

3-Guns & the Big Steal

A Bank Robbery in the Wild West

This Tephra adventure is designed as a quick (2-3 hour) adventure for a group of wandering heroes. It's best suited for 3-5 players at first level.

Background

Inside the town called Douglass City, a gang lead by the infamous "3-Guns Charlie" has seized the Trust Bank and is robbing the vault. It's taken a couple hours to get into the vault, so people are well aware of what's going on. Members of his gang patrol the road outside, well armed and making sure nobody interferes. The town's lone sheriff is currently holed up in his office with his young deputy, nursing some wounds inflicted by the gang.

Overview

The goal of this game is to introduce people to the rules and experience a bit of roleplaying and strategic thinking.

The first combat is a simple one, with the heroes being pitted against a gang of gunfighters outside of the bank.

The second combat is much more complex. A mad scientist with a flamethrower-wielding automaton is inside the bank, and he's using all of the bank employees as human shields. The players will have to either deal with the threats separately or immediately go for the scientist who is controlling the automaton at the risk of hurting the hostages.

The third combat will involve them going down under the bank, to the vault, where 3-Guns Charlie is just getting the vault door open. 3-Guns Charlie is an elven gunman with two mechanical arms. He'll use the vault layout to his advantage and attempt to gun down the heroes.

After the adventure, the surviving heroes will be treated well by the town and will be rewarded kindly, unless of course they failed to protect the hostages...



INTRODUCTION

You've reached Douglass City, a town not hardly large enough to warrant being called a city. It's a dusty, dry day, and the air is blurred from heat rising off the dirt. The town is little more than a single dusty street lined with wooden buildings. There's a small crowd gathering off to the side of one of the buildings and a handful of rough, armed men walking up and down the street.

Looks like trouble.

The Town

The crowd is gathering behind the sheriff's office, and his back door is open. Fearful townspeople cycle in and out. The sheriff is inside, an older gentleman named Thomas Gallagher. He sits fidgeting at his desk, blaming his inaction on the agony of the "crippling wounds" inflicted upon him by the outlaws.

He has a sole deputy named Card, a man who is only 16 and barely worth his salt in a fight. He is a bit presumptuous, however, and scoffs at the sheriff's excuses, eagerly whispering to the party that he was only barely grazed and is simply too afraid to stand up to the gunmen.

Also in the office is the Trust Bank Chairman, a man named Hollace Estherbrook. He's a middle-aged man with a strong moustache and dark hair. He talks smart and holds his chin high. He asks for their help, though does not immediately offer a reward. If pressed, he'll offer them 25 princes each, plus 10 princes per outlaw they take out (per hero). With a good argument or a tier 3 cunning result, he could be talked up to 50 princes each, "but not a single mark more!"

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This adventure is designed for Tephra: the Steampunk RPG using the Clockwork System.

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Rough & Tumble Gunfight



Outside the bank are 4 outlaws. Two slowly walk the front perimeter of the building, rifles in hand, while another stands at the top of the bank's steps. A fourth sits in a chair to the right of the steps, head hung low, his hands resting on the two shiny pistols in his lap. They're not much for talkers - they take threats seriously, they're on edge, and they'll warn people to get off the road quickly or get shot.

The heroes can approach this situation from a variety of angles. There are, however, another 3 outlaws inside the bank who will come outside if there's any commotion or fighting. If the heroes are subtle in their tactics, the outlaws inside the bank will probably just walk outside randomly, though somewhat curious as to what happened to their colleagues.

OUTLAW GUARD

RACE: Human (Evangellessian)

LEVEL: 2/3^{ds} AP: 3

HP: 13 WOUNDS: 8

PRIORITY: +3 SPEED: 25 feet

NOTE: The outlaw guard can draw items for 0 AP.

GUARD

LIGHT LEATHER DUSTER (minimal organic armor)

EVA: +0 DEF: +1

SOAK: 1 | 2 | 3 | 4

ATTACKS

RIFLE (2 AP, 1 AP to ready)

ACC: +2 RANGE: 200 ft.

DAMAGE: 6 | 12 | 18 | 24

REVOLVER (2 AP)

ACC: +2 RANGE: 100 ft.

DAMAGE: 4 | 8 | 12 | 16

SPECIAL ACTIONS

PENETRATING SHOT (Ranged Attack +1 AP)

The outlaw can make a ranged attack that ignores (marksmanship +2: 2 | 4 | 6 | 8) points of damage soak.

SKILLS

AGILITY: +1

BRAWL: +2

EXPERTISE: +1

MARKSMANSHIP: +2 SPIRIT: +0

ATTRIBUTES

BRUTE: +1

CUNNING: +1

DEXTERITY: +3

SCIENCES: +0

REFERENCE

SPECIALTIES: Instant Draw, Penetrating Shot

EQUIPMENT: Rifle (heavy firearm), revolver (medium firearm), ammunition, duster, a handful of princes (1-2 princes each).



Hostages & Flamethrowers

Inside the bank, there's an automaton, a mad scientist named Hank McGridgit, and 3 hostages. The heroes can see inside the bank from the windows outside. The automaton is stored behind the office, obscured from sight. Hank McGridgit is in the back, sitting on a stool with the 3 hostages bound, each sitting on a stool around him.

Hank McGridgit is a rascally looking fellow with big eyes. You can tell that he doesn't eat well, and he has some oddly placed burn marks on his face, probably from loose embers and jumping sparks. He's wearing raggedy overalls and has some crazy looking goggles on. He bides his time leaning close to the hostages and dozing on his position of power, bragging to them about his automaton, which a clever hero may be able to overhear with a tier 3 cunning.

With the hostages surrounding him, his back to the wall, and the desk in front of him, he gains a +6 cover bonus on his evade rolls. Because of the hostages, if anybody shoots at him (trying to just shoot around the hostages), and their accuracy result is 6 or lower, they'll hit one of the hostages. If somebody shoots a hostage for less than 8 damage, the hostage will be injured (roll wounds). If a hostage is hit for 8 damage or more, the hostage will be killed.

HANK MCGRIDGIT

RACE: Human (Evangelical)
 LEVEL: 2 AP: 3
 HP: 16 WOUNDS: 12
 PRIORITY: +0 SPEED: 20 feet

GUARD

METAL-PLATED OVERALLS (medium metal armor)
 EVA: +0 DEF: +0
 SOAK: 3 | 6 | 9 | 12

ATTACKS

REVOLVER (2 AP)
 ACC: +0 RANGE: 100 ft.
 DAMAGE: 4 | 8 | 12 | 16

SKILLS

AGILITY: +1
 AUTOMATA: +5
 ARMSMITH: +3
 GADGETEER: +3
 MARKSMANSHIP: +1 SCIENCES: +11
 RESILIENCE: +1

ATTRIBUTES

BRUTE: +1
 CUNNING: +0
 DEXTERITY: +2
 SPIRIT: +0

REFERENCE

SPECIALTIES: Steam-Powered Crafter, Beta Drive Cores, Learn Augments, Optician

AUGMENTS KNOWN: (goggles) Protective, Tinted, Weatherproof, (automata) Automated Repair System, Fireproof, Reinforced Boiler, Remotely Remote Controlled, Resilient Boiler

EQUIPMENT: Revolver (medium firearm), ammunition, overalls, goggles (Protective Mq.I, Tinted Mq.I, Weatherproof), remote control

MCGRIDGIT'S AUTOMATON

TYPE: Beta Steamer
 WOUNDS: 50 SPEED: 10 feet

GUARD

RIVETED METAL ARMOR (heavy metal armor)
 EVA: -3 DEF: +2
 SOAK: 7 | 14 | 21 | 28

NOTES: Automaton automatically regains 1 wound per turn. The automaton cannot be set on fire.

ATTACKS

FLAMETHROWER (2 AP, hits only adjacent opponents)
 ACC: +0

DAMAGE: 7 | 14 | 21 | 28

NOTES: Depending on the tier of damage dealt, it does that tier of burns to the target (dropping their defense by -1 | -3 | -5 | -7) until their next breather. The flamethrower is mounted inside of the automaton's arm.

Wrapping it Up

If there are no wounded hostages, the hostages will both rejoice and flee after being saved, heading straight for the sheriff's office. They will also inform the heroes that there is a door hidden under the rug. The rug covers a thick metal door that opens to a stairway leading into the basement. The door leads to the vault and 3-Guns Charlie.



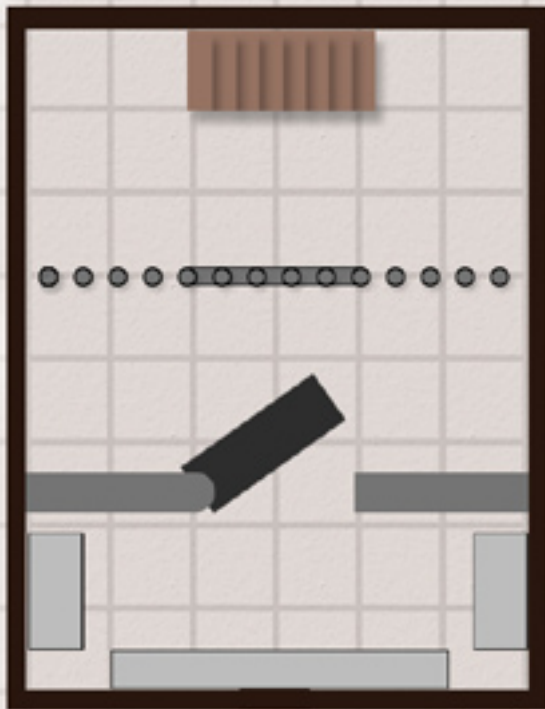
3-Guns Charlie

The stairs lead down into the vault. The vault has a row of metal bars (like a prison) between the stairs and the thick vault door. The vault door is slightly ajar, but the door through the metal bars has been closed and locked.

3-Guns Charlie is down there, a hideous, hulking elf with a giant cloak tossed over him. He's carrying a single double-barreled, sawed-off shotgun. He secretly has two mechanical arms attached to his back, each holding a rifle, though he won't bother keeping them secret for long.

He won't argue or talk much - he's aggressive, angry, and paranoid (what other kind of personality would get two gun-toting arms surgically attached to their back?). He'll use the bars to keep any melee fighters away from him, and he'll hide behind the door (giving him light cover - a +4 on his evade).

The door made from bars can be broken open with a tier 2 brute result or by dealing them over 12 damage in one hit.



VAULT FLOOR



3-GUNS CHARLIE

RACE: Elf (*Evangellesian*)

LEVEL: 4 AP: 4

HP: 44 WOUNDS: 10

PRIORITY: +5 SPEED: 35 feet

NOTES: Can move (*agility +1: 10 | 20 | 30 | 40*) feet per turn for 0 AP. 3-Guns can draw a weapon or item at any time for 0 action points.

GUARD

DUSTER (*minimal organic armor*)

EVA: +0 DEF: +0

SOAK: 1 | 2 | 3 | 4

ATTACKS

DOUBLE-BARRELED SAWED-OFF (2 AP)

ACC: +6 RANGE: 100 ft.

DAMAGE: 5 | 10 | 15 | 20

RIFLES (2 AP)

ACC: +5 RANGE: 200 ft.

DAMAGE: 6 | 12 | 18 | 24

LARGE HUNTING KNIFE (2 AP)

ACC: +5 STK: +4

DAMAGE: 7 | 14 | 21 | 28

SPECIAL ACTIONS

DUAL STRIKES (*Attack, +1 AP per additional attack*)

3-Guns will open with a shot from his sawed-off, then follow up with 2 attacks, each for 1 AP, with his two rifles held by his mechanical arms.

SKILLS

AGILITY: +1

EXPERTISE: +3

MARKSMANSHIP: +8

OVERPOWER: +3

RESILIENCE: +4

SWASHBUCKLING: +3

ATTRIBUTES

BRUTE: +9

CUNNING: +3

DEXTERITY: +12

SPIRIT: -3

SCIENCES: +0

REFERENCE

SPECIALTIES: Dual Strikes, Free Movement, Instant Draw, One-Handing It, Snap Reload, Weapon Appropriations

EQUIPMENT: Double Barreled Sawed-Off (medium firearm, accuracy Mq.I, damaging Mq.I), 2 prosthetic arms, 2 Rifles (heavy firearms), Ammunition, Large Hunting Knife (medium metal melee weapon), 20 primes

Conclusion

Saving Douglas City

Once saved, the Trust Bank Chairman, Hollace Estherbrook, will graciously pay the offered reward. If the heroes insist that the automaton counted as one of the outlaws, ask for a cunning roll. With a tier 2 result, Mister Estherbrook will give in and pay them for the automaton as well. That's a total of 9 outlaws (so 90 princes each, plus their 25 prince base pay), or 10 outlaws if they can convince him that the automaton counted.

The township will treat the heroes quite well, celebrate their victory, and treat them to drinks and food at the saloon.

That is unless the heroes killed any of the hostages. If one of the hostages died, the heroes will be briskly paid and sent away from the town without fanfare. If two hostages died, the chairman will not pay the heroes, and the heroes will be outlawed from the town (perhaps given 24 hours to get far away from town before a bounty is made).

Loot

The gadgets and automaton creations of Hank McGridgit were all pieced together and poorly built. They can barely be sold for parts. The goggles can be used, but 3-Guns Charlie's arms and the automaton won't work well (if at all) within a couple hours of the combat. At their best price, the heroes might be able to get the following:

Automaton: 100 princes

McGridgit's Goggles: 12 princes

Charlie's Arms: 20 princes each

Alternatively, for all of the firearms and other things they can loot, you could just offer the heroes a lump sum of 200 princes for everything.

Stealing from the Bank

There's always the chance that the heroes turn less heroic and jump at the chance to steal from the Trust Bank (since, after all, the vault is wide open and nobody's watching). That's fine, that's their choice - but the Trust is large and powerful, and being outlawed by the Trust leaves a person followed by some rather large bounties.

Experience: 3-4

If the heroes fought through each combat, they get 1 experience point per fight. If they did anything truly awesome, they get a bonus experience point.

Story Rewards

If somebody successfully shot and killed the mad scientist, Hank McGridgit, with a high enough accuracy so that they didn't wound any of the hostages, they receive the following story:

HOSTAGES? NO PROBLEM

ACHIEVEMENT STORY

Whenever a villain is using a poor hostage as a human shield, chances are good that you won't hit the innocent. If you accidentally shoot an innocent person who's unwillingly covering somebody, you may roll one more time for your accuracy, trying to prevent from hitting them again.

If somebody accidentally (or purposefully) shot one of the hostages that Hank McGridgit was using as a bullet shield, they receive the following story:

RECKLESS ENDANGERMENT

ACHIEVEMENT STORY

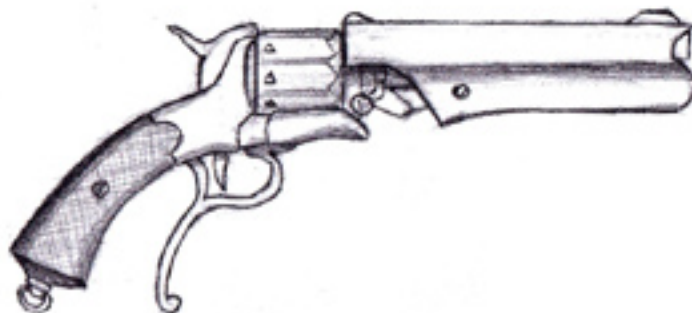
Whenever a villain is using an unfortunate hostage as a human shield, who cares? The cover provided by that innocent is dropped by one degree (from light to poor, or medium to light, et cetera).

If someone chooses to steal from the vault, it won't be long before the Trust notices the missing money. This causes the thief to receive the following story:

UN-TRUST-WORTHY

ACHIEVEMENT STORY

You got on the bad side of the international financial superpower known as the Trust. You can't use any of its services, including withdrawing any money from accounts you had open from them and cashing any bank notes you receive as payment for completed jobs.



BANK

STABLES



GENERAL STORE

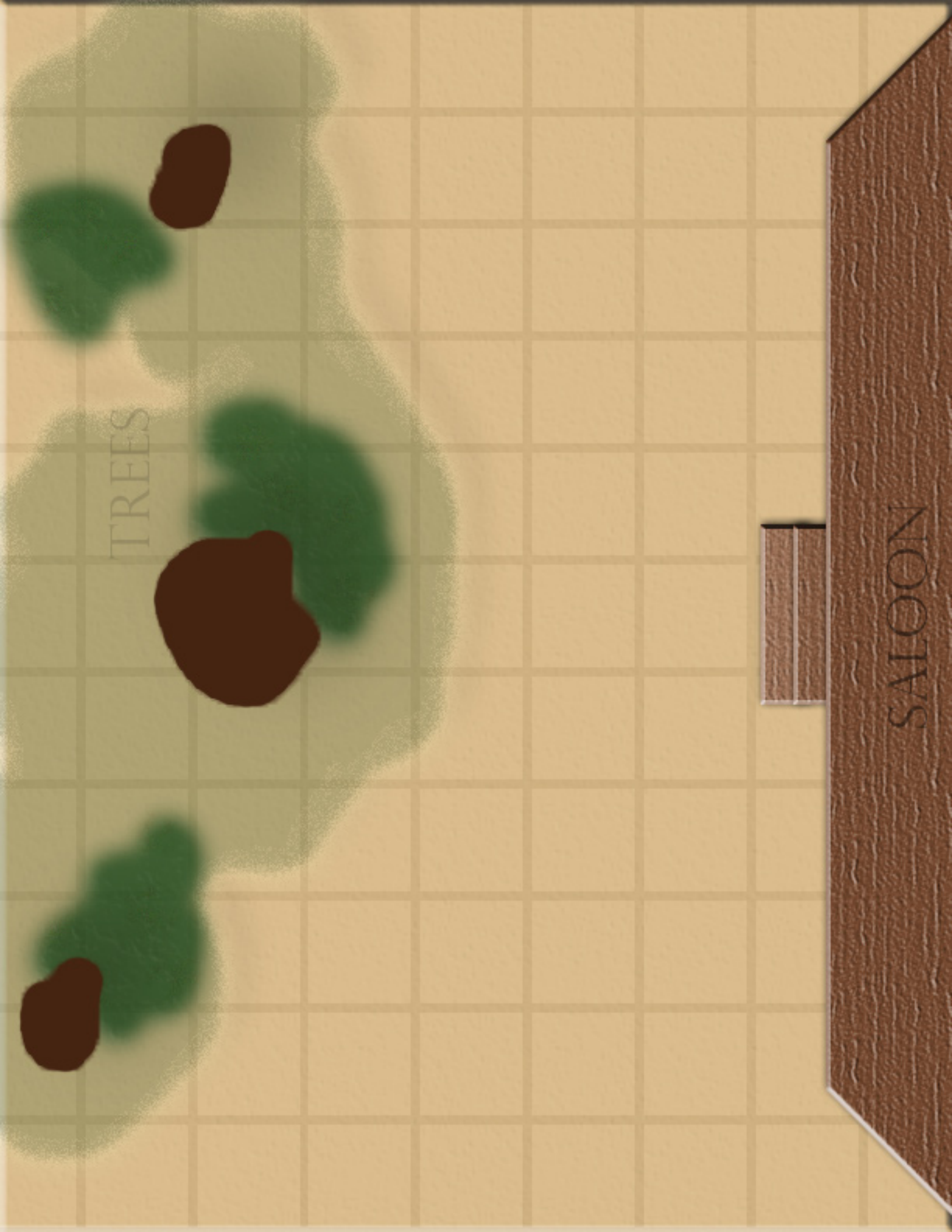
FUR TRADERS

SHERIFF'S

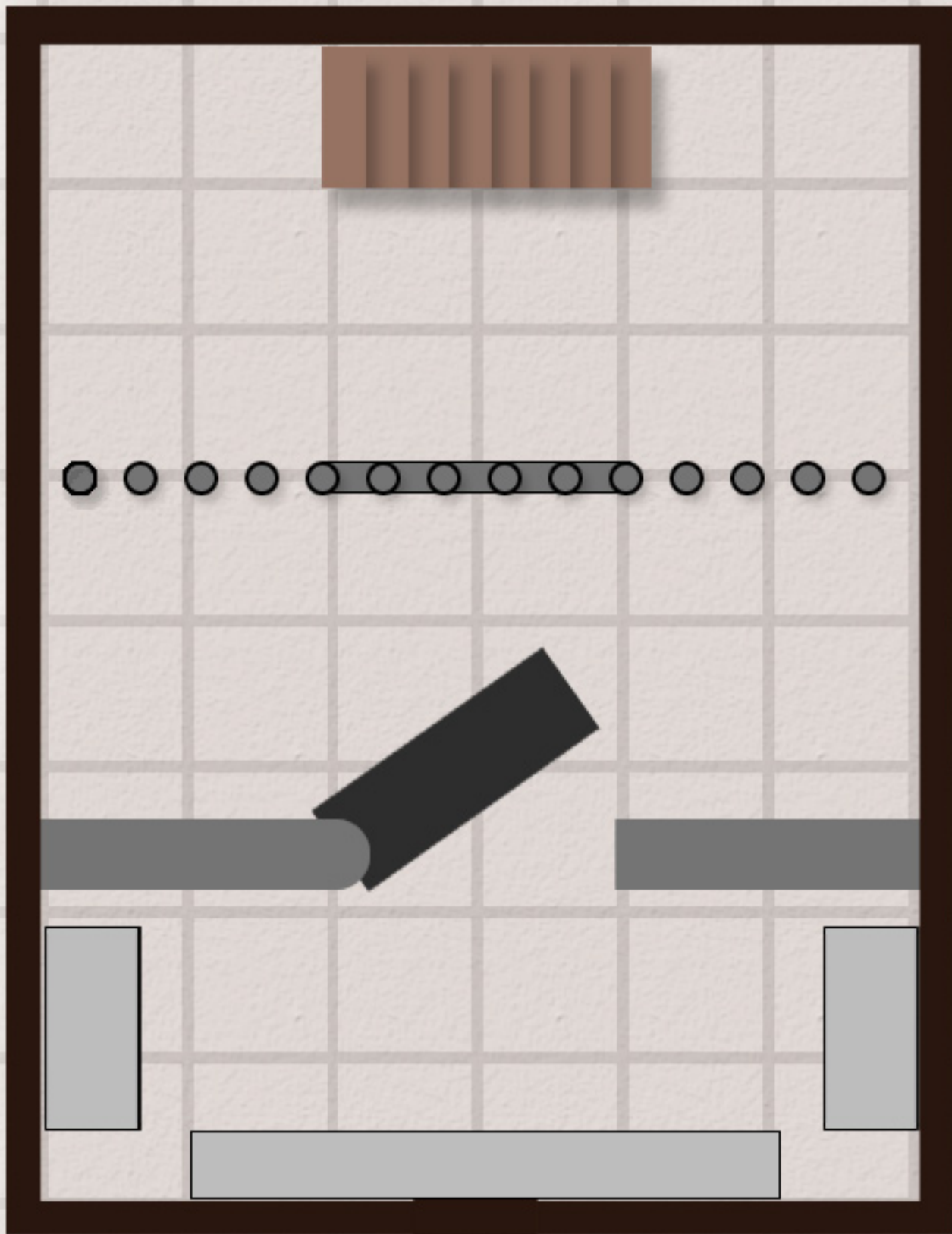


TREES

SALOON







VAULT FLOOR