



ANGEL DOWN

Competition Winning Ace Tale™ for Savage Worlds by Robert Bickmeier.

A MISSION FOR NECROPOLIS 2350

This mission takes place along the fronts shared by Kobia, the New Territories, and Dead Zone Gamma while the Knights are returning via Angel dropship from behind enemy lines to their Preceptory.

ANGEL DOWN

Knight Vehicle Crew Hiroshi addresses the Senior Knight over headset comms:

“Senior Knight, be advised: we just received a public-channel S.O.S. Our onboard computer identifies the transmission as a BioGen signal from a Dropship code-named Flacon One. How would you like to proceed, Senior Knight?”

Give the players a moment to discuss, then continue:

“Senior Knight, have your men ready for some chops! We’re headed for a pop-up thunderstorm, and there’s no chance of avoiding it!” No later than Knight Hiroshi finishes his sentence,

the Angel begins to rock violently. Without any notice, a deafening crack perforates the air, and Knight Hiroshi frantically yells over your headsets, “We’ve lost engine one! We’re going down. Brace for impact!” The Angel lists sickeningly to one side, then begins spiraling toward the ground. Everything goes black.

The Knights must make Vigor rolls or suffer a level of fatigue from the crash.

Fortunately, the marshy terrain below was yielding, but the burning engine draws Rephaim from miles away.

Heavy rains accompany the storm, obscuring vision. The rainfall stops about 10 minutes after the crash.

Knights who examine the Angel’s computer may make a Smarts roll or a Knowledge (Geography) roll at +2 to use the BioGen signal’s coordinates to identify Falcon-One’s crash site. If the Knights radio for evac, the burnish bush informs the Knights that they need to make their way to a hill approximately three miles southwest of their current position and then call from there.

Afterward, the Knights hear the following broken communication over the Angel’s central comms:

“. . . repeat, Falcon-One has crash landed, need immediate evac. Request fire test Iron Rain at coordinates. . .”

IRON RAIN

Iron Rain is the next-generation of Corporate fire support. Frustrated by seeing Corporate vehicles fall into Rephaim hands, a multi-corporation endeavor developed a long-range electro-magnetic pulse (EMP) weapon that disables all electronic equipment in its target radius.

The weapon has yet to be perfected; for example, its tremendous recharge time limits its use in battle.

Given the priority of the BioGen taskforce’s mission, BioGen has authorized the use of Iron Rain. In approximately three minutes, Iron Rain strikes the area, disabling all electronic equipment including flechette weapons and flamethrowers (which use an electro-quartz ignition system), but not grenade launchers nor shotguns. The Angel dropship has one shotgun in its armory locker.

REPHAIM!

Once the Knights have freed themselves from the wreckage, three squads of Rephaim, numbering two zombies per hero, crest a ridge 50” away, heading toward the Knights. The marsh is difficult terrain.

If the Knights choose to flee from the zombies, Iron Rain strikes before they can get out of range. Otherwise, draw a card at the beginning of each round of combat. If the card shows a black face card, apply the effects of Iron Rain to the Knights’ equipment and the equipment of all incoming Rephaim.

At the beginning of round 5, the Knights may make notice rolls at -2 (Knights actively looking for reinforcements may ignore this penalty) to identify more Rephaim advancing on their location.

At the beginning of each round thereafter, draw a card. If the card shows a black face card, an additional squad of Rephaim appears, advancing toward the Knights.

The Knights need to reach the BioGen crash site to call for evac if they have not already. They can scan the horizon for the crash site from a tree or a hill. The Rephaim will track the Knights across the wilderness, and the WM should remind the Knights that this scenario is likely.

FALCON-ONE

The crash site comes into view after



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a 30-minute march through the marsh. The BioGen squad has abandoned the crash site for the same hill the Knights need to reach for evac.

Searching the smoldering wreckage uncovers a corpse-catcher and one 6mm SMG per Knight, with one magazine each. The on-board systems have all been disabled or damaged from the crash. The passenger compartment contains a steel cage large enough for a human captive.

Searching the area around the crash site reveals a corpse floating face-down in the murky water. Its armor bears the symbol of a Caduceus. The Knights may make a common knowledge roll at -1 or a Knowledge (Corporations) roll at +1 to identify the corpse as a BioGen officer of equivalent rank to a Knight Commander. His wounds suggest that he died in the crash.

BIOGEN ARRIVES

After 20 minutes, the Knights come into view of their rendezvous. The BioGen soldiers have arrived there already, and they observe the Knights' approach. They hail the Knights from 30", telling them to lower their weapons.

If the Knights refuse to comply, the soldiers give no additional warnings before opening fire.

If the Knights comply, the soldiers will allow them to advance up the hill.

The taskforce numbers one soldier per Knight, plus Burke (Bathory's puppet soldier), and a woman in shackles.

The Knights can make a Persuasion roll to use the BioGen radio to call for their own evac. If the Knights ask about the captive, the taskforce's purpose, or Iron Rain, the soldiers will become visibly agitated and dismiss the question.

Burke carries the radio, and attempting to use it provokes him to attack.

In the ensuing battle, Bathory, a captured vampire of Fane Obscuris, may make an Agility roll at -2 to slip her manacles. If successful, she tries to escape. If Burke is killed, she uses *puppet* on another target. At the end of round five, a squad of zombies numbering three per knight climbs the hill and attacks.

AFTERMATH

With their foes defeated, the Knights may confirm their egress via radio, and

an Angel soon appears on the horizon. If captured, Bathory refuses to answer the Knights' questions. She offers power, wealth, and anything else to tempt the Knights' Hindrances and Vows in return for her freedom.



BATHORY, VAMPIRE

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d12, Guts d12, Intimidation d12, Knowledge (Battle) d12, Persuasion d10, Necromancy d10, Stealth d10, Streetwise d10

Pace: 6; **Parry:** 8; **Toughness:** 10

Special Abilities:

* **Arcane Background (Magic):** Bathory knows *armor*, *boost/lower trait*, *dispel*, *mind riding*, *speak language*, and *stun* and has 12 of 40 power points remaining.

* **Bite:** Str+d8.

* **Charm:** Bathory can use the puppet power using Smarts as her arcane skill. She can cast and maintain the power indefinitely, but may only affect one target at a time.

* **Fear (-2):** Opponents must make a guts roll at -2.

* **Greater Undead:** +2 Toughness, +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons. Ignores wound penalties.

* **Improved Frenzy:** Bathory may make two attacks per round without penalty.

* **Improved Level-Headed:** Bathory acts on the best of three cards.

* **Leadership:** Bathory has the Command, Fervor, Hold the Line, and Natural Leader Edges.

* **Sire:** Anyone incapacitated but not killed by Bathory must make a Spirit roll or die and return from the dead as a vampire after 1d4 days.

* **Thermal Vision:** Bathory halves all penalties for bad lighting when attacking a living target or vehicles with their engine running.

BIOGEN SOLDIERS

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

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

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 12(6)

Hindrances: Greedy, Loyal

Edges: Combat Reflexes, Dig In!, Improved Dodge, Nerves of Steel, Rock and Roll

Gear: Medium armor (+6), 12mm ACR with 5 magazines (Range: 30/60/120, Damage: 2d8+1, Auto, 3RB), 5 grenades (Range: 20/40/80, Damage: 3d8, AP 4, MBT), molecular dagger (Str+d4+2, AP2), headset comms, medpac, ID tag

ZOMBIE

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

Skills: Fighting d8, Intimidation d6, Notice d4, Shooting d6, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 7

Gear: Flechette SMG with 2 magazines (Range: 12/24/48, Damage: 2d6+1 AP 2, Auto)

Special Abilities:

* **Claws:** Str+d4

* **Fearless:** Immune to Fear and Intimidation

* **Thermal Vision:** Halves all penalties for bad lighting when attacking a living target or vehicles with their engine running.

* **Undead:** +2 Toughness, +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.

OUT NOW!

