

THE BEST THINGS

Competition Winning Ace Tale™ for Savage Worlds by Jason Irrgang.

A MISSION FOR NECROPOLIS 2350

OPENING SHOTS

The Lance has been deployed to the farming community of Sumner, the village is in the path of a Rephaim offensive and the Church has decided it would be in its best interest, and would be great PR, if the populace was evacuated and taken to a safe zone. As such, a well-armed convoy has been deployed to the town, along with a camera crew.

The presence of the Church camera crew assures that the Knights have to treat the populace with kid gloves, since footage of the Knights dragging people out of their homes and forcing them onto transports isn't likely to go over well (nor is it likely to hit the air waves, but don't let the players know that. Let them sweat the news team's presence and see what it does to them).

Sumner's village center consists of about two dozen buildings, including a church, general store and other amenities. It's laid out in a simple square pattern with well-defined, but unpaved, streets. The major road through town cuts in from the west and continues eastward,

the convoy is heading eastward further into church-controlled territory.

COMPLICATIONS

About an hour into the evacuation the Lance leader is approached by a Sergeant who is complaining of a complication. He says a doctor, who has set up a makeshift office inside the church nave, is refusing the order to evacuate and that the Lance's presence is required to help defuse the situation. Noticing the commotion, the camera crew attaches itself to the Lance and follows them down the street to the church. Once the Knights are inside, read the following;

As reported by the Sergeant, the city's church has been converted into a makeshift hospital by the local doctor, a man named Preston Webb. There are several wounded townsfolk from outlying farms laying on gurneys and stretchers; the doctor himself is in the back of the nave, behind a curtain that serves as a divider for his clean area. Pulling the curtain aside reveals Doctor Webb frantically administering aid to a wounded woman, who is also apparently in the early stages of giving birth!

Casting an annoyed glance at you, Webb barks out, "Well, if you're going to be tramping all over my OR, band me that retractor, damn it!"

After receiving the requested instrument, Webb returns to work on the woman, who is barely conscious.

If the Knights attempt to persuade him to load up on the convoy with the other evacuees, Webb responds simply.

"This is my patient, and un-

less the almighty himself comes down and tells me to leave, I'm staying right here. The damage is too extensive to risk moving her and she's in the early stages of labor anyways. It's going to be hours before she gives birth to this child and I need to make sure she lives long enough to deliver."

Doctor Webb will absolutely not budge on this point. Any Knights with medical training can make their respective rolls (Healing or Knowledge: Medicine). Success reveals that Webb is telling the truth. Moving a pregnant woman in her condition is dangerous to both the child and the mother.

DECISIONS, DECISIONS

At this point the convoy leader calls for a final head check and makes it clear that he's about ready to roll out with the evacuees. He can't be persuaded to stay much longer, intel indicates that the Rephaim are less than an hour away and moving fast towards the Sumner.

Your players are left with a very critical decision; do they leave with the convoy and the evacuees, leaving Doctor Webb alone with the wounded mother-to-be, or do they stay behind, with no heavy support, in the face of an imminent Rephaim attack.

Don't forget to mention the camera crew that's watching them.

INCOMING!

The remainder of the adventure assumes that the Knights (wo)man up and stay behind to protect Doctor Webb and the pregnant woman.

One of the convoy drivers, a wild Templar by the name of Bennett, who pilots one of the Prophet APCs, promises to come back for the PCs as soon as the evacuees are offloaded.

The leader of the camera crew, impressed with the Lance's bravery, an-



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nounced that he and his team will stay behind as well, to make sure that the players' actions are caught on camera and broadcast to the citizens of the Church.

If the Knights think to try and gather additional equipment for themselves before the convoy rolls out they can get themselves a Dove AT-1 and about half a dozen rockets, as well as about four demo charges. They can also scrounge another two clips per character.

Give the players about five minutes of real time to discuss the particulars of their defense against the upcoming Rephaim and then bring the thunder down on them. The Rephaim advance force, led by a seasoned member of the Ordo Tenebrae and his squad, moves into the city at the head of several squads of zombies and other assorted monstrosities.

The advance force consists of one four-man squad of Dark Knights, led by a Dark Knight officer, three zombies per player, and a pair of Hellhounds for sniffing out any living survivors and scouting through the rubble.

The Dark Knight officer won't hesitate to engage the Knights once he ascertains their location. He'll send his zombies in to absorb the brunt of the players' defenses while he and his squad pepper the church with small arms fire.

If the battle turns against him, the insane officer will retreat to the main force and gather up another platoon of zombies, as well as a captured Judea tank! It takes the officer about an hour to put together another strike team, allowing the characters some time to set up a new ring of defenses.

The Dark Knight officer returns in the early, pre-dawn hours, riding atop his captured Judea tank and flanked by a fresh platoon of zombies (once again, 3 zombies per player).

If the characters don't do something about that tank, he'll reduce the church to rubble in short order. Hopefully they've still got their hands on a few missiles for their scavenged Dove AT-1. Otherwise, they're going to have to think on their feet.

Six rounds into this second combat, several things happen in quick succession.

First, Bennett comes roaring up the road in his Prophet, with a lance of Sergeants sitting on top, laying down fire

with their SMGs as the vehicle moves up the road.

Second, the woman inside the church finally gives birth to her child. The infant's wailing can be heard just outside the doorway. At this point, with the enemy defeated or not, it behooves your Knights to gather up the doctor, woman and infant and run straight for that APC.

If the camera crew survives, the players' heroics will be broadcast on every major channel the Church controls, and maybe even in a few Corporate zones.

TYPICAL DARK KNIGHT

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

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

Pace: 6; **Parry:** 6; **Toughness:** 10(4)

Hindrances: Bloodthirsty

Edges: Combat Reflexes

Gear: Light armor, flechette rifle with 3 mags, 5 monofilament grenades, molecular sword

Special Abilities:

- **Insane:** These insane soldiers are immune to Fear and Intimidation.



OFFICER

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

Skills: Fighting d8, Guts d10, Knowledge (Battle) d6, Notice d8, Riding d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 10(4)

Hindrances: Bloodthirsty

Edges: Combat Reflexes, Command

Gear: Light armor, flechette SMG with 3 magazines, molecular sword

Special Abilities:

- **Insane:** These insane soldiers are immune to Fear and Intimidation.

HELLHOUND

As *Necropolis 2350* book.

ZOMBIE

As *Necropolis 2350* book.

DOCTOR PRESTON WEBB

As Knight Combat Medic, except remove Shooting and Improved Dodge, raise Healing to d10 and change Vow

(Major: Sacred Vows) to Vow (Major: Always protect my patients).

KNIGHT BENNETT

As Knight Vehicle Crew.

SERGEANTS

As *Necropolis 2350* book.

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