a trap to lure various heroes into their clutches before the heroes are overwhelmed and the minions destroy the established system! They've sent each hero an all-expense paid trip to New Grove that they each gladly accepted.

quickly approaching. When they arrive and let their guard down, the earth quakes and erupts forth! Mandrilla, a former leader of the Dig Deep Dominion, bursts forth with several mismatched minions from different organizations and begins to threaten the heroes. Somehow he knows their identities! After barbs are exchanged and quips traded, Mandrilla attacks.

- **Mandrilla (currently has one Fatigue)**
- **Fire Team Hosier (1)**
- **Snip Force Stylist (1 per two heroes)**

Unlike normal fights the heroes have experienced, the minions seem to have zero interest in jumping in the way to protect Mandrilla from attacks. Whenever the large monster gives an order to a minion, they audibly sigh in exasperation before doing whatever it is they were planning to do. Mandrilla's actions are in complete disharmony while the minions work with one another into perfect efficiency. The moment Mandrilla attempts to force a minion into the path of an oncoming attack, all minions immediately exit the battlefield through the hole.

## Into the Trap

The heroes arrive, each having followed a different lead on their now-defeated enemy organization. They've traveled to the small city of New Grove. The city rests near a beautiful ocean and a large forest. The area is a little known tourist destination that, for some reason, always appears to have a surplus of rock quarries and construction sites on the outskirts of the city. The city is breathtaking and gives the heroes much needed downtime. If the heroes know one another's identities they recognize each other during their leisure time.

The invitations the heroes received also include a spa appointment at a nearby hotel that is



## That Was Strange

With Mandrilla soundly defeated, the heroes have enough breathing room to sort out what just happened. They all, independently of one another, received free trips to New Grove and a fully paid spa session at the exact same time as one another. Something is obviously suspicious.

The hole Mandrilla and company emerged from is more than large enough to accommodate the entire group of heroes should they give chase. The tunnel itself is rough and has clearly cut through several key utilities for the surrounding buildings.

At the end of the tunnel is what appears to be a forward base with a large group

of minions from various evil organizations. When they spot the heroes a minion drops a box before shouting that "They're here!" The minions rush into formation with never before seen efficiency. They roll out a high powered Fire Team Omega water cannon that they unload on the heroes. Any attempts to move forward in the tunnel require an Athletics check with a -2 penalty. On a Critical Failure the hero slips, falls, and takes one level of Fatigue.

While the cannon fires, a minion steps forward to speak for the collective. She calls the cannon off but warns the heroes that it will fire again if they move forward. She offers a deal: meet for a fated duel later that night or continue to push forward in the cavern. If the heroes agree to the duel, the minion informs them that they will do battle at the old rock quarry by the interstate highway. If the heroes advance they do battle with a small group of minions who have yet to leave for the quarry.

- **Fire Team Hosier (1 + 1 per hero)**
- **Jammer (1)**

## The Final Battle

The full force of the minions have gathered at the rock quarry. The area is mostly open but has large boulders, piles of dirt, sand, and construction equipment in the center ditch. The walls of the quarry are sheer shelves that rise up back towards the ground. Gathered here is a considerable number of displaced minions but not a single "leader" in sight. The night air is warm but the slight chill is undeniable. The minions, if asked, reveal the origin of their organization as well as their ambitions. After all, it's not like they plan to let the heroes escape.

For the purposes of this battle, each individual target counts as a small group of three to four minions working as a team. They still only make one attack and still only count as a single Extra but the additional narration of hordes of minions can greatly add to the feeling of power and heroism as the battle rages.

- **Fire Team Hosier (1 per two heroes)**
- **Jammer (1 per hero)**
- **Golem Moulder (1)**
- **Snip Force Stylist (2)**

The minions, now free of bossy leaders, show that their greatest strength is their ability to compromise and work together. Hosiers wet the heroes and allow the electrified fists of Jammers to amplify their attacks. Golem Mounders pound away at individuals caught by Snip Force Stylists, and other creative Trappings and teamwork should be the star of this battle.

## An Early End

With the minions defeated, the heroes are free to resume their completely free vacation in New Grove. They've earned it once again.

## Golem Mounders

Golem Mounders are the minions of the Dig Deep Dominion, a subterranean empire hell-bent on extending their territory across the Earth's crust. Made of sentient clay and stone, these creatures were believed to be little more than mindless puppets though recent events have revealed they are able to think for themselves.

Physically, mounders are tripedal and have no discernable spinal system. This allows them to protect themselves from all angles while striking out at anything that draws too close. With two heavy stone arms, they can shatter boulders with relative ease.

**Attributes:** Agility d4, Smarts d4, Spirit d4, Strength d8, Vigor d4

**Skills:** Fighting d8, Knowledge (Mining) d6, Notice d6

**Pace:** 6; **Parry:** 5; **Toughness:** 7 (3)

**Special Abilities:**

- **Armor +3:** Made of rocks.
- **Slam:** Str+d4, Parry -1. This attack targets all creatures adjacent to the moulder.
- **Spineless Defense:** Creatures do not benefit from Gang Up bonuses against the moulder.
- **Construct:** +2 to recover from being shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Mundane:** Golem mounders are Mundane Tier.

## Jammers

Jammers are minions for the technology themed organization, White Noise. They teleport in through a haze of white noise and static before warbling into combat. They are exceptionally weak but attempt to overwhelm their enemies with superior numbers.

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

**Skills:** Fighting d6, Knowledge (Computers) d6, Notice d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5 (1)

**Special Abilities:**

- **Armor +1:** Junk plating.
- **Punch:** Str+d4.
- **Techno Block:** All mundane pieces of technology within 10" of a jammer malfunction.
- **Mundane:** Jammers are Mundane Tier.