

Shark Bytes



Modern/Horror Issue

THE MODERN/HORROR ISSUE!!

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Opening Salvo

by Marc "Lord Inar" Gacy

Hi all, This issue had a short timeline so I could get it out by Halloween (just missed it!) My time has been short, and Halloween marched inexorably forward so I have to just get this done! So this issue might not have the polish of the Fantasy Mega-Issue, but then again, horror should be a little rough around the edges, no?

Thanks to everyone who sent me an amazing amount of material, especially those good folks over at 12 to Midnight, who provided four, count 'em FOUR, adventures. We have another great set of maps from Lord Skudley, a Deadlands adventure from MA Cutter and some shared world goodness (The Creep Squad) from Sean Preston along with a liberal sprinkling of characters, edges, etc to fill it out.

Finally, this issue is also a (not so) subtle hint to Shane & co. that there are still a lot of Showdown fans out there as evidenced by not one but two "Rally the Troops" articles.

So without further ado, on to the Modern/Horror issue of Shark Bytes!

The Edge of Reason

Several well-known horror movie tropes are presented here for your movie-going enjoyment.

by *Sitting Duck*

Hindrance Monster Bait (minor)

You have an unfortunate knack for getting impeded when running away from a monster, whether constantly tripping or running into tree branches. You take a -2 to Chase rolls whenever you are being pursued by some supernatural nasty.

Edge Goody Two Shoes (Background Edge)

Requirements: Novice, Spirit d8+

Your character is a virgin and has made an effort to avoid indulging in common vices. This frequently makes you an object of derision. However, since supernatural entities prefer to target bad boys and dirty girls first, it's you who gets the last laugh. When encountering monsters, it will only attack you if everyone else is incapacitated. Plus it doesn't put as much effort in chasing you down, providing you with a +2 on Chase rolls when attempting to evade monsters.

There's a condition attached though. Should you get deflowered or indulge in addictive substances, the benefits of this Edge are lost permanently.

White Silver, Blood Steel

News from the World of Shaintar

Hey, everyone! Well, here we are with a horror-themed issue of Shark Bytes, and while Shaintar isn't necessarily a very horror-oriented setting, there's still plenty of classic elements of horror to be found.

After all, there's an entire nation ruled by vampires, werewolves, liches, and other undead and corrupted monsters! Check out the Shaya'Nor section of the Shaintar Worldbook for more (all online, free: <http://talismanstudios.com/index.php?blog=11&cat=46>).

Things have been admittedly slow on the development front for Shaintar; between convention season and my increasingly busy "day job" schedule, I've had some time-management issues to overcome. I am happy to report, however, that those hurdles are being cleared, and you will start seeing some new stuff from the world of Immortal Legends soon.

First off, some great folks have contributed One Sheet Adventures; I will have those edited and in the Talisman folks' hands for layout and posting very soon. We also have a set of Shaintar-specific Adventure Cards to post up (thanks in great part to Mark "Boulder" Swafford).



I am also going to at long last finish and post the Worldbook sections for the Kingdom of Galea; the Freelands; the Pirate Archipelagos; Nazatir; the Dwarven Clanhomes; the Aevakar Aeries; the Brinchie people; and a few other entries. Once that's done, I think my good friend Vince "Kalan" Kingston will likely do an updated "laid out" document for those who'd like all that in PDF. And, as always, it's all posted for free.

Following all that, I still have plans for a second Plot Point, "The Chosen of the Horn." I may, however, be looking for a co-author, someone who can take over the majority of the actual writing. This is because I am looking to begin the Shaintar novel series I've had in mind for some time now.

Oh, and I still owe everyone some kind of write-up for "The Burning Heart" scenario from GenCon. Yeah, yeah, I know... get writing!

Sean Patrick Fannon

Let Me Tell You a Story

WELCOME TO 'NAM

By Donald Dechert III

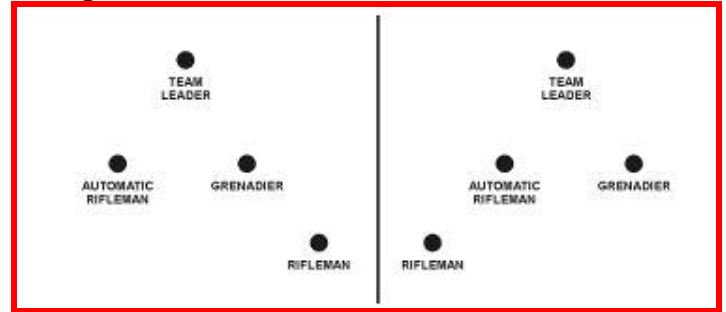
Here's a refresher from basic training; not only is it what you need to know but also it's useful in "Indian Country."

I. Fireteam tactics

The basic organizational building block of the infantry is the fireteam; it normally consists of 1x machine gunner (M60), 1x assistant gunner (M16), a team leader (M16) and a grenadier. There are two normal formations for a fire team: the wedge and the file. The wedge is displayed below. The formation places the team leader on point with the assistant gunner supporting either the grenadier or rifleman depending on what is expected. The normal interval between Soldiers in the wedge formation is 10 meters, but the wedge expands and contracts depending on the terrain; rough terrain, poor visibility, or other factors can make control of the wedge difficult, fire teams modify the wedge. When moving in less rugged terrain, where control is easier,

non-commissioned officers (sergeants or corporals) or a soon to be NCO, they usually direct and order the team members. These formations allow team leaders (such as NPCs or PCs) to better control a field of fire or more on-line for a bound as well as "fix" enemy forces.

Wedge



File



Figure 5-113, Rush.

Soldiers expand or resume their original positions. The other main formation is the file. As team leaders, usually

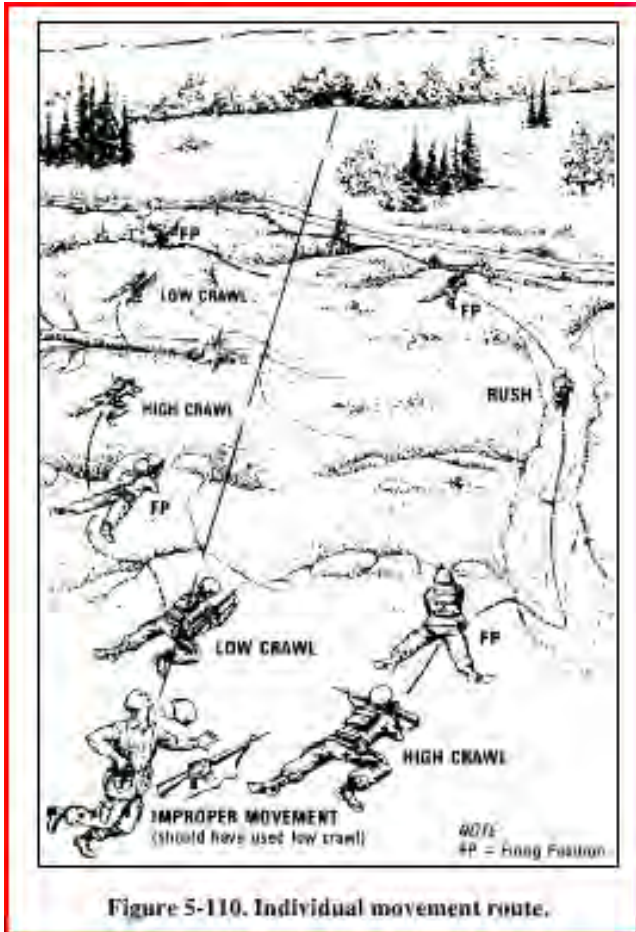
Formation Comparison Table

Type	When Normally Used	Control	Flexibility	Fire Capabilities and Restrictions	Security
Wedge	Basic fire team formation	Easy	Good	Allows immediate fires in all directions	Good
File	Close terrain, dense vegetation limited visibility conditions	Easiest	Less Flexible than the Wedge	Allows immediate fires to the flanks, masks most fires to the rear	Least

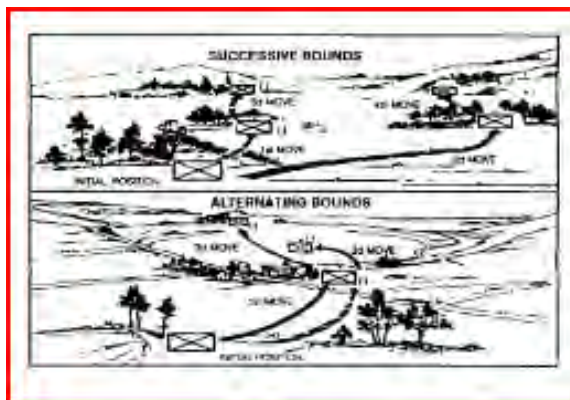
II. Movement Tactics

The armed forces, such as the US Army, teach various methods of movement, individual and unit (team, squad, platoon or larger) movement. For individual movements, especially during a fire-fight or during an indirect fire attack, the most important is the 3-5 second rush. It is basically a movement from the prone to the prone as depicted on the diagram "Rush". **The SWEX rules reflect this by rising from the prone (costing 2" of movement) and then simply moving 4" (6" normally -2" to rise) and then at no cost going back to the prone.** In the Army, the mantra of the motion is the sentence "I'm up, he sees me, I'm down" to measure how long to run. Remember to only

leave cover for cover; it sounds elementary but many soldiers forget it. The other method of movement is crawling. Just remember, if you're crawling like you were a baby, you're too high off the dirt and a potential target. Here is an example from the US Army:



While this movement works well for individuals, this type of movement is really only a means to a means to an end. The end is the destruction of the enemy. This will allow you to move to a better position, either with support or better cover in order to engage an enemy. Doctrinally, what should happen is a combination of fixing and bounding. Bounding is a squad movement task as illustrated in the diagram below.



Bounding is combined with suppressing or fixing fire in order to “mop up” the enemy. The idea is that the engaged fireteam lays down a volume of fire which prevents the retreat of the enemy forces, freeing the other fireteam(s) of the squad to maneuver around and then attack the enemy from a different angle. They then fix the enemy while the previous fireteam either bounds to attack from a different angle or withdraw depending on the circumstances.

Security

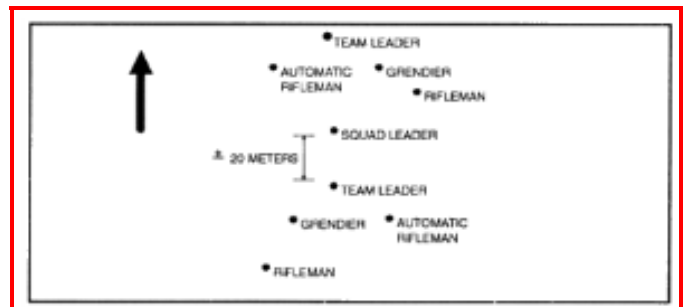
I'm not talking about the social kind, but rather 360° security when crossing roads, breaks in cover such as forest trails, or other natural ambush spots. As my drill sergeants pointed out, you are supposed to be like bobble-head dolls: head on constant swivel. **This could also be a pro-active asking of notice rolls by soldiers on patrol or in a security/overwatch position. At WM discretion, the wedge or file formation may give bonuses to notice rolls: the wedge to possible activity or installations in front of the element while the file covers the flanks. The bonus, being situation dependent, should not exceed +2.**

Element movement

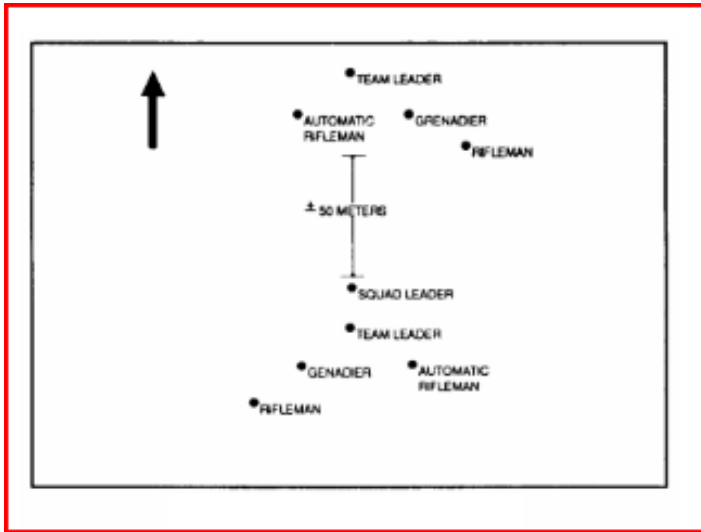
MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS			
		CONTROL	DISPERSION	SPEED	SECURITY
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE
BOUNDING OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST

While fireteams move in files or wedges, squads (made up of 2+ fireteams) move differently. Instead of focusing on formation, squads and platoons focus on how they move based on the likelihood of enemy contact and requisite speed as depicted in the chart below. The three movements are traveling, traveling overwatch and bounding overwatch.

Traveling is used when contact with the enemy is unlikely but high level of speed is needed. Travel can be in a file or a wedge as shown on the diagram.



Traveling overwatch is used at a slower pace and more likely enemy contact. It differs in that there is more distance between fireteams for so that one can observe for the other as shown comparing the traveling diagram with the traveling overwatch diagram. The extreme is bounding overwatch, which uses bounding as already discussed.



Traveling imparts no special modifiers for notice rolls but also no speed penalty; you're still moving at the average 3-4mph hiking speed. Traveling overwatch could impart a +1 to notice rolls to spot an ambush while halving the travel speed to 1.5-2mph. Bounding overwatch could be worth a +2, but remember, it's like driving down mainstreet USA and hitting every traffic light; you're only moving 1mph.

III. Firefight Tactics

Okay, so rounds are fired at you. Without panicking, what do you do? (Hint: Panic is not the right answer.) In theory, your training takes over which is the whole point of training. Usually the first thing to do is hit the dirt; not only does it reduce your chance of getting hit, but it's a trained firing position with rifle qualifications. Additionally, you may find support for firing your weapon or not. At any rate, you're in a good spot to take advantage of Marksman and Rock-and-Roll edges if you have them. You may also find some cover. In military speak, cover is what soaks up bullets. An outcropping is cover; a smoke grenade is not (a smoke grenade or camouflage would be concealment). Concealment is basically trying to obscure the enemy's line of sight to fire at you. It can be lucky for you, in terms of preventing an enemy from seeing you while your buddies are being ambushed, or it may be lucky for you in terms of you launching an ambush against enemy elements. **At Warmaster discretion, firing from the prone may give incidental bonuses to shooting rolls based on army training.**

So now that you're in the fire fight, let's look at some specialty weapons. When people think of machine guns, people unfortunately get the image from Rambo II where Sly empties an entire belt into a ceiling, probably

destroying the barrel in the process. While high rate of fire is good, machine gunners are trained to fire the length of the sentence "I need a burst" mostly for control. Using a combination of suppressive fire and target bursts can be effective in herding enemies toward a kill zone. It's also what machine gunners and a fire team use to fix an enemy force for the other fire team's bounding action (see bounding). The idea with herding is to drive the enemy in a direction you want him to go. Grenades and pre-set or thrown claymores, due to their explosion templates, are also effective herding weapons. While burst and auto-fire is useful on the M-16 in terms of being able to add to the volume of fire, the M16's single shot allows you to target specific personnel, such as apparent leaders, personnel discovering a possible escape route...the possibilities abound.

On a serious note, doctrinally, ground forces are split in two forces; one which would fix or hold the opposing force while the other one attacks from an opposing direction. See bounding for more information.

IV. Intelligence

SPOT/SALT report

One of the first things when coming in contact with the enemy is not to call for fire, but to call in the position of the enemy as well as the friendly position. This is the most basic intelligence report, which should theoretically help your intelligence section formulate what the enemy is doing. While there were many intelligence problems, to put it euphemistically, in the 'Nam, this first report is one of the most crucial. Sending up a SPOT (Size, Position, Operation, Time) or SALT (Size, Activity, Location, Time) report is this first link in the intelligence chain as this report will be sent all around in order to alert all units of activity in that sector.

Walk-in/coincidental HUMINT

HUMINT, or human intelligence, is usually gained one of 2 ways: a friendly volunteers it or it is extracted from captured soldiers. Friendly villages may give multiple tips or soldiers could be sent to villages in order to make sure it stays friendly toward US/Allied forces in order for its intelligence values. These tips could be something as big as a village chief turning in his son or as worthless as "hey, mister, I just saw Ho Chi Mihn." This sort of information would also be called in or handed to a human intelligence soldier. Another hearts and minds mission, which may be looked at questionably, is to provide armed overwatch for HUMINT soldiers talking to sources or contacts in a friendly village. The other source of HUMINT (and other intelligences) is

Enemy intelligence

Ah...the enemy. If you capture them alive, you have another source of intelligence. Aside from body counts and other wonderful measures to basically guess at how the

enemy is doing, One is also to capture base camps as well as headquarters. Maps, notebooks, writing pads, etc are all exploitable documents for an enterprising intelligence section. Finally, noting what happened during the mission is important; for soldiers, the debrief is a barrier between a finished task and a good night's sleep. For the intelligence section, it's the necessary source of information to help make sense of reports. Try to explain what happened where for the debrief.

Expectations of intelligence

What can I as a soldier expect from the intelligence section? It depends. A good intelligence section will try and answer the 5-Ws (who, what, where, when, why) and do so. A poor intelligence section will give you a shrug. Moving beyond the degree of intelligence, look at what soldiers can expect to get or ask for: future expected enemy activity, atmospheric, enemy strength and armament. While some of this information is in the mission briefing (and should drive the operations), enterprising soldiers may end up asking the intelligence section directly. Remember that the platoon leader, a lieutenant, does have a security clearance for being able to look at intelligence data. Maybe the PL is also friends with the S2 (intelligence officer). Maybe you are friends with the intel soldiers and can ask for favors or hints; generally speaking, friends will go an extra mile for friends, which could be a bonus from the intelligence section.

V. Common Knowledge Uses in the 'Nam

As soldiers, there are many tasks, "warrior skills" that are honed ad nauseum in garrison. Most of these soldier skills are gained during the basic training and infantry training prior to deployment as well as unit training upon getting to the unit. Basic orienteering, using a compass, reading a map, sending up reports, beginning first aid (knowing what to do versus actually having the Healing skill) and using a radio are examples of basic soldier skills. Higher ranking individuals, such as NCOs or officers, excepting lieutenants, will have more skills to draw upon due to more experience in the Army or the armed forces. A sergeant who was once the unit armorer, for instance, would likely be able to perform advanced maintenance or more expertly diagnosis problems with the unit's weapons. Another possibility is for soldiers to proactively request common knowledge checks in order to get tactical advice from the GM as multiple tactical options would likely be practiced in garrison field exercises. Players and WarMasters should also come up with some standard operating procedures used by the unit for certain situations.

VI. Medical concerns

Guard the medic

It's a given: guard the doc. Not only does he have the best medical skills, probably Healing d6 or better, but he's also

likely carrying the morphine, IV bags and other medical gear. Remember, guarding the doc means he's still around to ready to run over the battlefield to help you.



Basic medical skills/Pro-active medicine

Remember, each soldier has a bandage on him; typical procedure is to use the soldier's own bandage/medical gear on him. (As an optional house rule, each soldier has a med-pack with only 4 points on him for this and it could be added to the encumbrance of the LBE.) While patching up someone might seem like the first priority, it's not. The first is to remove the person, if possible, from the fire zone. Get them somewhere so that you can perform first aid, at least behind cover.

VIII. For Further Info

Anyhow, good luck. For those who want to look at more info, break out your old training smartbook (TRADOC Pamphlet 600-4) as well as the various field manuals (FMs) available. Although it's quite revisionist, also check out the counterinsurgency FM 3-24 to see what not to do.



RALLY THE TROOPS!

This month we have two sets of Showdown! Scenarios. One inspired by history and the other a modern bank heist. Cards for these will be available as a separate download from the Shark Bytes web site.

Modern Ops: Cops and Robbers

by Ryan "Judge Holden" Gaffney

The hot summer afternoon silence was shattered by the sound of automatic rifle fire. Round after round after round echoed down the glass canyons of downtown Springfield. The Bank of America was being held up by a group of highly skilled paramilitary types armed with M4s, body armor and ski-masks. As luck would have it the two most combat hardened veterans of the Springfield Police Department were close by when the APB went out. These two wise-cracking police lieutenants, both of whom were veterans of several tours of duty in Iraq and Afghanistan were going to make sure the robbers paid for every penny of their illegal withdrawal - in blood.

Objectives

The Robbers have to get as many bags of money as they can off the Cops side of the board. The Cops have to stop them from escaping. If the game ends without any of the robbers escaping off the board the Cops win. If even one Robbers escapes off the Cops end of the board with a single bag of money, they win. Keep track of how many money bags they escape with.

Terrain

Set up the buildings with the Bank on one end of the gaming area (preferably the end where the Robbers are sitting) and the Cops coming in from the opposite end. Set the buildings up as indicated on the map so that the Police end has a large building on their side with only two roads of escape for the robbers to take. The height of the buildings should be decided either randomly (roll d10), or as agreed

upon by the players. Each floor of a building counts as 2" of game distance. To find the distance to a target on the ground use the Pythagorean's theorem. On the map provided X marks the vault. The Security guard begins play adjacent to the vault.

Deployment

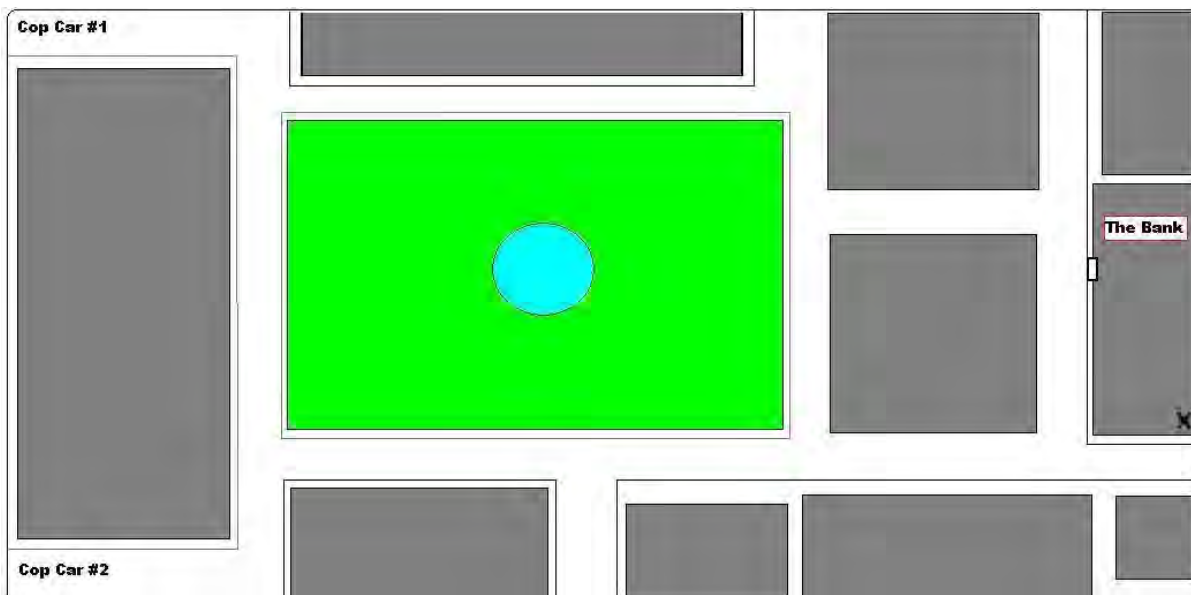
The Robbers begin play set up in and around the bank. Team A is inside and Team B is outside the bank. Each team must be mindful of the Cohesion rule (each figure in a unit must be no further than 5" away from another figure in the unit). The get-away vehicle begins play parked out front of the bank within a couple inches of the front door. The two Unmarked Patrol Car Units begin play stopped (Pace 0) at the Cops end of the board. A single security guard (use patrolman stats) is dealt a card and starts inside the bank beside the vault.

The Money

The money in the vault is all stacked in nice neat money bags. The Robbers must physically move a figure into the vault (marked with an X on the map) in order to pick up a money bag. They must then move adjacent to the get away vehicle, open a door and drop off the money. The number of bags the robbers get away with determines how successful they are. It takes one action to pick up a bag of money, and each bag of money requires one hand to carry. Each bag of money lowers the robbers pace by 1 point and makes the robber one handed. With two bags the robber is using both hands, their pace is reduced by -2 and they cannot use a weapon.

The Take-down

The police may not fire upon the robbers until shots have been fired. Until that point the Cops must use non lethal methods, attack the get away vehicle itself or go on Hold and wait to be fired upon. If the security guard inside the bank is shot or if the Cops come under fire from the Robbers they may open fire. The round after shots are fired a SWAT unit will enter the playing area followed the next round by the remaining SWAT unit. The Cops can decide whether the helicopter or the van arrives first.



We Need Backup!!

At the beginning of the second round, deal two more units of Police Patrol in. They enter at the Cops end of the board at whatever pace the player wants up to their maximum speed, don't forget Speed Kills. This becomes important if a patrol car decides to come flying in at a pace of 50 and ends up smashing into a building. A Police Patrol can be either a patrol car or a pair of motorcycle cops.

Call in the SWAT team

There are two SWAT units for the Cops to use. SWAT consists of one van and one chopper with a 4 man SWAT unit in each. The first one enters on the round after shots are fired and the second enters on round following. The Cops can decide in which order the Van and Chopper enter. These two units are irreplaceable and if destroyed the cops do not get any more. The units may enter on any side of the board. The van must enter on a road whereas the helicopter may enter at any height desired. The helicopter can drop a unit off on top of buildings. Each SWAT vehicle is driven by a generic SWAT member who will not get out of the vehicle unless it is destroyed. If this happens attach the driver to his SWAT unit and arm him with an M4.

Security Guard

Use the stats for a Police patrolman. The security guard may not fire until he is attacked. If he is dealt a card that is higher than the Robbers he must go On Hold. He will not be much opposition to the Robbers but if they shoot him the Cops will be able to use lethal force as soon as that happens and the SWAT will be called in (see the Take-down above). If the Robbers assign one of their figures to cover the security guard he will stay on Hold and not attack until they attempt to attack him at which point he will open fire. The Robbers can also attempt to subdue him with the butts of their guns which do Str+d4 damage. However, if the security guard successfully interrupts the robbers and opens fire then the Cops outside will hear shots fired and can open up.

End Game

The A-Team leader of the Robbers rolls a d10 after the 6th turn (each turn is one countdown from the Ace to the Deuce). On a 10, the battle is over. On the next turn, the game ends on a roll of 9 or 10, and so on. A roll of 1 means the battle continues for another turn regardless of the current count.

Setting rules

Drawing a Weapon

Drawing a Weapon does not incur a -2 Multi-Action penalty. This includes grenades.

Doors

It costs 2 points of Pace to open or close a door of any kind including a car door.

Bail Out!!

Anyone getting out of a vehicle that has moved this round, even if it has stopped moving by the time that they exit the

vehicle takes damage as if they had jumped out of a moving vehicle.

Start 'er up

It takes a full action to start a car but this action can be combined with a multi-action penalty for the Driving skill if the driver wants to move in the same round. Starting a car does not require a skill roll of any kind unless it needs to be hot-wired. Hot-wiring a car requires a Smarts roll at -2.

Grab a Car

It is not necessary to keep track of all the parked cars on the city street. If the robbers need to grab another vehicle they can get one on any street with the a random roll of a d6. Once per round either Robber can roll a d6, if the roll comes up a 1, there are no cars available. If the dice roll comes up a 6 it is a mini-van or SUV large enough to fit the whole team and any other roll is a sedan that only seats 4. Sedans and SUVs must be hot-wired. This is not an attribute roll and bennies cannot be spent to re-roll it. The vehicle is adjacent to one of the Robber figures.

If the robbers steal a cop car of any kind it can carry up to 4 bags of cash. If they steal the SWAT van or chopper it can carry as many bags as they can carry to it.

Cover

Most streets will have cover available in the form of parked cars, park benches, bus stops, garbage cans and other urban accoutrements. Anyone looking for cover can specify half cover from any one direction if they do not move this round and it seems reasonable.

Marksman

The bonus from Marksman applies if the shooter is a passenger in a vehicle and has not personally moved in this round even if the vehicle itself has moved. Getting up from the ground or opening a door counts as movement.

Armor

Everyone except the SWAT team has incomplete armor. That means that called shots to the heads and arms will avoid armor against both Cops and Robbers, but not SWAT.

Road Block

If a car is parked in the road it requires a driving check to get around it. If two cars are parked across the road nose to nose a car trying to drive around them must do so at a -2 Driving roll.



The Game's the Thing

a podcast about tabletop games

Ron & Veronica Blessing's podcast that often covers Savage Worlds with fantastic interviews and insight.

Check it out at <http://www.thegamesthething.com>

Team A(4)

This team's responsibility is to secure the interior of the bank and get the money into the cars.

Team Lead A(WC)

This is the guy who came up with the plan and he's the one leading the show.

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

Skills: Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d12, Swimming d6, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

Edges: Command, Dodge, Level Headed, Marksman.

Gear: Body Armor, M9(12/24/48; ROF1; 2d6; AP1), M4(20/40/80; ROF3; 2d8; AP2; 3RB)

Ammo: Very High

Veterans (3)

This group of hard nosed criminals are veterans of combat with a very loose moral code. One of these men is a Combat medic.

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

Skills: Driving d6, Fighting d10, Shooting d10, Swimming d6, Throwing d10

Pace: 6; **Parry:** 7; **Toughness:** 5 (7/9 vs. Bullets)

Edges: Dodge, Marksman.

Gear: All: Body Armor, M9(12/24/48; ROF1; 2d6; AP1), M4(20/40/80; ROF3; 2d8; AP2; 3RB)

Ammo: Very High

Stolen Sedan

It takes an action to hot-wire a car. There might be some Credence in the deck, but nothing else of value.

Acc/Top Speed: 20/40; **Toughness:** 11 (3); **Crew:** 1+3;

Notes: Can only fit 4 bags of money inside, must be stolen off the street during the mission

Team B (4)

Team B is in charge of securing the outside of the bank and making sure the get-away vehicle is kept safe, with a clear line of escape.

Team Lead B(WC)

This guy is brother in arms to Team Lead A. He will not leave his buddies unless things go very badly.

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

Skills: Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d12, Swimming d6, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

Edges: Command, Dodge, Marksman, Quick.

Gear: Body Armor, M9(12/24/48; ROF1; 2d6; AP1), M4(20/40/80; ROF3; 2d8; AP2; 3RB)

Ammo: Very High

Veterans (3)

This group of hard nosed criminals are veterans of combat with a very loose moral code. One of these men is a Combat medic.

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

Skills: Driving d6, Fighting d10, Shooting d10, Swimming d6, Throwing d10

Pace: 6; **Parry:** 7; **Toughness:** 5 (7/9 vs. Bullets)

Edges: Dodge, Marksman.

Gear: All: Body Armor, M9(12/24/48; ROF1; 2d6; AP1), M4(20/40/80; ROF3; 2d8; AP2; 3RB)

Ammo: Very High

Get Away Vehicle

This large SUV has ample seating for 8 large men and as many bags of money as they can load into it.

Acc/Top Speed: 20/40; **Toughness:** 14 (3); **Crew:** 1+7;
Notes: Airbags; Unlimited cargo capacity; Four Wheel Drive.



Unmarked Patrol Car Unit #1 (2)

Police Lieutenant (WC)

This combat veteran came home from the war and took a job in his home town. It has been a long time since he heard shots fired in anger let alone from military weapons. As a warrior who was never wounded in battle he is not foolish enough to simply run face first into gunfire. He will wait for back up to arrive and attempt to set up road blocks to prevent the robbers from escaping.

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

Skills: Driving d10, Fighting d8, Knowledge: Battle d6, Shooting d10, Swimming d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. bullets)

Edges: Command, Dodge, Marksman

Gear: Body Armor, Desert Eagle (15/30/60; ROF1; 2d8; AP2)

Ammo: High



Lieutenant's Partner

This guy is a grizzled old police veteran who is only 2 months away from retiring. He has a wife, two kids in college and a boat he's been fixing up parked in his driveway.

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

Skills: Driving d8, Fighting d8, Shooting d8, Swimming d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. bullets)

Edges: Dodge.

Gear: Body Armor, M9(12/24/48; ROF1; 2d6; AP1), M870 Shotgun(12/24/48; ROF1; 1-3d6)

Ammo: Low

Unmarked Squad Car (1)

These drab colored unmarked Police cars are sometimes called Undercover cars. They usually contain a shotgun for extra firepower. They also tend to lose hubcaps every time they skid around a corner.

Acc/Top Speed: 20/50; **Toughness:** 12(3); **Crew:** 1+4

Notes: Airbags, detachable dashboard siren

Unmarked Patrol Car Unit #2 (2)

Police Lieutenant (WC)

This combat veteran came home from the war with a bullet in his leg. He knows how it feels to get shot, and he's going to do his best to make sure it's only bad guys who take a bullet today.

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

Skills: Driving d10, Fighting d8, Knowledge: Battle d6, Shooting d10, Swimming d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. bullets)

Edges: Command, Dodge, Marksman.

Gear: Body Armor, Desert Eagle (15/30/60; ROF1; 2d8; AP 2)

Ammo: High

Lieutenant's Partner

This plucky female has worked her way up through the ranks and wont take flak from any pigheaded males who think she should stick to woman's work.

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

Skills: Driving d8, Fighting d8, Shooting d8, Swimming d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. bullets)

Edges: Dodge.

Gear: Body Armor, M9(12/24/48; ROF1; 2d6; AP1), M870 Shotgun(12/24/48; ROF1;1-3d6)

Ammo: Low

Unmarked Squad Car (1)

These drab colored unmarked Police cars are sometimes called Undercover cars. They usually contain a shotgun for extra firepower. They also tend to lose hubcaps every time they skid around a corner.

Acc/Top Speed: 20/50; **Toughness:** 12(3); **Crew:** 1+4

Notes: Airbags, detachable dashboard siren

Police Patrol (2)

Police Officers(2)

The average police officer while not exactly an expert marksman has spent more than a few hours on the shooting range. Give him a baton and a belligerent drunk to apprehend though and watch him shine.

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

Skills: Driving d8, Fighting d8, Shooting d6, Swimming d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. bullets)

Edges: Dodge.

Gear: Body Armor, M9(12/24/48; ROF1; 2d6; AP1) x2, M870 shotgun M870(12/24/48; ROF1; 1-3d6), Baton

(Str+d4, Parry +1)

Ammo: Low

Squad Car (1)

Police cars are the principal method of transportation for Police, and usually contain a shotgun for extra firepower.

Acc/Top Speed: 20/50; **Toughness:** 12(3); **Crew:** 1+4

Notes: Airbags

Patrol Bike (1)

Patrol Bikes are used to follow suspects into tight areas and are useful as high speed interceptors .

Acc/Top Speed: 20/56; **Toughness:** 8(2); **Crew:** 1

SWAT Team (4)

The Springfield Police department has a well trained group of officers on call for the Special Weapons and Tactics team. These are highly trained to deal with any terrorist or criminal threats.



SWAT Sniper (WC)

SWAT Snipers provide cover for entry teams from nearby positions in helicopters or on rooftops.

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

Skills: Driving d8, Fighting d8, Shooting d10, Swimming d6, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. bullets)

Edges: Dodge, Marksman.

Gear: Gas Mask, 2 Flashbang Grenades, M9(12/24/48; ROF1; 2d6; AP1), L96A1(40/80/160; ROF1; 2d8+1; AP2, Scope)

Ammo: High

SWAT Member

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

Skills: Driving d8, Fighting d8, Shooting d8, Swimming d6, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. bullets)

Edges: Dodge, Marksman.

Gear: All: Body Armor, Gas Mask x3, 2 Flashbang Grenades, M9(12/24/48; ROF1; 2d6; AP1), M4(20/40/80; ROF3; 2d8; AP2; 3RB) x3; M79(24/48/96; ROF1)x1 with Tear Gas Grenades,

Pepper Spray, Baton (Str+d4, Parry +1), Riot Shield x1

Ammo: High

Tear Gas Grenades 5/10/20

Anyone underneath the LBT not wearing a Gas Mask must make a Vigor check at -2 or become shaken. Models equipped with Gas Masks are immune to Tear Gas.

Pepper Spray 2/4/8

It is fired as normal with a range of. Anyone hit must make a Vigor check at -2 or become Shaken.

Flashbang Grenades 5/10/20

Anyone caught under the LBT that is in line of sight must make an Agility check at -2 or become Shaken for 1d6 rounds.

SWAT Van (1)

This SWAT Van is a large sport utility vehicle with SWAT written in bright yellow letters on its side

Acc/Top Speed: 20/40; **Toughness:** 14(3); **Crew:** 1+7

Notes: Airbags, lots of ammo

Huey, Unarmed (1)

Acc/Top Speed: 15/48; **Climb:** 15; **Toughness:** 14(2); **Crew:** 4+12

Notes: Spotlight



Cops and Robbers: Freak Accidents

Freak events are bizarre occurrences that can never be planned on. Roll 1d20 on the table below. Unless stated otherwise the effect ends when the next Joker is drawn.

1) Rain Storm: A sudden storm rolls in. Rain begins to pour and visibility is limited to 12". All attack and driving rolls are at -1.

2) Fire! Fire breaks out on the board! Roll randomly among the buildings. The entire building catches fire this round and causes 2d6 damage to everything within. The fire continues for the rest of the game— unless a storm comes, which quenches it immediately. At the beginning of each turn thereafter, roll 1d6 for each flammable structure within 4" (adjacent buildings, parked vehicles, etc.). On a 6, that structure catches fire as well. Check to see if these new fires spread in the following rounds.

3) Blood Ties: One of the Wild Cards on the other side is related or has some other special bond with one of your heroes (a Wild Card of your choice). For the rest of the battle, these two won't attack each other directly unless there are no other targets on the board.

4) Death of a Hero: The next time one of your Wild Cards dies, his noble sacrifice triggers new resolve in his companions— or bone-chilling dread. When your next Wild Card is Incapacitated, roll a die. Odd, the rest of your force is inspired by his legacy and adds +1 to all their rolls until another of your Wild Cards is killed. If the result is even, your force is filled with dread. They subtract -1 from all their rolls for the rest of the game until an enemy Wild Card is slain.

5) Fickle Fate: Fate favors the underdog. The side with the fewest bennies draws until it has the same number as their foe. Place these in the common pool.

6) Back from the Dead: One of your dead was just knocked unconscious. He returns in the spot where he fell. If this is a Wild Card, he returns with but a single wound.

7) Blazing Heat: The weather heats up and all troops become tired or bogged down. Reduce their running rolls by half for the rest of the game.

8) Battle Tested: Any one of your units improves any one skill or attribute a die type immediately.

9) The Fog: Dense fog, mist, or smoke rolls or drifts over the battlefield. Place two connected Large Burst Templates at the center of one randomly determined board edge. The fog drifts 2d6" each round in a random direction (roll a d12 and read it like a clock facing). The fog 'bounces' if it hits an edge in a random direction (so that it never leaves the field.).

10) Reinforcements: A much needed unit arrives on the field of battle! Place these troops in your deployment area. They act on the Joker this round and are dealt in normally hereafter. For the Robbers this is a group of 4 Veterans.

For the Cops this is another SWAT van with the typical SWAT team inside.

11) Double Damage: Someone is gonna get a hurtin! One of the figures in a unit does double damage on their next attack. The figure which does the damage can be chosen after attack rolls are made so that if they miss another figure can be chosen. If you get to your last figure and all of them missed, you suck.

12) Civilians: A group of 1d6 civilians has wandered into the battle. They enter the table from a random edge, attempting to cross to the opposite side. Cops may not harm the civilians, but Robbers may use them as cover.

Civilians

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

Skills: None

Pace: 6; **Parry:** 2; **Toughness:** 5

Notes: If a Prisoner is killed, the player who did so loses one Victory Point.

13) Oh Man, I Don't Feel so Good: Fast food and bad nerves are never a good combination. One of your units has a case of the trots or worse. All their rolls are at -2 and they give off a very foul odor until the next Joker is dealt.

14) Informant: You've gained some critical intel on your opponent's plans. You may choose to disallow your opponent from using bennies on a single roll.

15) Dust Storm: A vicious dust storm has engulfed Springfield, tearing at the combatants as well as making driving and target acquisition extremely difficult. All rolls to hit are at -2, and targets aren't visible beyond 10". In addition, all models suffer a -2 penalty on all rolls due to the effort of moving through the storm.

16) Don't Shoot! I wanna talk!: Your side has negotiated a temporary cease fire for an entire round. No attacks may be made by either side until after this unit's next turn.

17) Combat Fatigue: Choose one enemy unit. That unit is suffering from the stress of combat and is now at -2 on all Morale checks.

18) In God We Trust: All that praying must have worked! The unit gains a free benny.

19) Tornado: A swirling tornado has covered the battlefield. All rolls to hit are at -2, and targets aren't visible beyond 10". All movement (except indoors) counts as Difficult Ground for all infantry and Vehicles. Infantry suffer a -1 modifier to all rolls (including running dice) due to the effort of moving through the storm.

20) Thousand Yard Stare: One of your units has become completely acclimatized to warfare, and is immune to Morale Checks for the rest of the battle.

GET LEON!

by A. Coleman

Photos courtesy www.backofbeyond.de

From Wikipedia: On May 24, 1940, Trotsky survived a raid on his home by Stalinist assassins led by GPU agent Iosif Grigulevich, Mexican painter and Stalinist David Alfaro Siqueiros, and Vittorio Vidale.

Mexico City-May 23rd, 1940. Comrade Grigulevich couldn't believe his ears. Maybe it was the tequila talking (what he wouldn't give for some vodka from the Motherland right now), but he could have sworn that he had just heard Comrad Siquerios propose that they assassinate Leon Trotsky. Grigulevich put his drink down and leaned in to hear the conversation that Siquerios was having Comrade Vitale.



"I'm telling you, word on the street is that Trotsky has a new girlfriend, and the old girlfriend is not happy. In fact, she may be unhappy enough to show us the secret way into his compound." slurred the painter.

This was news to the Russian. He had long been seeking the location of the rumored secret tunnel into the traitor's compound. An idea slowly began to take shape in his head..... He just hoped he could bring it to fruition before the Mexican police found out.

The Board

The board can be any sort of Mexican village or city set up on a 6 X 4 table. There may be a herd of cattle corralled somewhere in the town. A main street runs through the middle to the Trotsky compound on one end. The compound may be entered by one of three ways:

- 1) The secret tunnel. It takes two full turns to get through the tunnel and into the compound.
- 2) Over the wall. This requires a successful climbing roll. The top of the wall is made of shredded glass. All figures going over the wall take 1d6 damage.
- 3) Through the front gate. The gate may either be rammed by driving a large truck into it, or blowing it open with explosives.

Each Communist faction is allowed to place three "chance" tokens on the table. These represent a variety of good and bad things. Use a separate deck of Ace through 9 to represent these events. When a figure is touching a token, they are allowed to draw one card from the deck per token. The following events result from activating a token:

- 1) Mexican policeman armed with rifle.
- 2) Mexican policeman armed with pistol.
- 3) Mexican policeman armed with SMG.
- 4) A case of tequila suitable for Molotov cocktails (or blowing up the gate)
- 5) A truck, with the keys in it.
- 6) Natasha, Leon's ex-girlfriend (Knows the tunnel exit).
- 7) Nothing.
- 8) Nothing.
- 9) Nothing.

The Compound

Trotsky is heavily guarded. The walls should be high enough to prevent anyone that is standing on the ground from being able to see in or out. There should also be at least two buildings, a barracks and the residence. The residence is at least two stories high, and the second story should be higher than the fence. This allows Trotsky to post a rooftop sniper. The tunnel exit should be closer to the residence than it is to the barracks.



The Assassins

Iosif Grigulevich, armed with a pistol, and four Soviets armed with rifles

[Vittorio Vidale](#), armed with a pistol, and four Italian Communists armed with a variety of SMG's and rifles.

Mexican painter and Stalinist [David Alfaro Siqueiros](#), armed with a pistol, and four Mexicans, all armed with pistols.

NOTE: The Mexicans purposely start more lightly armed than the other groups. Hopefully this will be offset during the game by the Mexican police as:

- 1) They do not like foreigners and will attack the Italians and the Soviets and
- 2) Siqueiros has many relatives in the Mexican police department. If he or his group encounter a Mexican policeman, the policeman will not attack and will join the group if Siqueiros passes a Persuasion roll (use Intimidation).

The Showdown! Sheets

The sheets on the following pages are designed to be cut in half and handed out to each player

The Trotsky Compound

The Red Guard (8)

Agility	D6
Smarts	D6
Spirit	D6
Strength	D6
Vigor	D6
Fighting	D6
Guts	D6
Climbing	D6
Intimidation	D4
Notice	D4
Shooting	D6
Stealth	D4
Parry	5
Driving	D4
Throwing	D6
Toughness	4

Rock n Roll +1

Rifles,Knives

Leon (WC)

Agility	D4
Smarts	D4
Spirit	D4
Strength	D4
Vigor	D4
Fighting	D4
Guts	D4
Climbing	D4
Intimidation	D4
Notice	D4
Shooting	D4
Stealth	D4
Parry	3
Driving	D4
Throwing	D4
Toughness	5

Wang Chung (WC)

Agility	D8
Smarts	D6
Spirit	D10
Strength	D10
Vigor	D8
Fighting	D10
Guts	D8
Climbing	D4
Intimidation	D10
Notice	D6
Shooting	D4
Stealth	D6
Parry	9
Driving	D4
Throwing	D6
Toughness	7

Rock n Roll +1

Sword

Lucinda(WC)

Agility	D8
Smarts	D6
Spirit	D8
Strength	D8
Vigor	D8
Fighting	D8
Guts	D6
Climbing	D6
Intimidation	D6
Notice	D4
Shooting	D8
Stealth	D4
Parry	5
Driving	D4
Throwing	D6
Toughness	6
Rifle	

WeaponStats

	ROF	Range	Damage
Rifles	1	24/48/96	2D8
Pistol	1	12/24/48	2D6
Knife	1		Strength +1
Lewis Gun	6	12/24/48	2D6+2

Potential Weapons

Grenade		5/10/20	3D6-2
Sword		1	Strength +3
SMG	3	12/24/48	2D6



The new American girlfriend

8 soldiers as follows:

- 1) One rooftop sniper.
- 2) Two guards at the gate.
- 3) Four "off duty" in the barracks.
- 4) One on random patrol in the compound.



Trotsky

The Soviets

You need to show these New World Communists how it's done!

Soldiers (4)

Agility	D8
Smarts	D6
Spirit	D8
Strength	D8
Vigor	D8
Fighting	D8
Guts	D6
Climbing	D6
Intimidation	D6
Notice	D4
Shooting	D6
Stealth	D4
Parry	5
Driving	D4
Throwing	D6
Toughness	6
Autofire Penalty	
Rifles, Knives	

Iosif (WC)

Agility	D8
Smarts	D8
Spirit	D8
Strength	D8
Vigor	D8
Fighting	D8
Guts	D8
Climbing	D6
Intimidation	D8
Notice	D8
Shooting	D8
Stealth	D6
Parry	6
Driving	D6
Throwing	D6
Toughness	D6
Rock 'n' Roll (+2)	
Pistol, knife	

WeaponStats

	ROF	Range	Damage
Rifles	1	24/48/96	2D8
Pistol	1	12/24/48	2D6
Knife	1		Strength +1

Potential Weapons

Grenade		5/10/20	3D6-2
Sword		1	Strength +3
Lewis Gun	6	12/24/48	2D6+2
SMG	3	12/24/48	2D6



The Italians

Vidale is a former Mobster, now a committed communist, but still has Mafia friends

Goons (4)

Agility	D8
Smarts	D6
Spirit	D8
Strength	D8
Vigor	D8
Fighting	D8
Guts	D6
Climbing	D6
Intimidation	D6
Notice	D4
Shooting	D6
Stealth	D4
Parry	5
Driving	D4
Throwing	D6
Toughness	6
Autofire Penalty	
SMGS, Knives	

Vittorio

Vidale (WC)

Agility	D8
Smarts	D8
Spirit	D8
Strength	D8
Vigor	D8
Fighting	D8
Guts	D8
Climbing	D6
Intimidation	D8
Notice	D8
Shooting	D8
Stealth	D6
Parry	6
Driving	D6
Throwing	D6
Toughness	D6
Rock 'n' Roll (+2)	
Pistol, knife	

WeaponStats

	ROF	Range	Damage
SMG	3	12/24/48	2D6
Pistol	1	12/24/48	2D6
Knife	1		Strength +1

Potential Weapons

Grenade		5/10/20	3D6-2
Sword		1	Strength +3
Lewis Gun	6	12/24/48	2D6+2
Rifles	1	24/48/96	2D8



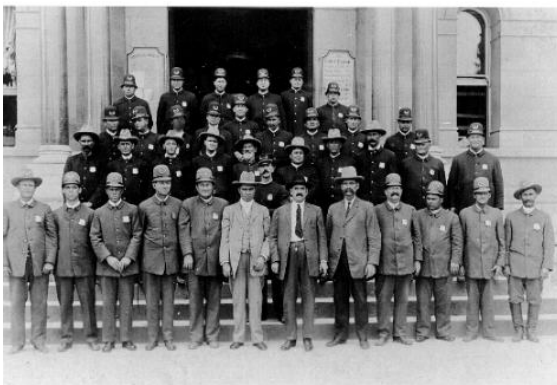
The Mexicans

Related to many members of the Mexican police force, you would not be surprised to find one of your cousins on patrol tonight!

<u>Mexican Painters (4)</u>	-	<u>David Alfaro Siqueiros (WC)</u>	-
Agility	D8	Agility	D8
Smarts	D6	Smarts	D8
Spirit	D8	Spirit	D8
Strength	D8	Strength	D8
Vigor	D8	Vigor	D8
Fighting	D8	Fighting	D8
Guts	D6	Guts	D8
Climbing	D6	Climbing	D6
Intimidation	D6	Intimidation	D8
Notice	D4	Notice	D8
Shooting	D6	Shooting	D8
Stealth	D4	Stealth	D6
Parry	5	Parry	6
Driving	D4	Driving	D6
Throwing	D6	Throwing	D6
Toughness	6	Toughness	D6
Autofire Penalty		Rock 'n' Roll (+2)	
Pistols, Knives		Pistol, knife	

<u>WeaponStats</u>	<u>ROF</u>	<u>Range</u>	<u>Damage</u>
Pistol	1	12/24/48	2D6
Knife	1		Strength +1

<u>Potential Weapons</u>			
Grenade		5/10/20	3D6-2
Sword		1	Strength +3
SMG	3	12/24/48	2D6
Lewis Gun	6	12/24/48	2D6+2
Rifles	1	24/48/96	2D8



Extra Armies

If the GM needs additional factions, here are a couple of suggestions. For each extra army, use the equivalent of 4 Soviet Soldiers and give them a WC equal to losef.

The United States Marine Corps

Enforcing the Monroe Doctrine since 1823!



The Nazis

NAZI'S (every pulp game needs Nazis' causing trouble)



New Recruits

Someone just pop in for game night, but you want to get going right away? Need a quick and dirty, colorful character to add some flavor to your setting? *New Recruits* has got what you're looking for!

The Monster Hunters

by Ryan Shelton (*MountZionRyan*)

These characters have very little background or personality—heck, I didn't even give them names. This was done to allow players to more easily customize them.

This group of Wild Cards are all members of a band. (It's up to you to decide what kind of music they play). None of them are good enough to make it big, but they get by playing clubs and bars. Besides, paying gigs are really just a cover for their real work, hunting monsters.

The Tough (WC)

Crackin' Heads and Kickin' Asses

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

Skills: Driving d6, Fighting d8, Guts d8, Intimidation d8, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Vengeful (major), Stubborn (minor), Big Mouth (minor)

Edges: Quick, Brawny

Gear: Brass Knuckles (Str+d4), Bat (Str+d6)

The Tough's training at Fontana's Gym prepared him for the Golden Gloves, but going 13 rounds in an alley with dead Billy Wilkins was nothing like the sparring in a ring.



Advance Path:

5 Sweep (Unarmed Warrior from Modern Martial Arts Revised or Martial Artist from Deadlands: Reloaded.)

10 Spirit to d8

15 Two Fisted

20 Strength to d10

Private Dick (WC)

One more thing, where were you when Billy Wilkins died?

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

Skills: Fighting d4, Investigation d8, Notice d8, Persuasion d8, Shooting d6, Streetwise d8

Charisma: +2; **Pace:** 5 (d4 running die); **Parry:** 4; **Toughness:** 5

Hindrances: Curious (Major), Loyal (minor), Obese (minor)

Edges: Charismatic, Investigator

Gear: Snub-nose revolver (2d6), fedora, notepad

Private Dick has seen some strange things lately. With his bandmates backing him, may be he'll get to some answers.

Advance Path

5 Connections

10 Vigor to d6

15 Arcane Resistance (with GM approval)

20 Level-headed

The Psychic (WC)

I sense something...wicked!



Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Guts d6, Notice d8, Psionics d10, Repair d6, Taunt d8

Charisma: -3; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Habit (Major), Phobia: fish (minor), Ugly (minor)

Edges: Arcane Background (Psionics), Alertness

Gear: Bottle of pain pills, tool kit

Power Points: 10

Powers: Boost/Lower Trait, (crackling electricity), Bolt (blasts of translucent energy), Elemental Manipulation: Water.

Always a homely kid, The Psychic was bullied as in school. He liked working in his uncle's garage; engines don't care what you face looks like. Then something happened and now he can hit the bullies back...with mind bullets.

Advance Path

5 Power Points (5)

10 New Power (Stun)

15 Fighting to d6, Notice to d10

20 Rapid Recharge

Doc Zen (WC)

Let me patch you up.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d4, Vigor d6

Skills: Guts d8, Healing d10, Notice d6, Persuasion d8, Streetwise d4

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Pacifist (major), Quirk (carries on conversations with dog), Bad Eyes (minor)

Edges: Beast Bond, Healer, Common Bond

Gear: Medical kit (+1 on healing checks)

Ally: Large Dog (use stats on pg. 146 of SW:EX)

Doc Zen gets a thrill from being in the midst of a fight. He just doesn't want to be a combatant.

Advance Path

5 Fighting d4

10 Hard to Kill

15 Healing to d12

20 Combat Reflexes

The Shooter (WC)

This baby? This was my grand-dad's. Carried it in Germany. I call her Bertha.

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

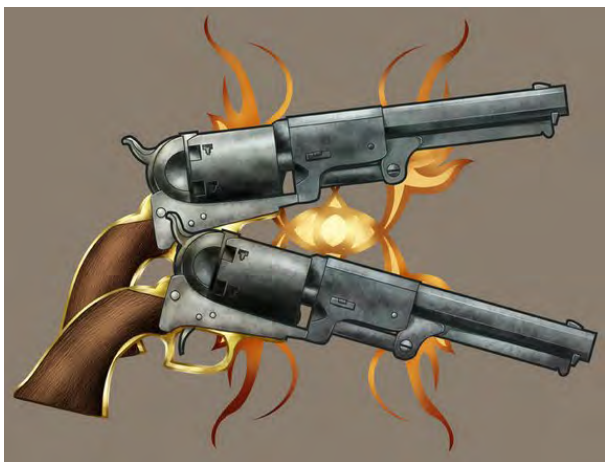
Skills: Driving d6, Fighting d8, Guts d4, Lockpicking d6, Shooting d10, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Overconfident (major), Loyal (minor), Quirk (minor, always "shooting" at people and things with his thumb and forefinger).

Edges: Ambidextrous, Two-Fisted, Trademark Weapon

Gear: 2 Colt 1911s (2d6+1, AP 1, semi-auto) one is Bertha, nickel-plated and ivory handled.



The Shooter loves his guns, especially Bertha. He's also the sneak in the group, until he opens fire.

Advance Path

5 Quick Draw

10 Spirit to d6

15 Shooting to d12

20 Marksman

Happy Halloween from Reality Blurs!

While we have a lot of things in development, I chose to narrow our focus on those products that are either out or are coming out very soon. I apologize in advance if there is some product line or setting you are expected to find more information about. In those instances, I would like to take this opportunity to direct you to our brand new website where my vision is to provide you with more readily available access to setting information and product support.

The latest news, as you might know, is our acquisition of Ravaged Earth. It's been a real pleasure to work with Eric Avedissian and help flesh out his vision and make it a reality. The Ravaged Earth PDF came out on the last day of September, though a lucky handful have the Deluxe Edition books they purchased through our pre-release at Gen Con. Ravaged Earth: The World of High-Powered Pulp comes out in print in November and will be available at your friendly, local game stores or directly through our distributor Studio2.

What is Ravaged Earth? Why it's our take on the aftermath of the War of the Worlds and the impact an alien technology has had on our planet. Already, people have been altered by the Martian metal, Aetherium, and you get to play as one of these special individuals, these Ravaged. I look on it as a pulp playground. You can play a wide variety of campaign style from traditional treasure hunting to Nazi fighting to even, as we reveal in this month's article and adventure, exploration and pursuit of horror. That's where the appeal lies in it for me and hopefully for you. All of the traditional pulp tropes are given a rational underpinning and we give you the world to do with as you will. You'll see seeds of superheroes, hope for the future, and the ever-looming threat of another Martian invasion heralding a second Red War.

Already, we're working on Secrets of Aetherium, a support book for Ravaged Earth that contains a full plot point campaign among other things. What are those other things? Well, you'll have to wait in see, for now it's a secret.

On the RunePunk front, we will be releasing the long awaited DarkSummer Nights before too much longer. This book is a gazetteer on the city borough of DarkSummer in the district of GreyMesa. There are a slew of NPCs and intrigues within the pages, but to get you started we've included a complete adventure that touches upon a number of these elements, so you can begin using DarkSummer right away. What's more, it has a lot of value to show you how to really drill down to the street level of ScatterPoint and provide it with more detail without allowing the immensity of it all to swallow you whole.

Returning to our website for a moment, I'd like to invite you all to give it a once over and again find it a fresh, funny, and informative take on both our product news and developments, as well as my personal insights into the industry. You'll find more news items than the ones listed hear and late-breaking news and product developments on our other lines, such as Realms of Cthulhu and Iron Dynasty. Until then, go grab Ravaged Earth. If you don't have RunePunk, grab it too!

Regards,

Sean Preston



Hardboiled

My last bullet stuns her long enough for me to fall to a knee and grab a broken table leg. This is it. I fail now and I'm Last Call at the blood bar. I try to spout out something snappy but my jaw decides it's had enough. She starts toward me, fangs bared. I spit a wad of blood in her face and it shakes her enough for me to make my move. I grip the table leg and put everything I've got into shoving it into where her black heart should be. I hear a wet crack and her head snaps back as she falls into my arms. She's so cold, cold skin like that warm night we spent together when she hired me...

She walked in my door and I thought Christmas had come early. She was everything an angel should be and all a woman could be. Her pale skin was flawless, her hair like silk. And those lips, her lips were like perfect rose petals. I was still imagining how those lips might taste when she made her play. She wanted to hire me to find out who had killed her brother. I let her know I wasn't cheap. Money, she said, wasn't a problem. I took the job and spent the rest of the night "comforting" her in her time of grief.

The investigation was as easy as connecting the dots, too easy. I'd been given the job all wrapped up with a pretty red bow, but I wasn't in the mood for gifts. I smelled something rotten and like a hungry mutt, I started digging for the source. Turns out the dame stood to inherit the family fortune if her brother was to kick the bucket. What was more interesting was the fact that sis' hadn't been seen during the day in over a month. I had a bad feeling but brushed it off and followed her here to this slaughter house. Seeing her slurping blood from some poor sap the way I knock back the hooch was all I could take. I stepped out and told her the jig was up (not

the brightest idea I've ever had). She leapt at me faster than a cheetah and smacked me harder than I'd ever been hit back during my Prize Fightin' days. This kitten had claws and knew how to use 'em. She picked me up and threw me across the room like a kid tossing a doll. A table was nice enough to break my fall. Somehow, I managed to hold onto my heater so I squeezed off some shots and staggered to my feet...

Her skin is so cold but I feel my own warm when her eyes find mine and she smiles, "I had big plans for you, lover." I force my jaw to work through the pain, "I prefer my hooch from a bottle." She lets out a throaty laugh and the weight from her body grows light. Before my eyes she turns to dust. I'll cash her check in the morning.

Hard Boiled is a world of tough guys and gangsters, two-bit detectives and crooked cops, hot times and cold dames. Mr. Finch downstairs didn't die from an animal attack like the papers say. He was a closet necromancer whose attempt to bring his family back from the grave turned sour. The dancers in your favorite strip joint are hungry for more than just your money. Think you can just lay low when the heat is on, just until things cool down? The shadows have eyes, literally.

Nothing is ever what it seems. Everyone is out for themselves. Temptation is everywhere. Can you resist? Should you? Characters in Hard Boiled will have tough decisions to make. They'll be fighting their own vices and personal demons as well as the men and women who stand in their way. Everyone has a price... what's yours?

<http://www.arborproductions.com/>