LARGER THAN LIFE

THE GAME OF PULP ADVENTURES

$20

TALL TALES &
THRILLING ADVENTURES

LARGER THAN LIFE

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PROLOGUE

"The large dusky skinned fellow in the corner, that's M'tawbe," the one-eyed bartender said with a nod.

"Does he always carry that axe?" the dour faced European asked.

"Yes, always."

Sir William walked towards the corner as directed, closely followed by his local guide who had sworn that he could speak "all the languages here, boss." Sir William hoped so.

Although sitting, M'tawbe presented an imposing figure. Looking up from his cup, no make that a bowl of wine; he locked eyes with Sir William.

"Mr. M'tawbe?" Sir William extended his hand with a broad smile. M'tawbe lifted the bowl and took a long drink ignoring the gesture of friendship. Sir William cleared his throat. "Yes, well then. Gimez, ask this fellow if he's interested in some work."

Gimez painfully tried to convey the question to the bull of a man and hoped he remembered enough of the language. M'tawbe spoke slow and low with little hint of emotion.

"He says he doesn't work any more. Especially for those from the *autre monde,* not of this world."

Sir William had been taken aback when M'tawbe had let slip what he had believed to be French in his response. Obviously this man wasn't quite what he appeared to be. "Fine. Tell him I wish to go north. To the Musu…"

Gimez frowned when he heard the word *Musu.* What in the heck had he gotten himself into? He told M'tawbe of Sir Williams intentions. The black giant grinned and spoke between smirking lips.

"What did he say?"

Gimez cleared his throat before replying. "He said why go so far to die when you could do it here instead."

Undaunted Sir William pressed on. "Tell him he comes highly recommended. I know he's been there before and if he will take us there again I'll pay whatever he wants."

M'tawbe laughed when Gimez told him what Sir William had said. He took another drink, wiped his mouth and then spoke at some length. Gimez interpreted as he did.

"Yes, I have been there. Many moons ago…no, many lifetimes ago. One does not walk the land of the flesh eaters, the living dead. If he does, he does not return or speak of it. He says he has many children…

grandchildren, and wishes to see them grow old. He says no. He says you do not have what it takes for him to return. He says it takes a *large life man* to go there. Sorry, boss, but he doesn't think you're large enough."

Sir William frowned and stood tall. "Fine, if the savage is afraid to go then we'll just make do. I'll just tell Mr. Fitch …"

"Dario?" M'tawbe lowered his now empty bowl onto the table quickly. "You know Dario Fitch?"

Sir William wasn't sure what had surprised him more. That the large giant had showed obvious emotion or that he had spoken in fluent English. "Yes, he's agreed to take us to Musu," Sir William replied directly. "He's the one that told me to come to you."

M'tawbe stood up and laughed a laugh that made the faint hearted quake. With the power and grace of a leopard he sprang over to Sir William and with a grin lifted him off the floor as a man does a child.

"I too will go to Musu!" M'tawbe returned the slightly shaken European back to the floor. "Come, let us go. We've much to do and it has been many years since I have seen Dario."

The trio strode towards the door unaware of the gaze that followed them.

M'tawbe turned to Gimez and said, "And it is not *large life man*. In English it is…

"LARGER THAN LIFE!"

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And Mary for *not* being a damsel in distress.

INTRODUCTION

Nobody dies in Pulps. Okay, maybe the guy that opened the Ark. He died. But as a general rule the Pulps are pretty bloodless. Not too realistic what with all the shooting, and explosions, and car crashing, and falling from great heights, and…well you know what I mean. But hey, it's the Pulps.

So what exactly are Pulps? It's spaceships, Jungle Lords, intrepid archaeologists, Nazis and seductive spies. Lost cities, underwater adventures and maybe a hard-boiled detective or two.

It's about heroes moving from scene to scene at breakneck speed either on the trail or just a step in front of the bad guys. It's clever cliffhangers that keep you wanting more.

But mostly it's all about the story.

And that's what drives Larger Than Life. In LTL you step into the story and become a Larger Than Life hero. Forsaking the traditional movement system found in most wargames, LTL moves you from scene to scene each with a different challenge. Complete your challenge and move to the next scene. Fail and you're whisked down another road that leads to who knows where. But if you stick to it and if you're lucky you'll complete all the challenges and that'll get you what you wanted from the beginning, a shot at the "Big Bad". The Big Bad, the Evil Genius, or the Villain…we prefer to call him the Yin to your Yang because without the Big Bad there's no story.

And it's all about the story.

Welcome to the world of Larger Than Life.

RULES AND TABLES

Larger Than Life is a simple set of rules when it comes to the mechanics. You will find that after a few games you will rarely refer to the rules using only the Quick Reference Sheets (QRS) instead.

This is a game of high adventure in a Pulp setting but it still has to be realistic or true to the genre. In this vein some of the rules are there to flesh out the characters, while others are required by the game mechanics. It is up to you to decide what you want from the game.

LTL is best played as a story. You can make the story as long or as short as you want. Simply alter the number of "scenes" that you use. The game mechanics are smooth and exist to move the story along. Some of the rules are abstract specifically for this purpose. But like good food LTL follows a recipe so if you find yourself wanting to tweak one mechanic just remember it will change the flavor of the game.

Now, "What about all those tables?" Larger Than Life uses tables to generate tons of info and "what ifs." It's one of the features that make them so easy to play solo. *But you won't need all of them to play.* Most of the tables are there to help you write the story and take you through each scene. For the "how to" and mechanics you can get by with the QRS in the back of the book. It's as easy as that.

SOLO AND SAME-SIDE GAMING

Although LTL is set up for solo or same-side play it plays just as well head-to-head. Simply let the player not playing the Star play the enemy when needed. A fun way to play is have each player be a separate Star but have them all after the same goal.

BEFORE WE BEGIN

This section will help you start playing Larger Than Life and answer some basic questions to get you on your way. The best piece of advice I can give you is *read all the rules before you try and play the game.* If you find yourself with a question just keep reading as the answer is coming down the road.

EQUIPMENT REQUIRED

You will need a few things to play Larger Than Life. They are:

- A flat surface at least 2'x2', with 3'x3' being ideal. Most of the action during the scene will occupy a one to two foot area.

- Something to represent buildings and other terrain features. But as most of the action will take place on a three-foot square you won't need much.

- Any combination of metal, plastic or paper figures in a consistent scale of your choice. But if you desire you can play with just pen and paper.

- Six-sided dice, also known as d6. It is best to have at least six of these but the more you have the better things will play.

- Ruler. Maybe one or two but you won't be using it much.

DICE OR D6

Larger Than Life is played with six-sided dice. These are referred to as d6. The number of dice you roll varies by what they are being used for. All the tables in Larger Than Life indicate how many dice to roll. Sometimes there may be a number such as "1" or "2". This means that you would roll d6 equal to that number.

> *Example – The "Person, Place, or Thing" Table (on page 28) has a "1" in the left hand upper corner. I would roll 1d6 when using this table.*

Sometimes the table may have the word "Rep". This means that you would roll d6 equal to the Reputation of the character taking the test. Reputation or Rep will be explained shortly.

> *Example – The Escape Table (on page 39) has the word Rep in the left hand upper corner. I am a Rep 4 character so would roll 4d6 when using this table.*

Additional d6 may be added to or subtracted from these numbers. This will be explained in greater detail as we go along.

PASSING DICE

You will often see references to passing dice. If the score on the individual die is equal to or less than the target number, the die is said to have passed. If the score exceeds the target number the die is said to have failed. During the game it is possible to pass 2, 1, or 0 dice. Sometimes you may be able to roll 3d6 when the test uses only 2d6. In that case count the best two results.

> *Example: My character has Rep 5. My target number is 5. I roll 2d6 for a test and score a 4 and a 6. As the 4 is equal to or lower than the Target number of 5 I have passed 1d6.*

COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting *successes*. When taking a test that uses this method, such as the Springing the Trap Test (on page 27), a success is any score of 1, 2, or 3. A score of 4, 5, or 6 is a failure.

> *Example: The native dancing girl rolls 4d6 while taking the Springing the Trap Test. She scores 1, 3, 3, and 4. This translates into three successes.*

POSSIBILITIES

You may see numbers in parenthesis such as (1-2). This means that there is a chance of an event happening based on a d6 roll.

> *Example – Actual power may (1-2) rest with the military. This means that on a result of 1 or 2 when rolling 1d6 the military is in power.*

READING AND ADDING THE DICE

And sometimes you simply read the result of the d6 for what it is and add the scores together.

> *Example – On the Metropolis Table (on page 18) I roll a 3 and a 6 for a total of 9.*

FIGURES AND TERRAIN

Literally hundreds of figures can be used with Larger Than Life. The list of manufacturers is endless and there's a ton of periods you can use from jungle natives to World War One soldiers!

You can choose to use metal figures, plastic figures, or even paper figures. Sizes range from 15mm to 54mm and everything in between. The best part is that you can use any of them and still play Larger Than Life. Heck, you can even play the game with just paper and pen if you like! If you don't already have figures you can find them in gaming stores, at gaming conventions, or online. The Miniatures Page http://theminiaturespage.com/ is a great way to find the Web sites of figure manufacturers. Heck, some of your best buys will be found in places like the Dollar Store! Just use your imagination when you shop around.

Finding terrain can be handled the same way or you can build things from scratch. Some very nice paper terrain is available online that will work just fine. I use eBay as one source for terrain. It is also a good way to find painted figures. Hobby Lobby or Michael's Craft Stores have tons of stuff as well.

But you'll soon find out that the action on the table is confined to a two-foot square. Instead of the daunting task of trying to fill a four-foot by six-foot table (where all the action takes place in a two-foot area anyway) you can make some really cool terrain features. Like a jungle Rope Bridge from sticks and twine.

But when it comes to terrain and figures perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group http://games.groups.yahoo.com/group/twohourwargames/ and asking your questions there.

SCALE AND BASING

The easiest way to base 28mm individual foot figures for Larger Than Life is on a 1" square or round base. If you already have figures mounted on square and round bases it's fine as they can be used together.

Mounted figures should be based on a 1" wide base and as deep as needed.

Larger models such as elephants, trucks or dinosaurs may or may not be based. But if you do be sure to use the smallest base they can comfortably fit on.

You should base your figure so that it is facing one flat edge. This defines the unit's front. The opposite edge is the rear and the other two edges are the flanks. If using round bases, consider the actual figure and how it is facing to determine its front, flanks and rear. But don't worry as the game mechanics take flanks and rears into account regardless of how they're based.

LTL is designed to play with 28mm figures. Figures previously mounted for other rule systems or in other scales such as 15mm or 54mm will work. It really doesn't matter.

What matters is playing the game!

"DEAR DIARY" OR THE PLAYER'S JOURNAL

It is a good idea for the player to keep some sort of record about his adventures. Some of the information you should keep would be:

- Info on your Star and other members of your group.
- Where you have been and whom you have met.
- Info on your enemies and friends.
- In general, any information you decide to keep may come in handy in the future.

To assist you in doing this we have provided a character sheet for your use.

PLAYING THE GAME

Before we get started let's explain how the game plays. LTL can best be thought of as an *action movie.* Each player takes on the role of the Star of the movie. The Star, who may have help, moves from scene to scene trying to solve clues that will lead him to the final scene where the objective of the story will be found. This could be the recovery of an item, the rescue of a person, or even the capture of the Big Bad.

Now let's get you into creating your Star and the rest of the cast!

CHARACTERS

Larger Than Life is played with individual figures referred to as characters. This section describes how to generate and outfit the character(s) you will play with.

There are two types of characters: player characters (PCs) and non-player characters (NPCs).

PC OR NPC?

Player characters are those characters that are directly controlled by the player. You decide what they will do and how they will do it.

Non-player characters are those figures that are controlled by the game mechanics. These NPCs may be friendly, hostile, or neutral to the PC depending upon the story.

But whether a character is a PC or NPC they all have their Roles.

ROLES

Larger Than Life has a cinematic feel and can be compared to a movie. As in a movie, each actor in the movie has a Role. There are the Leading Men and Leading Ladies or Stars and less important actors whom we call Extras. But besides the Stars and Extras there are also other members in the cast. Let's explain the Roles and what part they play in the story.

STARS

Basically this is you. *You* are the Star of Larger Than Life and the stories revolve around you and your exploits. As a Star you have a range of advantages over others. This will be covered in the section called Star Advantages found on page 6.

> *Example – I decide my Star is a costumed crime fighter named Captain Action.*

CO-STARS

Co-Stars can be either PCs or NPCs. These can either work with the Star or against him depending upon the story. The Co-Star may have all, some, or none of the Star Advantages dictated by the story or the player.

> *Example – Captain Action is the Star. He has Buckeye Beaver as his Co-Star to help him fight crime. Buckeye has both the Star Power and Larger Than Life Star Advantages.*

LOVE INTEREST

Every Star has a Love Interest. This is the one person that the Star holds closest to his or her heart. It also is his biggest weakness because whenever the Love Interest is in trouble the Star will drop everything or go anywhere to rescue her. In some cases the Star may have a treasured relative instead of a Love Interest.

The Love Interest can also be a Co-Star if desired. She may go with the Star or not. The Love Interest may have all, some, or none of the Star Advantages.

> *Example – Captain Action loves Gayle Goodbody but she has successfully resisted his advances. It doesn't matter because the diabolical Dr. Fee-Foo has kidnapped her and the Captain must immediately go to her rescue. No doubt this will put the Captain in grave danger!*

THE BIG BAD

Some call him a Villain. Others call him the Evil Genius. We just call him misunderstood. The forces of good have the Star and the forces of evil have…the Big Bad.

This is the antagonist that will do all in his or her power to thwart the Star. But turnabout is fair play as it's usually the Star's job to stop the Big Bad. You can't have one without the other. The Big Bad may be a one-time enemy or perhaps a recurring foe that appears in more than one story. It's up to you. Heck, the Big Bad can even be you!

Big Bads will never co-operate with other Big Bads. There's only so much room at the top!

The Big Bad will have all Star Advantages and his elimination or capture always signifies the Final Scene.

> *Example – Captain Action surveyed the wreckage and one thing was for certain. "Buckeye," the Captain said to his youthful companion. "This looks like the work of my arch-enemy, Dr. Fee-Foo!" As if on cue the black auto came careening around the corner guns blazing with the villainous Dr. Fee-Foo at the wheel. Captain Action knew this was the Final Scene!*

FEMME FATALE

While the Star has his Love Interest the Big Bad has his Femme Fatale a very beautiful and highly seductive woman whose purpose is to bend her enemies to her will. The big difference is while the Star will drop everything to save his Love Interest the Big Bad will not. She is merely one of many tools at his disposal and if she is captured, well he was

looking for a Femme Fatale when he found her anyway.

If the Star is a female then the Big Bad may employ a male (Cad) in this role. The Femme Fatale may have all, some, or none of the Star Advantages.

Example – Sasha sashayed up to the guard and smiled prettily. "Oooooo, I love a man in uniform," she said distracting the unwitting guard just long enough to allow Bruno to sneak up behind him and knock him unconscious.

EXTRAS

These are the PCs and NPCs that come and go during the story as needed. To the Star they're called companions while the Big Bad knows them as minions. In any case they are here today and often gone tomorrow, as they do not possess any Star Advantages.

Example – Captain Action watched as the police led Dr. Fee-Foo off to jail. "Good job, Buckeye," he said. "Too bad about ol' Whatshisface."

GROUPS

From the Roles listed previously the Star forms his group. This group can be called a unit if playing a military man or a party if playing as an adventurer. A group can consist of the Star only or may include any of the following.
• Co-Star
• Love Interest
• Extras

Characters can join or leave the group whenever they need to. You may use your whole group in one scene but maybe only a couple of them in the next.

Groups are usually led by the Star but can be led by the Co-Star if the player decides to split the group into two.

STAR ADVANTAGES

Stars in Larger Than Life have five important advantages over most other characters:

• Star Power
• Larger Than Life
• Cheating Death
• Free Will
• Home

Alternatively for a more challenging game players may wish to do away with one or all Star Advantages.

DEATH, DYING, AND BEING KILLED

Like we mentioned at the start, no one dies in Larger Than Life. However, when reading the rules you may find these words being used. In LTL what this *really* means is that the character has suffered so much physical, mental, or emotional trauma that they have no choice but to retire or ride off into the sunset; never to go on an adventure again.

But the good news is that the Star has a few advantages that other characters may not.

STAR POWER

This is one of the most powerful advantages that a Star has in Larger Than Life. But we'll explain this in the Combat section on page 46. Just be sure to read and understand how Star Power works. It could save your life!

Stars begin with a Star Power of 2.

LARGER THAN LIFE (LTL)

The Larger Than Life rule reflects the fact that in Pulps the Star is a larger-than-life character. Here is the rule.

The Star may not be knocked out of the fight by anyone with a lower Rep than his. The worst damage he can receive will be a wounded result with a –1 to his Rep. The Star's Rep is always measured by its value at the start of the story.

Example – Captain Action receives a wounded, Rep reduced by one and out of the fight result. However, since he started the story as a Rep of 4 and the shooter has a Rep of 3 he ignores the out of the fight result but retains the reduction of one because of the wound. For subsequent Larger Than Life rule purposes he will count as Rep 4 regardless of how low his actual Rep may sink due to wounds.

However when the Star uses the Larger Than Life rule he forfeits his next Rep Advancement roll as explained on page 16.

CHEATING DEATH

If a character with equal or greater Rep kills the Star then he is dead. This is when the Star can use his second advantage, Cheating Death.

To cheat death, the player declares his intent and the Star is removed from play or exits the scene, as we

like to say. His involvement in the story is over. In effect, the story ends and a new one must be started. This represents some amazing occurrence that has allowed him to escape certain death but at the cost of failure.

In addition any time a Star uses the Cheating Death rule his starting Rep is reduced by one.

Example: Captain Action, a Rep 5 Star, is caught in a Death Trap. Regardless of how he tries he cannot escape and is killed. However, he decides to use the Cheating Death rule and escapes. His Rep is reduced from 5 to 4 and the story is over.

FREE WILL

This is the primary thing that separates Stars from the others. Look at the Crisis Tests on the Quick Reference Sheets (QRS) in the rear of the book. The table says "Star may choose number of d6 to pass." This means when a Star has to take a Crisis Test he can choose to pass 2, 1, or 0d6. *The only exception is the In Sight Test that the Star must take like everyone else and cannot use Free Will.*

HOME

Home is your character's safe place. It may be where he grew up or where he has set down roots. It's where everyone knows his name and where he will have his Opening Scene. The Star can always go home during the story if desired. Why?

The benefit of being home allows you to recruit as many characters as you want. In effect, you do not have to roll on the Recruits Available Table found on page 17.

Who you want to recruit and what your profession is will go a long way in determining where you live. If you're a Jungle Lord you probably won't be living in a large city like Paris. But you could. Keep this in mind when choosing your home. We suggest that you choose your home after you've fully defined your Star.

DEFINING CHARACTERS

All characters from the biggest Star to the lowest Extra share the following four defining characteristics.

- **REPUTATION** – A numeric expression of the overall ability of the character with the higher the number the better the character can be expected to perform.

- **ATTRIBUTES** – Three abilities that the character possesses.

- **ADVANTAGES AND DISADVANTAGES** – Positive and negative factors that may help or hurt the character.

- **SKILLS** – These are tasks and jobs that a character is proficient at.

Let's cover these in greater detail.

REPUTATION

Reputation (Rep) represents a combination of training, experience, and morale and is an expression of a character's overall quality. Rep has no maximum and can never be lower than 1. Below are brief descriptions of common Reputation levels.

Reputation 7 or higher: Action Heroes, Uber-Big Bads, Dinosaurs and supernatural beings are examples of Rep 7 or higher.

Reputation 6: People of exceptional quality; they are often known worldwide. Facing a Rep 6 Star or Big Bad takes large brass ones.

Reputation 5: Veterans of many adventures or missions. Often battle hardened, long-service soldiers or mercenaries.

Reputation 4: Reliable people of some experience, high in demand Extras and some fledgling Stars.

Reputation 3: Green soldiers or poor-quality folk with little motivation or desire to serve or succeed.

Reputation 2: Uninterested fellows with little ability. Most of the people you encounter on a daily basis.

Reputation 1: Usually reserved for the extremely old or young and those who are sick or infirm.

Stars can start out at any Reputation, but we suggest Rep 4 as a good level.

ATTRIBUTES

Attributes are the inherent characteristics that define who you are. There are three Attributes in LTL. They are:

BRAINS, BRAWN & BRAVADO

Here's a brief description of each Attribute.

BRAINS – This attribute is used whenever the character requires intelligence to perform an action or solve a problem. It may involve the use of an item or tool.

Example – Jonah decides to use medical supplies to apply first aid to the injured person.

BRAWN – This attribute is used whenever the character must perform a physical task or challenge.

Example – Jonah wants to climb a wall.

BRAVADO – This attribute is used when a character is required to interact with another character and may be used against multiple characters at the same time. Using a tool may modify it.

Example – Jonah wants to intimidate the thug so draws his pistol and uses it as a tool.

PRIMARY ATTRIBUTE

Each character possesses all three attributes. Characters must choose one of them to be their primary attribute. The level of that attribute is equal to their Rep.

Example – Boris (Rep 4) chooses Brawn as his primary attribute. He has the Brawn at level 4.

SECONDARY ATTRIBUTES

Secondary attributes are the other two attributes besides the primary one. Characters count their secondary attributes at half their Rep rounded up.

Example – Boris (Rep 4) has the Brains and Bravado at level 2.

ADVANTAGES AND DISADVANTAGES

Advantages and Disadvantages are used to further define the Star and the Big Bad. They will always have them while Co-Stars, Love Interests and Femme Fatales may or may not have them.

ADVANTAGES

These are things that may give the character an advantage or leg up over other characters.

Stars and the Big Bad will always start their lives with a minimum of one Advantage. Players can choose their advantage while a NPC must roll on the Advantage Table.

2	ADVANTAGES

Die Score	Results
2	Photographic Memory
3	Stone Cold
4	Animal
5	Dead Eye
6	Hard As Nails
7	Natural Athlete
8	Fearless
9	Hands of Stone
10	Exudes Confidence
11	Strong Willed
12	Terrifying

Animal: Adds 1d6 when in hand-to-hand combat.

Dead Eye: Add 1d6 when firing a weapon.

Exudes Confidence: Has an air about himself that allows him to add 1d6 when rolling on the Gaining the Upper Hand Test found on page 33.

Fearless: Not subject to Duck Back. Fears no one, not even Terrifying characters.

Hands of Stone: Able to increase all damage he inflicts in hand-to-hand combat by one level.

Hard As Nails: Treat the first result of Out of Fight as Dazed instead.

Natural Athlete: Able to count all Brawn related Skills at one level higher than they actually are.

Photographic Memory: Ability to recall every detail about a person, place, or thing. Allows the user to count the following Skills at one level higher than they actually are.

- Repair
- First Aid
- Gambling
- Forgery

- Lock picking
- Medical
- Surgeon

Stone Cold: Adds 1d6 when taking any Crisis Test counting the score of the best 2d6.

Strong Willed: Ability to withstand great physical and mental stress and demonstrate tremendous willpower. Add 1d6 when the target of all Opposed Task rolls.

Terrifying: Causes Fear in everyone except those with the Fearless Advantage. When a character *fears* an opponent:

• He subtracts 1d6 when meleeing that opponent.

• He subtracts 2d6 when firing at that opponent.

> *This list is not all-inclusive and players are encouraged to create their own and share them with other members on the Two Hour Wargames Group.*

DISADVANTAGES

These are factors that may hamper the character during their adventures.

Stars and the Big Bad will always start with one disadvantage. Players and NPCs must roll on the Disadvantage Table to determine what their disadvantage will be. If the same disadvantage is rolled more than once simply re-roll until a different one is scored.

2	DISADVANTAGES

Score	Results
2	Runt
3	Distinguishing Feature
4	Runt
5	Wuss
6	Nervous Nellie
7	Slow
8	Runt
9	Dumbass
10	Clumsy
11	Drunkard
12	Slow

Runt: Rolls 1d6 less when in hand-to-hand combat.

Distinguishing Feature: Figure has a distinguishing feature like a limp or scar making them easily identifiable. Opposing characters will count any Brain

related Skill at one level higher than it actually is when testing to identify the character.

Clumsy: When rolling for fast moving and doubles are scored he will move the total of the d6 in inches then fall forward prone. He may not get up until next active.

Nervous Nellie: When taking an In Sight Crisis Test and called upon to fire he will do so at –2d6.

Slow: Moves at 2" less when normal moving and only 1/2 the distance of any successful fast moving test.

Dumbass: Roll 1d6 versus the Rep of the character each time he activates.

- If the result is equal or less than the Rep of the character then he behaves as desires.
- If the result is greater than the Rep of the character then he does nothing this activation.
- Any result of "6" is considered to be greater than the Rep.

Wuss: Will only roll 1d6 when taking any Crisis Test except for the In Sight Crisis Test. Stars with this Disadvantage are limited to choosing to pass 1d6 or 0d6 and may not choose to pass 2d6.

Drunkard: Throw 1d6 at start of every Scene. If the score is a "6" or if it is higher than the Rep of the character then the character is drunk. Once it is determined the character is drunk, roll 1d6 and read the result on the Drunk Results Table.

1	DRUNK RESULTS TABLE

Score	Result
1	**Wildman:** When active the character will fast move towards the closest enemy until he makes contact. He is also Hard As Nails, Fearless, and Terrifying while drunk.
2	**Dumbass drunk**: Behave as if a Dumbass.
3	**Staggering drunk:** –1d6" penalty when moving normally and may not fast move.
4	**Dead drunk**: Roll 1d6 at the start of each turn of activation. If the score is a "6" or higher than the Rep of the character he falls passes out and is out of the fight.
5	**Nauseous:** Count -2d6 when firing and -1d6 when in hand-to-hand combat.
6	**Fearless:** Behave as if Fearless.

> *This list is not all-inclusive and players are encouraged to create their own and share them with other members on the Two Hour Wargames Group.*

MULTIPLE ADVANTAGES & DISADVANTAGES

Stars and the Big Bad may have more than one advantage and disadvantage. But for every advantage they have they must have a disadvantage determined as outlined above. The number of advantages they have cannot exceed their original Rep.

> *Example – Captain Action started as a Rep 4. He chose 4 advantages and rolled 4 disadvantages. This is the most he can ever have.*

Co-Stars, Love Interests, and Femme Fatales may have advantages and disadvantages equal to half of their Rep rounded up.

> *Example – Buckeye Beaver started as a Rep 3. He chose 2 advantages and rolled 2 disadvantages.*

SKILLS

Skills are the things that a character can do at a highly proficient level. Every character has day-to-day skills such as driving, cooking, etc. Every character has one special skill that defines who he his. It may not be spectacular but it's not something that *everyone* does.

Extras can only have one special skill.

> *Example – Al is an accountant. He's good with books, more than just balancing the checkbook. Not very exciting but it can be useful to certain people in certain situations.*

Stars, Co-Stars, the Love Interest, the Big Bad, and Femme Fatales also have one special skill but can have other skills as well.

HOW MANY SKILLS

As previously mentioned Extras will have one Skill.

Stars and the Big Bad start with a number of skills equal to their starting Rep. Co-Stars, Love Interests, and Femme Fatales start with a number of skills equal to ½ their starting Rep rounded up.

> *Example – Captain Action is a Rep 4 Star. He starts with 4 skills. Natasha is a Rep 4 Femme Fatale. She starts with 2 skills.*

SKILL PACKAGES

Some characters will have the luxury of choosing Skill Packages based on their professions. These packages are available to Stars, Co-Stars, the Big Bad, Love Interests, and Femme Fatales and are explained in more detail in the section called Professional Skill Packages found on page 13.

SKILLS LIST

Each skill is directly tied to a specific attribute. When the character is created and chooses his skills the starting level of the skill is equal to his Rep if it is a primary attribute skill. If it is not a primary attribute skill then it is equal to half the Rep of the character rounded up.

> *Example – I start Billy Pink (Rep 5) with Brains as his primary attribute. He chooses the Brain related Forgery skill and has it at level 5. However, his starting Swimming skill based on Brawn will only be level 3.*

Here's a list of skills that are directly related to each attribute.

BRAWN SKILLS

- **Acrobatics** – The ability to perform acrobatic maneuvers of strength and balance.

- **Climb** – The ability to climb up walls or trees.

- **Escape artist** – The ability to slip out of ropes or handcuffs.

- **Force** – The ability to force your way through an object such as breaking down a door. Also used when trying to wrest control of an object from another character.

- **Martial Arts** – When in unarmed hand-to-hand combat count as if armed with a melee weapon.

- **Melee** – The ability to engage in hand-to-hand combat with confidence and expertise.

- **Mountaineering** – The ability to climb mountains using special equipment and techniques.

- **Occupation –** Specific job related physical skill such as carpenter.

- **Parachuting** – The ability to pack and use a parachute.

- **Pickpocket** – The ability to remove something from someone's pocket or purse without detection.

- **Primitive weapons** – The ability to use primitive weapons such as swords and bows.

- **Safe cracking** – The ability to open or "crack" a safe without knowing the combination.

- **Shadow /Tail** – The ability to follow someone at a distance in an urban environment without alerting them to your presence.

- **Shooting** - The ability to use modern firearms effectively.

- **Stealth** – The ability to move quietly or sneak past others.

- **Swim** – The ability to swim in and under water.

- **Underwater diving** - The ability to use dive suits.

BRAINS SKILLS

- **Area of Knowledge** – A specific area of expertise not covered by other skills.

- **City Knowledge** – Detailed knowledge of a specific city or locale.

- **Cleve**r – "Smart" as opposed to "intelligent".

- **Cryptography** – The ability to break or make codes to secure informative documents.

- **Culture Knowledge** – Knowledge of the customs of a particular culture.

- **Demolitions** – The ability to use explosives.

- **Disarm traps** – The ability to identify and disarm basic traps.

- **Disguise** – The ability to assume the appearance and mannerisms of someone else. Requires makeup and other tools to be successful.

- **Distilling** – The ability to manufacture alcoholic spirits.

- **Drive** – The ability to drive as a professional racecar driver or criminal "wheel man".

- **First Aid** – The ability to apply basic first aid.

- **Forgery** – The ability to forge documents and signatures.

- **Gambling** – The ability to legally increase the odds of winning when gambling.

- **Gunsmith** – The ability to create and repair modern firearms.

- **Heavy Equipment** – Ability to use bulldozers and other heavy industrial equipment.

- **Horseman** – The ability to ride a horse or similar mount with great success.

- **Hotwire** – The ability to start a vehicle without using a key.

- **Journalism** – The ability to investigate as well as report the news.

- **Know Language** – The ability to read and write a second language like a native.

- **Know Obscure Language** - The ability to read and write a little known or obscure language like a native

- **Lip reading** – The ability to "read lips". Limited to being able to see the lips as they are speaking.

- **Lock picking** – The ability to open simple mechanical locks without the key. Usually requires the use of a "tool".

- **Magic** – The ability to cast magic spells.

- **Medical** – The ability to perform the duties of a physician or similarly trained professional.

- **Occult studies** – Knowledge of arcane writings and workings.

- **Occupation –** Specific job related mental skill such as accountant.

- **Photography** – The ability to produce high quality photographs.

- **Piloting** – The ability to pilot an aircraft.

- **Repair** – The ability to make simple repairs using tools and materials. Player must declare what the player can repair, such as aircraft.

- **Sail** – The ability to navigate and sail a wind driven watercraft.

- **Science** – Professional knowledge of specific science such as chemistry.

- **Surgeon** – The ability to perform complex surgery on people.

- **Tracking** – The ability to trail or track people and animals in an outdoors environment.

BRAVADO SKILLS

- **Act** – The ability to assume the persona of another.

- **Bluff** – The ability to bluff someone or fast-talk your way out of trouble.

- **Conversation** – The ability to carry on a conversation with anyone making them feel at ease and amiable towards the character.

- **Influence** – The ability to cause others to behave, as you wish, by non-threatening means.

- **Interrogate** – The ability to extract information from others by empathy or trickery.

- **Intimidate** – The ability to cause others to behave, as you wish, by threatening means.

- **Hypnotism** – The ability to hypnotize others to be open to simple suggestions.

- **Occupation –** Specific job related interpersonal skill such as public relations.

- **Seduce** – The ability to use your sexuality to influence others into doing as you wish.

- **Social Chameleon** – The ability to blend and move through social circles without attracting attention or suspicion.

- **Streetwise** – The ability to use street smarts to achieve what you desire whether to find something or escape from someone.

- **Ventriloquism** – The ability to throw your voice as well as to perform with a dummy.

These lists are not all inclusive and players are encouraged to create more skills and share them with other members on the Two Hour Wargames Group.

PROFESSIONS

So far we have used the following items to define your characters:

- Star Advantages

- Role

- Reputation

- Attributes

- Advantages and Disadvantages

- Skills

Based on these defining characteristics it is time to decide which profession would be best for him. It's time to choose what your Star will do with his life!

PROFESSION LIST

Here is a list of professions available to your Stars with short descriptions.

ADVENTURER

These guys and gals live for the thrill of adventure. Making discoveries, hunting big game and other exotic pursuits beckon these people. Adventurers are broken down into the following professions.

- **Explorer/Great White Hunter** – Explorers and those that hunt big game/lead safaris. More at home in the wild than in the concrete jungles of the big city.

- **Archaeologist/Treasure Hunter** – Students of the past but with a twist. They seek artifacts and lost treasure for knowledge or profit.

- **Jungle Lord** – Lords of the jungle who reign supreme in the wild areas of the world.

Adventurers use the Adventurer Crisis Table.

LAWMEN

These are the people that protect society from the evils that lurk in the dark. All that stands between civilization and chaos lawmen encompass the following jobs.

- **Lawmen** – From big city cops to local sheriffs this list covers all uniformed lawmen as well as their detectives.

- **G-Man** – Government lawmen such as the FBI or similar national police forces.

- **Private Investigator** – Hardboiled men that will take any case for a price.

- **Crime Fighter/Vigilante** – Solitary men that hunt down criminals to bring them to justice or carry it out themselves. Includes costumed heroes.

Lawmen use the Law Enforcement Crisis Table.

JACK-OF-ALL-TRADES

Similar to adventurers these folks seek employment that constantly keeps them on the edge. These are adrenaline junkies that sometimes care more about the risk than the reward.

- **Pilot** – Daredevil and experienced pilots for hire. Usually have their own plane and specialize in transporting people and things. They fly where "legitimate" airlines won't.

- **Spy** – Masters of smoke and mirrors these brave souls put their lives on the line in the name of national security. Or sometimes for a fat paycheck.

The Jack-Of-All-Trades can use the Adventurer or Law Enforcement Crisis Table but __must__ be declared when the Star is created.

This list is not all-inclusive and players are encouraged to create more professions and share them with other members on the Two Hour Wargames Group.

PROFESSIONAL SKILL PACKAGES

The previous professions are allowed to use the following Professional Skill Packages that combine multiple complimentary skills at a lower cost.

ADVENTURER PACKAGE

Available to Adventurers this package includes the following four skills but counts as three skills when taken.

- Climb
- Shooting
- Influence
- Clever

LAW ENFORCEMENT PACKAGE

Available to Lawmen this package includes the following four skills but counts as three skills when taken.

- Melee
- Shooting
- Intimidate

- Interrogate

JACK OF ALL TRADES PACKAGE

The Jack-of-All-Trades profession can choose any four skills from the Adventurers and Lawmen Skill Packages in any combination counting as three skills when taken.

PROFESSIONS-EXTRAS

But what about the Extras and what do they do?

Extras will be one of the following professions with the corresponding Special Skill and Crisis Test. It should be noted that the Special Skill could be anything, even a mundane occupation.

PROFESSIONS FOR EXTRAS

Profession	Special Skill	Crisis Test
Ace Mechanic	Repair	Civilian
Animal Sidekick	Vicious	Beast
Archaeologist	Archaeology	Civilian
Askaris	Shooting	Military
Camera Crew	Photography	Civilian
Citizens or Civilians	Special Skill	Civilian
Director	Area of Knowledge	Civilian
Eccentric Millionaire	Influence	Civilian
Guide	Tracking	Adventurer
Horseman	Horseman	Military
Kooky Inventor	Clever	Civilian
Leading Lady	Acting	Civilian
Leading Man	Acting	Civilian
Mad Scientist	Science	Civilian
Melee armed soldiers	Melee	Military
Missile armed soldiers	Shooting	Military
Musketeers	Shooting	Military
Mystic	Occult Studies	Civilian
Officer	Shooting	Enforcement
Pilot	Pilot	Adventurer
Playboy	Seduce	Civilian
Private Eye	Interrogate	Enforcement
Reporter	Journalism	Civilian
Shaman/Witch	Magic	Adventurer
Soldiers	Shooting	Military
Spearmen	Melee	Military
Specialist	Special Skill	Civilian
Stage Hands	Occupation	Civilian
Street Urchin	Streetwise	Adventurer
Thugs	Shoot	Enforcement
Villagers	Occupation	Civilian
Warriors	Melee	Military

Example – Abu is a professional carpenter with the Brawn Special Skill carpenter.

This list is not all-inclusive and players are encouraged to create more professions and share them with other members on the Two Hour Wargames Group.

EMPLOYMENT

Unless you are independently wealthy you have to work. To find out who employs you either roll 1d6 and consult the appropriate Employer Table or choose whom you want. After all, it's your story!

1	EMPLOYER	

If you are a …	And you roll this…	Your employer is…
Archaeologist	1 - 2	Self-employed
	3 - 4	Academia
	5	Private Company
	6	National Government
Crime Fighter/Vigilante	1 - 3	Self-employed
	4-5	Wealthy Benefactor
	6	National Government
Explorer	1 - 2	Self-employed
	3 - 5	Academia
	6	National Government
G-Man	1 - 2	FBI
	3	Department of the Treasury
	4 - 5	Bureau of Prohibition
	6	National Security Agency
Great White Hunter	1 - 4	Self-employed
	5	Wealthy Benefactor
	6	Private Company
Jungle Lord	1	Chief of the Tribe
	2 - 3	Solitary Jungle Lord
	4 - 5	Master Hunter of the Tribe
	6	National Government
Lawman	1	Rural Township
	2 - 3	City
	4 - 5	Metropolis
	6	State
Pilot	1 - 4	Self-employed
	5	Private Company
	6	Wealthy Benefactor
Private Investigator	1 - 4	Self-employed
	5	Private Company
	6	Wealthy Benefactor
Spy	1	Private Company
	2 - 3	Military
	4 - 6	National Government
Treasure Hunter	1 - 2	Self-employed
	3 - 4	Academia
	5	Private Company
	6	National Government

EXPLAINING THE EMPLOYER TABLES

- **Self-employed** – The character takes independent contracts and is his own boss.

- **Academia** – A university or similar institution directly or indirectly employs the character.

- **Private Company** – A private company employs the character.

- **National Government** – The character works directly for the government of a nation.

- **Wealthy Benefactor** – The character works directly for a wealthy private employer.

- **FBI** – Federal Bureau of Investigation of the United States.

- **Department of the Treasury** – US agency that investigates and pursues smugglers, counterfeiters and gun law violators.

- **Bureau of Prohibition** - Division of the US Treasury Department and in charge of alcohol law enforcement.

- **National Security Agency** – National agency that is responsible for the security of the country, whichever one it may be.

- **Chief of the Tribe** – Leader of a tribe.

- **Solitary Jungle Lord** – The character lives alone or with a handful of others.

- **Master Hunter of the Tribe** – The lead hunter of a tribe entrusted with bringing food to the people and teaching others.

- **Rural Township** – The character is a sheriff (1-4) or chief of police (5-6) of a village or town.

- **City** – Police officer (1-3), detective (4-5) or chief of police (6) of a city.

- **Metropolis** - Police officer (1-4) or detective (5-6) of a very large metropolis.

- **State** – The character is a State trooper or similar.

- **Military –** The character is in the military.

BUILDING A STAR – EXAMPLE

Let's show you how to build your Star from the start. This procedure is also used when building your other characters as well. Here we go and in the proper order.

- **Role** – I choose to play a Star. (Page 5)

- **Reputation** – I can choose whatever I want and decide on a Rep of 4. (Page 7)

- **Primary Attribute** – I choose Brains as my primary attribute. This means that any Brains related skill I choose would have a level of 4. (Page 8)

- **Secondary Attributes** – This means that my secondary attributes will be Brawn and Bravado both at level 2. (Page 8)

- **Advantages** – I have to have at least one advantage and may have up to four. I decide to take two advantages and choose Photographic Memory and Exudes Confidence. (Page 8)

- **Disadvantages** – I have to roll for one disadvantage for each advantage I chose. I roll a Dumbass and Wuss. Hmm, could be a bit of a challenge but we'll see. (Page 9)

- **Skills** – I am allowed to start with one skill per point of Rep so can take four skills. I take the Adventurer package which gives me the Climb, Shooting, Influence and Clever skills but counting as three instead of four. So I have one more skill left and choose an Area of Knowledge, specifically Archaeology. Archaeology and Clever are Brains specific skills so are at level 4. The others are based on my secondary attributes so will be at level 2. (Page 10)

- **Weapon** – I choose a figure that is holding a pistol so I have a pistol but also a rifle if need be. (Page 48)

- **Profession** – As I chose the Adventurer skills package I decide to be an archaeologist. (Page 12)

- **Employer** – I roll a 3 on the Archaeologist Employer Table and find out that a university employs me. (Page 14)

Sound familiar?

CHARACTER ADVANCEMENT

It is possible for characters to improve their Rep and Star Power during their career.

This process is called Character Advancement. Usually character advancement is available only to Stars, Co-Stars, Love Interests, Femme Fatales, and the Big Bad and not to Extras but players are encouraged to use this procedure as they see fit.

Anytime a character successfully completes a story, and not a scene, he has a chance to increase or decrease in abilities. Here' s how it's done.

- Roll 1d6 versus the Rep of the character. Next do the same for his Star Power.

- If the d6 roll is higher than the current level of the stat, the stat increases by 1.

- A roll of "6" always grants an increase, regardless of the actual current level.

- A roll of "1" always means the stat is reduced by 1.

Stats may never be reduced below 1 and there are no upper limits.

Should a character run away or be rendered out of the fight during a story he may not roll to advance his Star Power as outlined above but will roll for his Rep.

Example – Buckeye Beaver (Rep 4 and Star Power 2) has just come back from solving the case of the Golden Monkey. Buckeye rolls 1d6 versus his Rep and scores a 5. As this is higher than the Rep of 4 his new Rep is 5.

He next rolls 1d6 versus his Star Power and scores a 1. Not only is this lower than his Star Power of 2 it reduces it to 1. I guess that fall from the tower hurt Buckeye worse than I thought.

ADVANCING SKILLS

A character may roll to increase any skill that he used successfully during the story. However, if the Skill was used unsuccessfully, even if it was also used successfully, it cannot be checked to increase. Here's how it's done.

- Roll 1d6 individually versus each skill that was used while successfully completing a task.

- If the d6 roll is higher than the current level of the skill, the skill increases by 1.

- A roll of "6" always grants an increase, regardless of the actual current level.

There are no upper limits for Skill levels.

Example – In the case of the Golden Monkey Buckeye used his level 4 Melee Skill. He rolls 1d6 versus that Skill and scores a 3. As it is less than the current skill level of 4 the skill remains the same. Buckeye used his Stealth Skill twice with success but also once unsuccessfully so he cannot check to increase it.

ACQUIRING NEW SKILLS

After checking for each skill that was used successfully during the story, you are allowed one final die roll. If you roll a "6", the character has acquired a new skill at level 2 regardless of what Attribute it is related to.

Example – Buckeye rolls a "6" so he can acquire a new skill. He takes Primitive Weapons and is at level 2 even though his Primary Attribute is Brawn at level 4.

If you don't mind the extra bookkeeping, Extras may also acquire new skills by rolling a "6" on 1d6. Note that the first "skill" acquired by an Extra is always Star Power at level one.

RECRUITING YOUR GROUP

Like we said earlier you can have other characters to help you in your adventures. Characters are only recruited before the start of each scene. Here's how they are recruited.

FINDING RECRUITS

When you start at your Home you have a better chance of recruiting other characters of *whatever type* that you want.

When you are not at your home then you have to look for recruits and may only recruit Extras. Rolling 2d6 versus the Star's Rep and consulting the Available Recruits Table does this.

2	Available Recruits Table

+1d6 if recruiting in a Metropolis
-1d6 if recruiting in an Exotic Locale
No recruits are available in the Jungle or Lost World

A result of "6" is always a failure

# d6 passed	Result
Pass 2d6	Star can recruit up to full RP. No more than ½ may have a Rep equal to the Star and the rest must be lower.
Pass 1d6	Star can recruit up to ½ RP. No more than one recruit may have a Rep equal to the Star and the rest must be lower.
Pass 0d6	No recruiting possible.

HOW MANY RECRUITS

To recruit characters to join your group you will use Recruiting Points also known as RP. Each Star is given Recruiting Points equal to their current Rep. Stars may recruit other characters at the following costs and restrictions. Co-Stars may also recruit but have RP equal to half their Rep rounded down.

- Co-Stars cost two Recruiting Points.

- All others cost one Recruiting Point.

- You cannot recruit any character with a higher Rep than your Star.

- You may not recruit more characters than you have Recruiting Points and may not have more characters than Recruiting Points.

Example - Captain Action is a Rep 4 Star. He recruits a Rep 4 Co-Star, Buckeye Beaver at two points. He then recruits two Extras at one point each. He may not recruit any more characters using his Recruiting Points until he loses or sends away some of his recruits.

WHO ARE THESE RECRUITS

Once you have determined how many recruits are available choose them from any appropriate People List based on the Locale you are in.

HIRING LOCALS

Stars may need to hire locals to perform mundane jobs for them. They can do so at the cost of one Local Recruiting Point or LRP per each local hired.

Stars receive LRP equal to their Rep. Locals hired are always Rep 3 Extras and use the Civilian Crisis Test. Locals are recruited before a scene and leave at the end of the scene. LRP are recovered at the start of each scene.

To determine if there are any locals available to hire use the Available Recruits Table

RECRUITING YOUR GROUP – EXAMPLES

Here are two examples of how to recruit your starting group.

- **Recruiting at Home** – As I am at home I do not need to use the Available Recruits Table. I have recruiting Points equal to my Rep. I am a Rep 4 Star so have 4 Recruiting Points.

- **Who to recruit** – I decide to recruit one Co-Star for two Recruiting Points and two Extras at one point each.

- **Who are they** – My home is in Indiana USA, which is a Civilized locale. I can choose characters from the Local Authorities, Military, Film Crew or the Specialists List. If need be I can make up a background story to make my pick fit.

- **My picks** – I choose a Rep 4 NCO from the Military List as my Co-Star and decide he is ex-Army. I then take a Rep 4 Ace Mechanic and a Rep 4 Pilot both from the Specialist List.

Now here's an example of recruiting when not at home.

- **Recruiting away from Home** – This means I will have to roll 2d6 versus my Rep and consult the Available Recruits Table. I score a 2 and a 5 passing 1d6. This means I will have only two Recruiting Points.

- **Who to recruit** – I may only recruit Extras

- **Who are they** – I am in an Exotic Locale so may only recruit from the Local Authorities, Civilized Natives, Film Crew, White Explorers and Specialist Lists. If need be I can make up a background story to make my pick fit.

- **My picks** – I choose a Rep 4 Guide from the White Explorers List and a Rep 3 Askari from the Civilized Natives List.

PEOPLE LISTS

These lists will help in determining whom you can recruit and what the enemy will look like. The lists are grouped by Locale from the most populated areas to the least populated. They are then listed alphabetically. We've also included the Professions For Extras Table to assist you when building your group. When you need to determine which list to use you can roll 2d6 on the appropriate Locale Type or choose whom you like.

METROPOLIS

Score	Type
2	Film Crew
3 - 4	Local Authorities
5 - 12	Specialists

CIVILIZATION

Score	Type
2	Film Crew
3	Military
4	Local Authorities
5 - 12	Specialists

EXOTIC LOCALE

Score	Type
2 - 5	Civilized Natives
6 (1-2)	Film Crew
6 (3-6	Local Authorities
7	Local Authorities
8	Military
9 - 10	Specialists
11- 12	White Explorers

JUNGLES

Score	Type
2 - 3	Civilized Natives
4 - 6	Creatures
7 - 8	Natives
9 - 10	Slavers
11 - 12	White Explorers

LOST WORLD

Score	Type
2 - 3	Ancient Civilization
4 - 8	Dinos
9 - 11	King Beast
12	White Explorers

PROFESSIONS FOR EXTRAS

Profession	Special Skill	Crisis Test
Ace Mechanic	Repair	Civilian
Animal Sidekick	Vicious	Beast
Archaeologist	Archaeology	Civilian
Askaris	Shooting	Military
Camera Crew	Photography	Civilian
Citizens or Civilians	Special Skill	Civilian
Director	Area of Knowledge	Civilian
Eccentric Millionaire	Influence	Civilian
Guide	Tracking	Adventurer
Horseman	Horseman	Military
Kooky Inventor	Clever	Civilian
Leading Lady	Acting	Civilian
Leading Man	Acting	Civilian
Mad Scientist	Science	Civilian
Melee armed soldiers	Melee	Military
Missile armed soldiers	Shooting	Military
Musketeers	Shooting	Military
Mystic	Occult Studies	Civilian
Officer	Shooting	Enforcement
Pilot	Pilot	Adventurer
Playboy	Seduce	Civilian
Private Eye	Interrogate	Enforcement
Reporter	Journalism	Civilian
Shaman/Witch	Magic	Adventurer
Soldiers	Shooting	Military
Spearmen	Melee	Military
Specialist	Special Skill	Civilian
Stage Hands	Occupation	Civilian
Street Urchin	Streetwise	Adventurer
Thugs	Shoot	Enforcement
Villagers	Occupation	Civilian
Warriors	Melee	Military

The column listed as # in the following People's Lists represents how many of each type can be encountered.

Note that the player must use some common sense in placing the appropriate specialists in the appropriate locale and should adapt as needed.

> *Example –I roll 1d6 for the number of Yetis I encounter and score a 4. This would be 2 Yeti as 1/2d6 means to divide the score by 2 and round up.*

> *These lists are not all-inclusive and players are encouraged to create their own and share them with other members on the Two Hour Wargames Group.*

LARGER THAN LIFE – THE GAME OF PULP ADVENTURES

ANCIENT CIVILIZATION

Score	Type	Rep	Star Power	#
2	Major Demon	10	4	1
3	Chief	6	2	1
4 (1-4)	Leader	5	1	1
4 (5-6)	High Priest or Scientist	5	1	1
5	Femme Fatale	4	1	1
6	Missile armed soldiers	3	-	1/2d6
7 - 8	Melee armed soldiers	3	-	1d6
9 - 12	Citizens	3	-	1d6

This list covers Ancient Civilizations that lived thousands of years ago and have somehow existed hidden from society. Can be either low tech with Primitive Weapons (Mayan types) or theoretically high tech with Modern Weapons (Atlantis). Demons will count as 2HW in melee.

CIVILIZED NATIVES

Score	Type	Rep	Star Power	#
2	Leader	6	2	1
3	Officer	5	2	1
4 (1-2)	Officer	5	2	1
4 (3 – 6)	Femme Fatale	4	1	1
5	Soldiers	4	-	1/2d6
6	Soldiers	3	-	1d6
7	Guides	4	-	1
8	Askaris	3	-	1/2d6
9 - 12	Civilians	3	-	1d6

This list covers the African, Pacific, South America and Arab nations and states that were exposed to European military equipment and training so will use Modern Weapons. The Leader is the political leader but power may (1-2) rest with the military. Soldiers protect the cities and villages while the Askari and Guides work the countryside.

CREATURES

Score	Type	Rep	Star Power	#
2	Serpent, Giant	7	4	1
3	Birds, Giant	3	1	1/2d6
4	Ants, Giant	3	-	3d6
5	Cats, Great	5	1	1
6	Elephants	4	3	1/2d6
7	Herd Animals	3	-	3d6
8	Wolf	4	1	1d6
9	Bear	5	2	1/2d6
10	Spider, Giant	3	1	2d6
11	Rats, Giant	3	-	3d6
12	Yeti	6	3	1/2d6

This list covers creatures and animals that may be found worldwide from tropical locales to the frigid cold. The player must be ready to re-roll creatures that do not "fit" such as a Yeti found in Polynesia. The following creatures will count as 2HW when in melee with the rest counting as HW.

- Bear
- Cats, Great
- Serpent, Giant
- Yeti

DINOSAURS

Score	Type	Rep	Star Power	#
2	Small Ferocious Flyer	4	2	1d6
3	Medium Ferocious	10	4	1/2d6
4	Large Ferocious	12	6	1
5	Small Ferocious	5	2	1d6
6 - 7	Small Feeder	3	2	1d6
8 - 9	Medium Feeder	3	4	1d6
10 - 11	Large Feeder	4	6	1/2d6
12	Small Feeder Flyer	3	1	1d6

This list covers all forms of dinosaurs that would inhabit a Lost World. All Ferocious Dinos will count as 2HW when in melee with the rest counting as HW.

FILM CREW

Score	Type	Rep	Star Power	#
2 - 4	Director	5	1	1
5	Leading Lady	5	1	1
6	Leading Man	5	2	1
7	Camera Crew	4	-	1/2d6
8 - 12	Stage hands	3	-	1d6

This list covers Film Crews that may be found on location. They may be filming documentaries (1-3), making a movie (4-5) or in search of the unknown (6). Film crews will always have a Director, Leading Lady, and Leading Man. Film crews will often hire locals to perform manual labor. Film crew can be armed with Modern Weapons (1-2) or unarmed (3-6).

KING BEAST

Score	Type	Rep	Star Power	#
2	The King Beast	12	6	1
3	Shaman/Witch	6	2	1
4 (1-4)	Chief	5	2	1
4 (5-6)	Femme Fatale	4	1	1
5 - 7	Warriors	4	-	1d6
8 - 12	Villagers	3	-	2d6

LARGER THAN LIFE – THE GAME OF PULP ADVENTURES

This list covers, you guessed it, mighty apes like King Kong and the local inhabitants that look upon him as their god. The Shaman or Witch is actually in charge as he/she can "summon" the Beast usually to accept a sacrifice. The warriors are armed with Primitive Weapons.

LOCAL AUTHORITIES

Score	Type	Rep	Star Power	#
2	Captain	5	2	1
3	Lieutenant	6	2	1
4	Detective	5	2	1
5	Sergeant	5	1	1
6	Officer	5	1	1/2d6
7 - 9	Officer	4	-	1/2d6
10-12	Rookie	3	-	1

This list covers local police forces that the player may come across. All will be armed with Modern Weapons. Local authorities are either found alone (1-3) or in pairs (4-6).

MILITARY

Score	Type	Rep	Star Power	#
2	Senior Officer	4	1	1
3	Officer	4	2	1
4	NCO	5	2	1
5	Soldiers	5	1	1/2d6
6 - 9	Soldiers	4	-	2d6
10 - 12	Soldiers	3	-	1d6

This list covers the military forces of the Powerful Big Seven (PB7) – China, France, Germany, Great Britain, Japan, Russia, and the United States. There will always be an NCO, Officer, or Senior Officer acting as the Leader. Military units will consist of 6 + 1d6 soldiers and the Leader. Military forces are armed with Modern Weapons.

NATIVES

Score	Type	Rep	Star Power	#
2	Chief	6	2	1
3	Leader	5	2	1
4	Femme Fatale	4	1	1
5	Shaman/Witch	5	3	1
6 - 8	Warriors	4		1d6
9 - 12	Villagers	3	-	2d6

This list covers the indigenous people that occupied the jungles of Asia, South America and Africa. The Chief is usually in charge (1-5) with occasionally the Shaman/Witch holding sway (6). Natives are armed with Primitive Weapons.

SLAVERS

Score	Type	Rep	Star Power	#
2	Big Boss	6	2	1
3	Little Boss	5	2	1
4 (1-4)	Little Boss	5	2	1
4 (5-6)	Femme Fatale	4	1	1
5	Horsemen	5	3	1/26
6 - 7	Musketeers	4	-	1/2d6
8 - 12	Spearmen	3		1d6

This list covers the unscrupulous predators that hunt the local natives to satisfy the appetite of the slave markets of Asia, South America and Africa. Musketeers will have muskets and the Spearmen will be armed with Primitive Weapons.

WHITE EXPLORERS

Score	Type	Rep	Star Power	#
2 - 4	Leader	6	2	1
5	Femme Fatale	5	1	1
6	Soldiers	4	-	1/2d6
7	Guide	5	2	1
8-12	Askaris	3	-	1d6

This list covers European expeditions from safaris to exploration expeditions. All will have access to Modern Weapons.

THE BIG BAD'S MINIONS

When the Big Bad needs to recruit his group simply use any appropriate People's List to do so. This need not be restricted by the Locale.

DINOS, DEMONS AND BEASTS

We've covered all the character roles from Stars to Extras but what would a movie be without animals or, as we like to call them, Dinos, Demons, and Beasts.

DINOS, DEMONS, AND BEASTS

Profession	Special Characteristic	Crisis Test
Animal Sidekick	Vicious	Beast
Ants, Giant	Frenzy	Ferocious
Bear	Vicious	Beast
Beast King – the Kong	Terrifying	Ferocious
Birds, Giant	Flyer	Feeder
Cats, Great	Vicious	Beast
Demon	Terrifying	Ferocious
Dinosaur, Large Feeder	Feeder	Feeder
Dinosaur, Large Ferocious	Terrifying	Ferocious
Dinosaur, Medium Feeder	Feeder	Feeder
Dinosaur, Medium Ferocious	Terrifying	Ferocious
Dinosaur, Small Feeder	Feeder	Feeder
Dinosaur, Small Feeder Flyer	Flyer	Feeder
Dinosaur, Small Ferocious	Terrifying	Ferocious
Dinosaur, Small Ferocious Flyer	Terrifying	Ferocious
Elephants	Terrifying	Beast
Herd Animals	Feeder	Feeder
Rats, Giant	Frenzy	Ferocious
Serpent, Giant	Poison	Beast
Spider, Giant	Poison	Beast
Wolf	Vicious	Beast
Yeti	Terrifying	Ferocious

DINOS

You got it folks; we're talking about dinosaurs. They range from large (Brachiosaurus) to small (Eoraptor) and all sizes in between.

DEMONS

There are some things that man was not meant to know about. In Larger Than Life those things would be Demons.

You can supply the why and how while we supply the stats. Demons are supernatural beings that are summoned into the world by very evil people or circumstances. But sometimes once they are here they don't want to leave. Demons are Casters and can use Magic. See the section called Magic on page 52 for more info.

BEASTS

The Beast category includes normal domestic and wild animals like gazelles (herd animals) as well as fantastic creatures like the dreaded Giant Serpent.

SPECIAL CHARACTERISTICS

The creatures found in the Dinos, Demons, and Beasts section do not have Special Skills but instead have Special Characteristics. Here they are:

- *FEEDERS* are domesticated or docile grazers, herd animals, etc. They come in a variety of sizes but share a common behavior which is meek and mild-tempered animals. Feeders suffer –1d6 when in melee or hand-to-hand combat.

- *FEROCIOUS* beasts are generally carnivores and are horrible creatures. They are allowed an additional 1d6 when in melee or hand-to-hand combat.

- *VICIOUS* creatures excel in close combat so roll an additional 1d6 when in hand-to-hand combat.

- *TERRIFYING* creatures by their actions, nature or reputation inspire unreasoning fear in their opponents and count as having the Terrifying Advantage.

- *FLYERS* can actually fly through the air. This is handled as follows:

  - Flyers are declared to either be on the ground or flying at the start of the combat turn.

  - If on the ground they are treated normally as other figures on the ground.

  - While flying, any opponent on the ground in melee or hand-to-hand combat with the flyer will do so at –1d6.

  - While flying they can attack any target that they desire in the scene.

  - While flying they will break off and flee any melee that they are losing. This will occur

after the first roll that gives them less d6 remaining than their enemy.

- **POISON** Anytime a poisonous creature inflicts damage it is automatically raised one level.

- **FRENZY** creatures are adrenaline junkies when they first enter melee or hand-to-hand combat but when things don't go their way they tend to fade. Frenzy will always pass a minimum of 2d6 on the first toss of the dice when in melee or hand-to-hand combat. They lose this benefit on subsequent rolls of the same combat but will regain this advantage each time they enter a new melee.
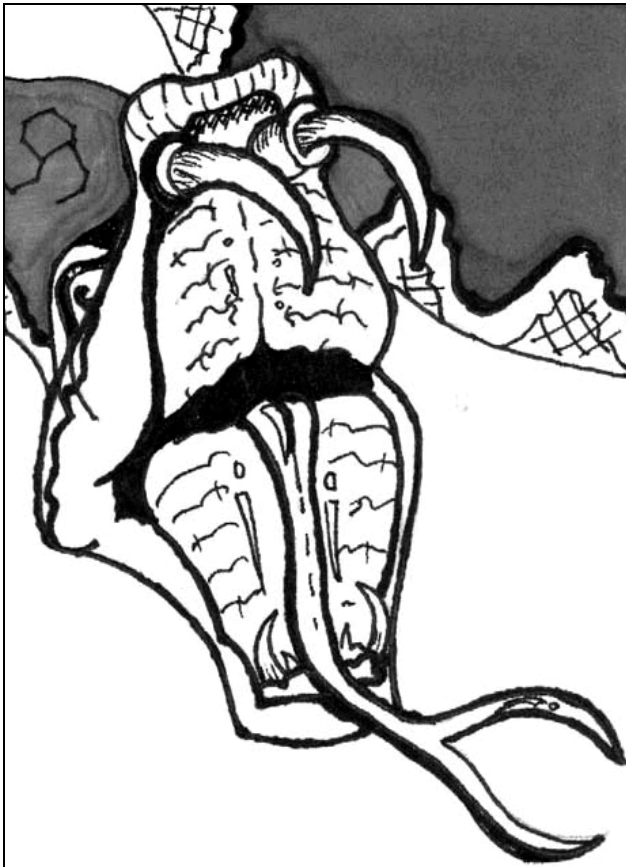
SKILLS

Each skill has a number that reflects how good the character is at that skill. The higher the number or level the better the character is at using it.

USING SKILLS

Skills are used when you are trying to complete a Task.

There are three types of Skills.

1 – Applicable skills.

2 – Default skills.

3 - Similar skills.

APPLICABLE SKILL

Applicable Skills are those that directly affect the Task that they are trying to complete. *It should be noted that unless specified by the scenario players are free to use what they consider to be the Applicable Skill.*

Example – Billy Pink is trying to fly an aircraft. He would use his Piloting skill when doing so.

DEFAULT SKILL

If a character does not possess an Applicable Skill he will have that skill at a default value of one.

Example – Billy Pink is trying to hypnotize someone but doesn't have the Hypnotize Skill. He can try but will do so at a default value of one.

SIMILAR SKILL

Similar Skills are those that can be used when you do not have the Applicable Skill needed to perform a Task. A Similar Skill must be one that uses the same Attribute as the Applicable Skill and is similar in nature.

Example - If you want to fly an airplane and don't have Piloting Skill you can use Driving as a Similar Skill.

Characters that use a Similar Skill are allowed to count their Default Skill as two instead of one.

Example – Jelly Bean Jayne is trying to fix an aircraft but doesn't have the Repair Aircraft Skill. So she must use a Default Skill at level one. However, she does have a Similar Skill (Repair Vehicle) so can count her Default Skill at level two.

A WORD ABOUT SKILLS

Okay, we're talking Pulps here. Obviously it would be impossible to list every possible skill that could be used so it is up to the players to decide what is an Applicable Skill and what is a Similar Skill when attempting a Task.

At the least, to determine if a skill is similar to another, both would have to be based on the same attribute. It would be hard to consider Surgery a Similar Skill to Safe Cracking but as I mentioned earlier, it's your call.

Now you may be saying to yourself that your character has a Default Skill of one when it comes to Surgery and it's pretty hard to believe that there is any chance that he could perform major surgery on someone and you'd be right.

That's because we haven't explained the Challenge System.
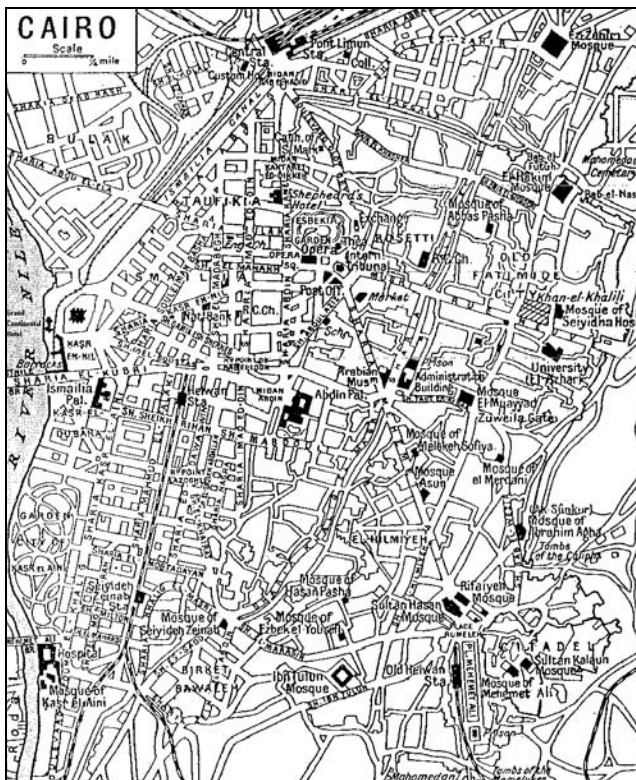
CHALLENGES

In LTL your characters can do anything they want to do. Defuse a bomb, climb a ladder or hotwire a vehicle, if you can imagine it you can do it. Anything.

That's where the Challenge System comes in. Use this procedure whenever a character wants to perform an action that is not covered under any other rule in Larger Than Life.

CHALLENGE OR TASK

A Challenge is something out of the ordinary that the character wants to do. Opening a door is not a Challenge. Picking the lock to open the door is a Challenge.

Challenges are broken down into parts called Tasks. Challenges require the character to successfully complete one or more Tasks in sequence.

Example – Billy Pink is confronted with a Challenge. The Challenge is passing through a locked door that may have a trap. This Challenge is composed of three tasks.

1 – Billy must determine if there is a trap.

2 – If there is a trap he must disarm it.

3 – Once any trap has been disarmed he must unlock the door.

Challenges can cause the character to use any combination of Brawn, Brains, and Bravado based skills. They can be as easy or as difficult as the player wants to make them.

HOW LONG DOES IT TAKE?

It always takes a minimum of one turn of activation to complete a Task. This means that for Challenges with more than one Task it will take more than one turn of activation to complete.

HOW MANY TASKS PER CHALLENGE

The number of Tasks per Challenge can vary and unless determined by the scenario, must be agreed upon by the players.

DEFINING TASKS

Tasks are broken down into two types.

Unopposed - The character is trying to complete a task that does not involve another character.

Example – Captain Action is trying to break down a door using brute strength. The applicable skill would be Force.

Opposed - The character is trying to complete a task that involves an uncooperative character or characters.

Example – Billy Pink is trying to "fast talk" a ticket taker into letting him inside without a ticket.

HOW DIFFICULT IS THE TASK?

Every Task is assigned a numerical Difficulty Factor (DF) that reflects how hard it is to complete. This number starts with one and in theory can be as high as the players desire.

Use the following guidelines to determine the DF of an Unopposed Task.

DF 1 – An easy task to accomplish needing little or no skill. Climbing quickly over a waist high fence would be a DF 1 Task.

DF 2 – A bit harder where some skill would help accomplish the task. Climbing a head high fence would be a DF 2 Task.

DF 3 - A tough task where the player needs to be skillful. Hiking a mountainside would be an example of a DF 3 Task.

DF 4 – A hard task where only a very skillful player would expect success. Climbing a cliff would be an example of a DF 4 Task.

DF 5 – Extremely hard tasks where only a master would attempt it. Climbing a cliff in the snow lacking specialized equipment would be an example of a DF 5 Task.

DF 6 or higher – Reserved for near impossible tasks that only a supremely confident master or extremely desperate player would attempt. Climbing an icy cliff in a blinding snowstorm lacking specialized equipment would be an example of a DF 6 or higher Task.

Players must agree to the Difficulty Factor of an unopposed task and this is purely subjective unless already determined prior to the game.

DIFFICULTY FACTORS – OPPOSED TASKS

When determining the DF of an Opposed Task the Difficulty Factor is the Skill Level of the Applicable Skill shared by both the Challenger and the Task.

Example – Jim Bob Joe (Rep 4), the Challenger, wishes to fast talk Jelly Bean Jayne (Rep 3), the Task, into surrendering her gun. They both share the Influence skill so Jelly Bean Jayne will have a DF equal to her skill.

What if the characters do not share an Applicable Skill? Then the character that does not have the skill will use the Default Skill at a level of one but is allowed to use any Similar Skill he may have.

Example – Failing to convince Jelly Bean Jayne to surrender her weapon Jim Bob Joe leaps forward and tries to wrestle the gun away. Jim Bob Joe uses the Force skill. Jayne doesn't have that skill but claims to have a similar skill, Melee. The players agree so Jayne would have a DF of two (default of one plus one for the similar skill).

CONSEQUENCES

Sometimes the character may attempt the Task but fail. *The consequences of failing a Task must be known prior to the attempt.* The consequences of failure should be agreed upon prior to the attempt and in keeping with the severity of the task.

Example – Dropping down from a single story roof will result in a twisted ankle and movement reduction if failed. Falling from a six-story building will result in death.

COMPLICATIONS

In addition to the consequences suffered for failing a Task there is also a chance of meeting unforeseen complications while completing a Task. This results in the challenger losing 1d6 for any subsequent attempts. D6 lost due to complications are not recovered until the attempt to complete the Task is over.

Example – Jim Bob Joe rolls 4d6 when attempting to disarm a bomb. He fails and suffers complications. He may try again but at –1d6. He next rolls 3d6 and suffers complications again. He can try a third time but will do so with only 2d6.

DEFINING THE CHALLENGE

Here's how you define a Challenge.

- **What is the Challenge?** Steal a jeweled tiara that is on display in a glass case on a small pedestal in the Dallas Museum of Fine Arts.

- **How Many Tasks Are Involved?** The Challenge consists of three tasks and in what order.

  o The challenger must first determine if any security measures are being taken.

  o Then the security measures must be disabled.

  o The tiara has to be removed from the glass case.

- **How Difficult Is Each Task?** This is determined by reading the scenario. In this case there is –

  o Seeing the security monitor in plain sight (DF 1)

  o That must be disabled (DF 3)

  o And the tiara must be removed from the glass case (DF 2).

- **What are the consequences of failing each Task?** The consequences of failing each task are-

  o Failing to see the security monitor will mean that the Local Authorities will have positive identification of the thief.

  o Failing to disable the security monitor will mean that the Local Authorities will have positive identification of the thief. Quite often the related Tasks may have the same consequence.

  o Breaking the case will set off the alarm that will trigger an armed response to the location in 1/2d6 activations.

COMPLETING A TASK

So how does a character complete a Task?

- First determine the Applicable Skill. This may change as the Tasks change.

- The character then rolls 1d6 per each point of Applicable Skill he has.

- If the character does not have the skill he counts a Default Skill of one and rolls 1d6.

- If he has a Similar Skill he will count his Default Skill as level two and roll 2d6.

- The Task will roll 1d6 per each point of Difficulty Factor.

- Add or subtract d6 as directed by the Test.

- Both sides roll all their d6.

- Retain any success result of 1, 2 or 3.

- Discard any failed result of 4, 5 or 6.

- Both sides re-roll all remaining d6 following the same procedure until only one side has any remaining d6.

- Count the number of remaining d6 until either only one side has any remaining d6 or both sides have zero remaining d6.

- Apply the result as directed on the Task Test Table.
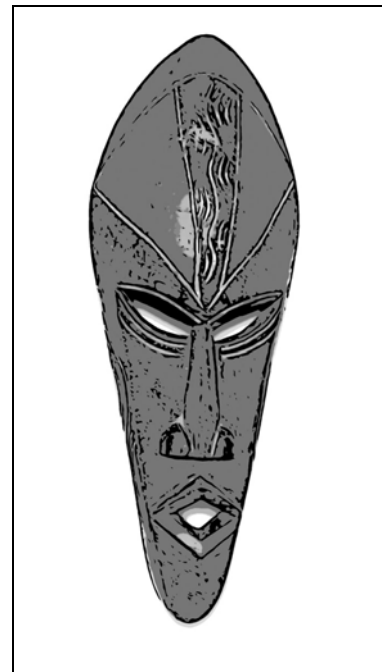
LARGER THAN LIFE – THE GAME OF PULP ADVENTURES

SKILL TASK TEST

An Opposed Task uses Skill vs. Skill
An Unopposed Task uses Skill vs. Difficulty Factor

-1d6 if suffering complications
+1d6 if having appropriate tool*

Pass on a result of 1, 2, or 3
Fail on a result of 4, 5, or 6

*An item that will assist in completing the Task

Discard all failures and keep rolling until only one side has any successes.

# Successes	Result	
	Challenger	Task
Score 2 or more successes than the opponent.	Challenger successfully completes the Task.	Challenger does not complete the Task and may not try again.
Score 1 more success than the opponent.	Challenger successfully completes the Task.	Challenger fails to complete the Task, suffers complications, but may try again. Both sides recover d6.
Both score zero successes.	Challenger fails to complete the Task but may try again next turn.	

EXTENDED EXAMPLE OF A CHALLENGE

Here is a detailed example of how a character takes a Challenge.

- *What is the Challenge?* Billy Pink (Rep 5) is trying to smuggle his cargo into Cairo. An armed party (Local Authorities) led by a customs official (Rep 4) have arrived at his ship and demand to see Pink's cargo manifest.

- *How Many Tasks Are There?* There is only one Task and that is that the customs official does not realize the manifest is bogus.

- *Is the Task Opposed or Unopposed?* This is an Opposed Task due to the customs official.

- *What is the Applicable Skill that will be used?* The Applicable Skill that Billy chooses is Bluff. Billy has Bluff Level 3.

- *What are the Difficulty Factors of each Task in the Challenge?* As the customs official opposes the Task his Skill Level is the Difficulty Factor. He does not have Bluff so will use the Default Skill at level one. But he does have Investigate so can use it as a Similar Skill. This raises his Default Skill to level 2.

- *What are the consequences of failing each Task?* If the Task is failed (the customs official recognizes the manifest is altered and contraband may be onboard) the customs official will quarantine the ship and return with an inspection crew (1-2), decide to perform the inspection immediately (3-5) or arrest Billy Pink (6). This has been determined by the scenario and before the Task is taken. Note that Billy has no choice but to try the Task.

- *How do we determine if the Task is resolved successfully?*

  o Billy now rolls 3d6 for his level 3 Bluff Skill and scores a 2, 3 and 4 for a result of pass 2d6. He discards the 4 and will re-roll the remaining 2d6.

  o The customs official rolls 2d6 for his modified Default Skill of 2 and scores a 1 and 4 for a result of pass 1d6. He discards the 4 and will re-roll the remaining d6.

  o Billy re-rolls the 2d6 and scores a 1 and a 3 for a result of pass 2d6. He retains them both and will re-roll them if needed.

  o The customs official re-rolls 1d6 and scores a 4 for a result of pass 0d6. He discards the 4 and has zero d6 remaining.

  o Billy has passed 2d6 more than the customs official so consulting the Task Test it is determined that he completed the Task.

  o Billy has completed all the Tasks for the Challenge so he has successfully smuggled his cargo into Cairo.

CHOOSING NOT TO COMPLETE A CHALLENGE

Sometimes a character may choose not to complete a Challenge for any reason before attempting a Task. This can be before the first or any subsequent Task anytime during the Challenge.

> *Example – Jim Bob Joe has decided to pick a lock. He has just realized that there is a trap set to prevent this from happening. If it is not disabled it will sever his hand. Jim Bob Joe decides not to complete the Task and instead walks away.*

Sometimes once a Challenge is started you must continue until it is resolved. This occurs mostly but not always during an Opposed Task.

> *Example – Billy Pink is trying to steal an aircraft and succeeds in taking off. He must complete at least one additional Task, landing the craft!*

RECOVERING SKILL DICE

After each Task the character will recover all his d6 for use versus the next Task.

During a Task he can recover all his d6 for the next attempt but not any loss due to complications.

TRAPS

The Star or character has triggered a trap. To determine how effectively the trap has been set roll 1d6, add the Rep of the Big Bad to it, then consult the Setting The Trap Table.

1	SETTING THE TRAP

Total	Trap Effectiveness
4 or less	Trap Effectiveness of 3.
5 - 7	Trap Effectiveness of 4.
8 - 10	Trap Effectiveness of 5.
11+	Trap Effectiveness of 6.

Each character in the group must test against the trap as all are at risk. Roll d6 equal to the Rep for each character versus d6 equal to the Trap Effectiveness. Compare the results individually to the Springing The Trap Table.

REP	SPRING THE TRAP TABLE
	Rep vs. Trap Effectiveness
	Pass on a result of 1, 2, or 3
	Fail on a result of 4, 5, or 6

# Successes	Result	
	Character	**Trap**
Score 2 more successes than opponent	Character successfully escapes the Trap.	Trap sprung to perfection! Character wounded, Rep reduced by one level, and out of fight.
Score 1 more success than opponent	Character successfully escapes the Trap	Trap sprung successfully. Character wounded and his Rep is reduced by one level.
Score same number of successes as opponent	Character successfully escapes the Trap	

THE STORY

Larger Than Life is all about the story. Scenes are strung together to form the story. The Star must go from scene to scene solving clues until he reaches the final scene. In the final scene he either finds what he has been looking for or confronts the Big Bad. How the final scene plays out determines if there is a happy ending.

What?

Okay, let us explain.

TYPES OF SCENES

As previously mentioned each story consists of a number of scenes. The Star must resolve the scene before he can move on to the next scene. There are five types of scenes in Larger Than Life. They are-

- The Opening Scene – Where the Star gets briefed on what the story is about.

- The Travel Scene – Used to get the Star from scene to scene.

- The Story Advancing Scene – Scenes that contain the Clues that the Star must solve to reach the Final Scene.

- Other Scenes – Necessary scenes that normally do not contain a Clue.

- The Final Scene – Where the story ends.

Let's explain them in the order that you will enter them.

OPENING SCENE

The Opening Scene always takes place at the Home of the Star. In the Opening Scene the Star learns the particulars of the story. In the Opening Scene the following questions are answered.

1) What does the Star need to accomplish?

2) Who is the Big Bad?

3) How many scenes must the Star go through to reach the Final Scene?

Let's discuss these in more depth.

WHAT DOES THE STAR NEED TO ACCOMPLISH?

First we must determine what the Star must accomplish to be successful. Rolling 1d6 and adding the result to the Rep of the Star then consulting the Person, Place, Or Thing Table does this.

1	PERSON, PLACE OR THING
	-1 if a Jack-of-All Trades
	+1 if a Lawman
	Rep of Star +1d6

Total	What Is It
6 or less	Find a person
7 or 8	Retrieve an object
9	Rescue someone
10	Find some treasure
11+	Thwart the Big Bad

EXPLAINING THE PERSON, PLACE OR THING TABLE

- **Find a person** – In this story the Star must find someone. This person may or may not want to be found. There will always be enemies protecting (1-3) or guarding (4-6) that person.

- **Retrieve an object** – In this story the Star must retrieve or recover an object. Enemies will always be protecting that object.

- **Rescue someone** – In this story the Star must rescue someone that is being held prisoner. Enemies will always be protecting that person.

- **Find some treasure** - In this story the Star must discover and retrieve a valuable object or treasure. Enemies will always be protecting that object.

- **Thwart the Big Bad** – In this story the Star must stop the Big Bad from carrying out his evil plan. Enemies will always be protecting the Big Bad.

Example – Arizona Bob is a Rep 5 Star. He rolls 1d6 and scores a 4 for a total of 9 (5 + 4). Arizona Bob must now go out and rescue someone. Who? That's up to you to decide!

WHO IS THE BIG BAD?

We've introduced you to the Big Bad earlier in the book but now it's time to figure out just who exactly he is.

The Big Bad can be anyone you want him or her to be. But for a little help you can roll on the Who Is The Big Bad Table, which is based on what the Star has to accomplish.

1	WHO IS THE BIG BAD?

If the Star must…	And you roll this…	The Big Bad is…
Find A Person	1 - 3	Civilized Natives
	4 or 5	Natives
	6	Slavers
Retrieve An Object	1 - 2	Civilized Natives
	3 - 5	Natives
	6 (1-3)	King Beast
	6 (4-6)	Ancient Civilization
Rescue Someone	1 - 2	Civilized Natives
	3	Local Authorities
	4	Natives
	5	Slavers
	6	Military
Find Some Treasure	1	Civilized Natives
	2 - 4	Natives
	5	King Beast
	6	Ancient Civilization
Thwart The Big Bad	1 - 3	Civilized Natives
	4 - 5	Military
	6	Ancient Civilization

AND HOW BAD IS HE?

Now we will explain how to determine just how bad the Big Bad really is.

The Big Bad is the Yin to the Star Yang. Both are connected to each other and to determine how bad the Big Bad is we must determine how good the Star is.

Roll 2d6 and compare each score individually to the Rep of the Star then compare the number of passed d6 to the Big Bad Table.

2	THE BIG BAD

(Taken vs. the Rep of the Star)

A result of "6" is always a fail

d6 passed	Result
Pass 2d6	The Big Bad is one Rep lower than the Star.
Pass 1d6	The Big Bad and the Star are equal in Rep.
Pass 0d6	The Big Bad is one Rep higher than the Star.

Example – AZ Bob is on the trail of the Red Mask. But how bad is the Red Mask? AZ rolls 2d6 versus his Rep of 5 and scores a 3 and a 6, passing 1d6. This means the Red Mask and AZ Bob are equal in Rep.

The Star will try and stop the Big Bad from achieving his goal. But when you roll Thwart The Big Bad on the Person, Place or Thing Table you have to ask? What exactly is his plan?

THE MAN WITH THE PLAN

To find out what the Plan is we start with the Rep of the Big Bad.

Then add 1d6 and consult the Master Plan Table.

1	MASTER PLAN TABLE

Rep of the Big Bad + 1d6

Total	What Is It
4 or less	Hold Someone Prisoner
5 to 7	Steal Treasure
8 to 10	Steal Weapon
11 to 12	Unleash Death and Destruction
13 +	Retrieve an Artifact of Great Power

EXPLAINING THE MASTER PLAN TABLE

- **Hold Someone Prisoner –** The Big Bad has someone of great importance as a prisoner. Maybe it's your Love Interest?

- **Steal Treasure –** The Big Bad will try and steal some valuable object or objects.

- **Steal Weapon -** The Big Bad will try and steal a weapon of mass destruction.

- **Unleash Death and Destruction** – The Big Bad will unleash death and destruction upon the innocents unless he is stopped.

- **Retrieve an Artifact of Great Power** – The Big Bad is searching for an Artifact of Great Power. His possession of this Artifact threatens all of humanity.

> *Example - On the Person, Place or Thing Table AZ Bob scored an eleven. This meant that he must "Thwart the Big Bad". He rolls 1d6 and scores a 6 which when added to the Rep of the Big Bad (6) gives a result of 12. Looking on the Master Plan Table we see that the Big Bad desires to unleash death and destruction!*

The Big Bad's Minions

Remember that when the Big Bad needs to recruit his group you simply use any appropriate People's List to do so.

How Many Scenes Before The Final Scene?

The object of the Star is to reach a certain numerical total that allows him to reach the Final Scene. What's the magic number?

20

At the end of every Story Advancing Scene we can see if this magic number has been reached.

- First start with the Rep of the Star.

- Next add the number of Clues the Star has solved so far during the story.

- Roll 1d6 and add the result to this total.

- Consult the Advance The Story Table to see if you have reached the Final Scene or to see what the next scene will be.

1	ADVANCE THE STORY TABLE

Star Rep + number of solved Clues + 1d6

Total	Result
13 or less	Get info from someone in a Story Advancing Scene.
14 to 19	Find an object in a Story Advancing Scene.
20 +	The Final Scene

Explaining The Advance The Story Table

- **Retrieve info from someone** – The Star must find a specific person and get the Clue from him or her.

- **Find an object –** The Star must find an object that will contain a Clue.

- **The Final Scene –** In this scene the Star will meet the Big Bad or find the object of his search.

> *Example – Arizona Bob (Rep 5) has finished a Story Advancing Scene. Arizona Bob is searching for the Ring of Saint Olaf. AZ has been through three Story Advancing Scenes but only solved two Clues. AZ adds his Rep (5) to the number of Clues solved (2) for a total of 7. He next rolls 1d6 and scores a 6. Adding this to the previous total gives a result of 13 so Arizona Bob must "get info from someone".*

The Travel Scene

Travel Scenes are used to get the Star from one Story Advancing Scene to another. Travel Scenes are often very short and usually not played out on the tabletop.

The Star has just finished a scene, called exiting the scene. He may or may not have solved a Clue and it doesn't matter. All that matters is that the scene has been finished and the Star is ready to go to the next scene. And the next scene is called a Travel Scene.

> *Example – Arizona Bob has just finished the Story Advancing Scene with "Slippery Heinz". His next scene will take him to Paris where he is to meet the Countess Kasivikious. Arizona Bob must now enter a Travel Scene.*

Types Of Locales

> *"I came to Casablanca for the water."*
>
> *"What water? We're in the desert?"*
>
> *"I was misinformed."*
>
> Richard "Rick" Blaine and Capitaine Louis Renault –
> Casablanca - 1942

LARGER THAN LIFE – THE GAME OF PULP ADVENTURES

In Larger Than Life the Star can literally travel all over the world. As there are a seemingly infinite number of places that the Star can go we have grouped all the locations in the world into five types called Locales. Here they are with a brief description of each.

METROPOLIS

These are the largest of urban sprawl in the most modern of nations. A veritable concrete jungle populated with many hundreds of thousands of people. New York City is a Metropolis Locale.

CIVILIZATION

These are the majority of smaller cities and towns in the most modern of nations with populations ranging from the thousands down to the hundreds. Big cities and rural towns are considered to be Civilization Locales.

EXOTIC LOCALE

These are the larger cities and towns in what would be considered older exotic locations. Population will always be dense even if the area isn't that large. Cairo, Shanghai and Rio de Janeiro are Exotic Locales.

JUNGLES

These are the dense jungles of the world found in South America, Asia, and Africa. Deserts, large forests and arctic wastes can be substituted for jungles if desired. The Amazon rain forest, the Gobi desert and Antarctica would all fall under Jungles.

LOST WORLD

These are the Lost Worlds of legend and modern fiction. Usually found in jungles, on islands, in deep deserts or perhaps in the center of the Earth itself. Pellucidar, Skull Island and Atlantis would all fall under the Lost World Locale.

WHERE DO YOU GO?

The Star finishes a scene. From there he will go to a Travel Scene to determine where he will go next. Start with the Locale that you were in the previous scene, roll 1d6 and consult the Where To Next? Table to determine where this will be.

1	WHERE TO NEXT?	

If you were here…	And roll this…	You will go there…
Metropolis	1 to 3	Metropolis
	4 or 5	Civilization
	6	Exotic Locale
Civilization	1	Metropolis
	2 to 4	Civilization
	5 or 6	Exotic Locale
Exotic Locale	1	Civilization
	2 or 4	Exotic Locale
	5 or 6	Jungles
Jungles	1	Exotic Locale
	2 to 4	Jungles
	5 or 6	Lost World
Lost World	1	Jungles
	2 to 6	Lost World

Example – AZ Bob finishes the last scene in Civilization. He rolls 1d6 and scores a 5. He will be going to an Exotic Locale for the next scene.

GOING HOME

Anytime during the story the Star may choose to go home. To do so simply declare your intent and you are there. No need to find out how you got there. But you will reduce the number of Clues you have solved by one.

HOW DO YOU GET THERE?

Once you have determined where you will be traveling to you have to determine how you will get there. The methods of transportation from one place to the other are listed below.

TRANSPORTATION TABLE

Locale	*How To Get There*
Metropolis	CA, CS, TS, TR, & AT
Civilization	CA, CS, TS, TR, & AT
Exotic Locale	AT, CA, CS, & TS
Jungles	PP, TS, SV, & FT
Lost World	PP, TS, SV, & FT

EXPLAINING THE TRANSPORTATION TABLE

- **AT =** Auto. In the Metropolis and Civilization Locales the Star will drive himself. If in an

Exotic Locale he will hire a vehicle with a driver.

- **CA =** Commercial airlines. The Star is one of many passengers.

- **CS =** Commercial ship or liner. The Star is one of many passengers.

- **FT =** On foot. Guides will be available for jungle (1-5) or Lost World (6). If Star has a map then no guide is needed.

- **PP =** Small privately hired airplane. Crew consists of a Pilot and possibly an Ace Mechanic (1-3). Will seat either four (1-4) or six (5-6).

- **SV =** Safari vehicle such as jeep or similar. Vehicle is hired with driver and possibly a guide (1-2). Will seat either four (1-4) or six (5-6).

- **TR =** Train. Star is one of many passengers.

- **TS =** Tramp steamer. May have 1d6 more passengers (1-2). Crew consists of Captain, First Mate and 3+1d6 crewmembers.

AVAILABILITY OF TRANSPORTATION

Once it has been determined what types of transportation can be used roll on the Available Transportation Table to see what type you will take. Rolling 1d6 on this table reflects that sometimes some types of transportation just will not work whether from scheduling difficulties or immediate need.

1	**AVAILABLE TRANSPORTATION**	

If you're going to…	*And roll this…*	*You will use this to get there…*
Metropolis	1 or 2	CA
	3 (1-3)	CS
	3 (4-6)	TS
	4 or 5	TR
	6	AT
Civilization	1	CA
	2 (1-3)	CS
	2(4-6)	TS
	3 or 4	TR
	5 or 6	AT
Exotic Locale	1	CA
	2 or 3	CS
	4 to 6	TS
Jungles	1	PP
	2	TS
	3 to 5	SV
	6	FT
Lost World	1 (1-2)	PP
	1 (3 – 6)	TS
	2	SV
	3 to 6	FT

Players have to use a bit of logic when using the Transportation Availability Table to insure consistency. If a result could obviously not be used the player should re-roll until a logical result is reached.

Example - I am using a safari vehicle while traveling through the Jungle. I roll on the Where To Next Table and score a 6. This means the next scene takes me to a Lost World. I roll a 1 then another 1 on the Transportation Availability Table. This results in a private plane. This makes no sense so I re-roll and score a 5 and the result is going in on foot. I leave the vehicle and proceed on foot. If I had rolled a 2 I would have kept the safari vehicle.

CHANCE OF AN ENCOUNTER

There is a chance that the Star can encounter other characters during a Travel Scene. After the Star has determined the next Locale and how he is to travel there the player rolls 1d6. On a score of "1" there is an encounter. On any other score nothing of consequence has happened and the Star arrives safely in the new locale.

ENCOUNTERS

What the Star has encountered depends upon what type of transportation the Star is taking. Match the corresponding mode of transportation to the Traveling Encounters Table and roll 1d6 to see what the encounter will be.

1	TRAVELING ENCOUNTERS

If you're traveling by …	And roll this…	You will encounter…
Auto	1-5	Being Followed
	6	Sabotage
Commercial Airliner	1-6	Being Followed
Commercial Ship	1-4	Being Followed
	5	Seduction
	6	Friendlies
Foot	1-5	Being Followed
	6	Friendlies
Private Plane	1-6	Sabotage
Safari Vehicle	1-4	Being Followed
	5-6	Sabotage
Train	1-3	Being Followed
	4-5	Seduction
	6	Friendlies
Tramp Steamer	1-4	Intercept
	5-6	Being Followed

BEING FOLLOWED

The Star is being followed. The Travel Scene has ended. Before moving on to the next Story Advancing Scene the Star will be the target of a Stand Up Fight at the Locale he has arrived at. Go to the section called Stand Up Fight on page 38.

FRIENDLIES

The Star has met a friendly Co-Star that will join the Star for the next 1d6 scenes. This includes Travel Scenes, Story Advancing Scenes, Other Scenes and even the Final Scene.

INTERCEPT

A U-Boat, other military watercraft or a privately owned watercraft has intercepted the Star.

If intercepted by a U-Boat or other military watercraft the Star and his group is captured. Go to the Captured section on page 38.

If intercepted by a privately owned watercraft then fight a Stand Up Fight with the enemy boarding the ship. Go to the section called Stand Up Fight on page 38.

SABOTAGE

The mode of transportation is disabled. Subtract one solved Clue from the Star's total. Re-roll the Travel Scene.

SEDUCTION

The Star meets a Femme Fatale who immediately attempts to seduce the Star. Go to the section on Actions on page 44.
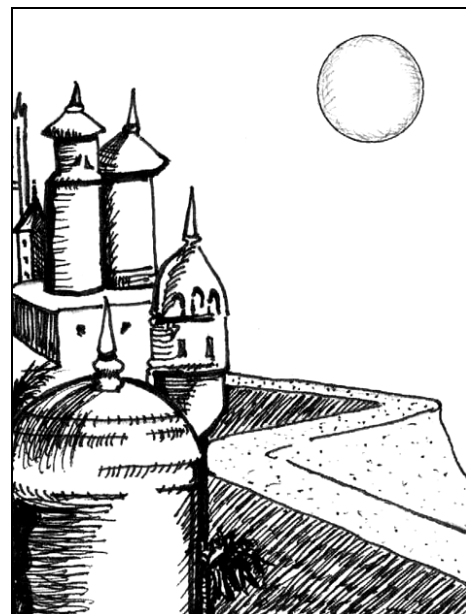
STORY ADVANCING SCENE

In the Story Advancing Scene there is a Clue that must be solved. Solving the Clue helps the Star achieve the magic number to reach the Final Scene.

The Clue may be finding someone or something that leads the Star to the next scene. This is determined by rolling on the Advance The Story Table as outlined in the Opening Scene section.

IS THE BIG BAD HERE?

The Big Bad will either be encountered in a Story Advancing Scene or in the Final Scene.

Whenever the Star enters a Story Advancing Scene roll 1d6. On a result of "1" the Big Bad is present. His role is solely to capture the Star (1-3), Love Interest (3-4) or one or more of his group (5-6). Once doing so he will immediately leave the scene with his prisoner. This will now change into a Rescue story until that person has been rescued. It will then return to the original story.

Example – AZ Bob is still searching for the Ring of St Olaf. He has run into the Big Bad during a Story Advancing Scene. The Big Bad trying to capture the Star or one of his group. The Big Bad succeeds in capturing one member of the group. The story now shifts from finding the Ring of St Olaf to rescuing the captured character. Four scenes later the character is saved and AZ now returns to the original story, finding the ring!

If the Big Bad is captured the Star will count as if solving three additional Clues. He will then receive word that the Big Bad has escaped and the story continues.

TIME OF DAY

At the start of each scene roll 1d6 to determine if it is day (1-3) or night (4-6).

GET INFO FROM SOMEONE

The Star must find someone then convince him to provide the info (Clue) needed to move to the next Story Advancing Scene. This can be anyone the player desires or rolled from the appropriate People List.

First determine the difficulty of finding the person.

- Roll 2d6 and count the lower score. If doubles are rolled take either result.

- Modify the difficulty in finding the person by the modifiers on the Search For Person Table.

- Then roll 2d6 versus the Rep of the Star and the difficulty of finding the person.

- Compare the results on the Search For Person Table.

2	SEARCH FOR PERSON TABLE
	Rep of Star vs. Difficulty of finding the person
	+1 Difficulty if searching in a Metropolis *-1 Difficulty if searching in an Exotic Locale* *+1 if have Applicable Skill*
	Result of a "6" is always a failure.

# d6 passed	Result	
	Searcher	**Quarry**
Pass 2d6 more than opponent.	Searcher finds the Quarry without incident. May attempt to retrieve info.	Searcher fails to find the Quarry and steps into Trap (1) or a Stand Up Fight (2-6) instead.
Pass 1d6 more than opponent.	Searcher finds the Quarry but will suffer Complications when questioning the Quarry.	Searcher fails to find the Quarry and steps into an Interaction Scene.
Pass 0d6 more than opponent.	Searcher fails to find the Quarry.	

Example – AZ Bob is looking for Sleazy Heinz in Cairo. He rolls 2d6 and scores a 2 and a 4 for the DF of finding Heinz. Keeping the lower score the DF is 2. He then subtracts one because they are in an exotic Locale.

AZ rolls 2d6 versus his Rep of 5 and passes 2d6. Heinz rolls 2d6 and passes 1d6. As AZ has passed 1d6 more than the Quarry he has found Heinz but will suffer complications in trying to get the info from him.

OUTCOME

If the Searcher finds the Quarry he may take one Opposed Task Challenge to see if he retrieves the info. Whether the Clue is solved or not return to the Advance the Story Table on page 30.

FIND AN OBJECT

The Star must find an object that will provide him the Clue needed to move to the next Story Advancing Scene. This can be anything the player desires unless dictated by the scenario.

First determine the difficulty of finding the object.

- Roll 2d6 and count the lowest score. If doubles are rolled take either result.

- Modify the difficulty in finding the object by the modifiers on the Search For Thing Table.

- Then roll 2d6 versus the Rep of the Star and the difficulty of finding the object.

- Compare the results on the Search For Thing Table.

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2   SEARCH FOR THING TABLE

Rep of Star vs. Difficulty of finding the person

-1 Difficulty if searching in a Metropolis
+1 Difficulty if searching in an Exotic Locale
+1 if have Applicable Skill

Result of a "6" is always a failure.

# d6 passed	Result	
	Searcher	Quarry
Pass 2d6 more than opponent.	Searcher finds the object without incident. May attempt to solve the Clue contained within.	Searcher fails to find the object and steps into a Trap (1-2) or Stand Up Fight (3-6) instead.
Pass 1d6 more than opponent.	Searcher finds the Object but suffers Complications when trying to solve the clue.	Searcher fails to find the object and steps into an Interaction Scene.
Pass 0d6 more than opponent.	Searcher fails to find the object.	

SOLVING THE CLUE

Once the Star has the object he must try and solve the Clue it provides. Here's how this is done.

- Roll 2d6 and count the lower result. This is the Difficulty Factor of the clue. If doubles are rolled take either result.

- Next roll 1d6 for each point of Rep of the Star and the Difficulty Factor of the clue.

- Compare the results on the Get A Clue Table.

REP   GET A CLUE TABLE

Rep of Star versus Difficulty Factor of the Clue

-1d6 if suffering complications
+1d6 if using an Applicable Skill

Pass on a result of 1, 2, or 3
Fail on a result of 4, 5, or 6

# Successes	Result	
	Star	Clue
Score more successes of than opponent.	Star solves the meaning of the clue.	Star cannot figure out the meaning of the clue.
Score same number of successes as opponent	Star rolls 1d6 versus his Star Power. If score equal or less then solve the meaning of clue. If not then cannot figure out the meaning of the clue.	Star rolls 1d6 versus his Star Power. If score equal or less then solve the meaning of clue. If not then cannot figure out the meaning of the clue.

Example – AZ Bob has found a statue of Saint Olaf at a curio shop in Cairo. He examines it to see if he can find a clue to the whereabouts of the ring. He rolls 2d6 for the DF of the Task and scores a 2 and 5 so the DF is 2.

AZ rolls 5d6 less 1d6 for suffering complications. He scores 3 successes. The DF roll yields 1 success. As AZ scores two more successes he has solved the Clue.

OUTCOME

- Whether the Clue is solved or not return to the Advance the Story Table on page 30.

INTERACTION

So you haven't been successful finding your quarry or the object but have a chance to interact with someone else instead. Here's how it happens.

- Go to the appropriate Interaction Table for the Locale that the scene is taking place in.

- Next roll 2d6, add them together and this will determine whom or what you could interact with.

- Next roll on the People List as outlined in the Assemble The Cast section on page 42.

METROPOLIS

2d6 Result	Interaction with
2	Film Crew
3	(1 – 4) Archaeologist (5-6) Scientist
4	Local Authorities
5	(1-4) Private Eye (5-6) Reporter
6	Civilians
7	Civilians
8	Civilians
9	(1) Street Urchin (2-6) Thugs
10	(1-4) Ace (5-6) Mechanic Pilot
11	(1) Eccentric Millionaire (2-6) Playboy
12	(1-4) Kooky Inventor (5-6) Mad Scientist

CIVILIZATION

2d6 Result	Interaction with
2	Film Crew
3	(1 – 4) Archaeologist (5-6) Scientist
4	Local Authorities
5	(1-4) Private Eye (5-6) Reporter
6	Civilians
7	Civilians
8	Civilians
9	(1) Street Urchin (2-6) Thugs
10	Military
11	(1-4) Ace Mechanic (5-6) Pilot
12	(1) Eccentric Millionaire (2-6) Playboy

EXOTIC LOCALE

2d6 Result	Interaction with
2	Film Crew
3	White Explorers
4	Local Authorities
5	(1-4) Private Eye (5-6) Reporter
6	Civilized Natives
7	Civilized Natives
8	Villagers
9	(1) Street Urchin (2-6) Thugs
10	Military
11	Villagers
12	(1-4) Ace (5-6) Mechanic Pilot

JUNGLES

2d6 Result	Interaction with
2	Civilized Natives
3	White Explorers
4	Slavers
5	Natives
6	Creatures
7	Natives
8	Natives
9	Natives
10	White Explorers
11	Villagers
12	Slavers

LOST WORLD

2d6 Result	Interaction with
2	King Beast
3	White Explorers
4	Dinos
5	Dinos
6	Dinos
7	Ancient Civilization
8	Dinos
9	Dinos
10	King Beast
11	Ancient Civilization
12	Ancient Civilization

- Then roll 1d6 equal to each point of Rep of the Star and the NPC.

- Apply the outnumbering modifier if need be.

- Retain all successes (1, 2, or 3) that are rolled.

- Discard all failures (4, 5, or 6) that are rolled.

- Re-roll all successes.

- Repeat until only one side has any successes left.

- If both sides end up with zero successes then both sides choose to co-exist peacefully.

- Apply the results to the Interaction Table.

REP	INTERACTION TABLE
	(Counting successes)

+2 outnumbering opponent 2 to 1 or more

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Discard all failures and keep rolling until only one side has any successes or both sides have zero successes.

# #Successes	Result	
	Star	**NPC**
Score 2 more successes than opponent	NPC is swept off their feet! Will join the Star as long as he remains in this Locale.	The NPC becomes belligerent go to the Draw! Section.
Score 1 more success than opponent	The NPC behaves favorably. Takes the Star to where the object or person is allowing the Star to attempt and solve the Clue.	The NPC gets "pushy". Go to the First Punch Table.
Score same number of successes as opponent	Both sides co-exist peacefully.	

FIRST PUNCH

For whatever reasons the NPC Leader and you haven't hit it off. So that's what happens next.

The NPC Leader and the Star square off, tempers flare and punches are thrown.

REP	FIRST PUNCH!
	(Counting successes)

+1d6 to NPC

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

# Successes	Result
Score 2 more successes than opponent	Land punch and KO opponent. Opponent is Out of Fight. Group takes Leader Lost test then activation begins normally. Bar brawl and no weapons are drawn. Local authorities arrive in 1d6 turns.
Score 1 more success than opponent	Land punch but opponent recovers. Go to Activation procedure. Opponent will count as one Rep lower for the purpose of this Activation test. Bar brawl and no weapons are drawn. Local authorities arrive in 1d6 turns.
Score same number of successes as opponent	Cooler heads prevail and both sides co-exist peacefully.

DRAW!

Now it's really gotten out of hand. For whatever reason the NPC has decided to ratchet it up a notch.

The NPC Leader and the Star square off, tempers flare and weapons are drawn. It may be a pistol, rifle or sword, whatever the character has at hand.

—

REP	DRAW!
	(Counting successes)
	+1d6 to NPC
	-1d6 drawing two-handed weapon
	Each die roll of 1, 2, or 3 = Success
	Each die roll of 4, 5, or 6 = Failure

# Successes	Result
Score 2 more successes than opponent	Any result of "1" on the successful dice means opponent is killed. If no "1" scored then roll normally to fire or go to hand-to-hand combat if applicable. After the attack is resolved activation is rolled for normally. Local authorities arrive in 1d6 turns.
Score 1 more success than opponent	Any result of "1" on the successful dice means opponent is OOF. If no "1" scored then roll normally to fire or go to hand-to-hand combat if applicable. After the attack is resolved activation is rolled for normally. Local authorities arrive in 1d6 turns.
Score same number of successes as opponent	Both sides fire or swing and miss. Go to Combat Section and Activate normally.

OTHER SCENES

These are scenes that normally do not have Clues.

STAND UP FIGHT

In a Stand Up Fight the two groups will confront each other with the goal of defeating the other. Refer to the Setting the Stage section on page 40. Next go to the Action section and take the Gaining the Upper Hand Test on page 43.

Any enemy captured during a Stand Up Fight allows the Star or his group to take a one Task Opposed Challenge to see if he retrieves info that will count as solving a Clue!

CAPTURED

Go to this scene whenever the Star is captured and taken to the Big Bad. And it's time for the obligatory soliloquy courtesy of the Big Bad! Here's how it's done.

- Roll #d6 equal to the Rep of the Big Bad.

- Roll #d6 equal to the Rep of each captive.

- Apply any modifiers as outlined on the Talk Me To Death Table.

- Retain all successes (1, 2, or 3) that are rolled.

- Discard all failures (4, 5, or 6) that are rolled.

- Re-roll all successes.

- Repeat until only one side has any successes left or both sides have zero successes. This means that different characters may reach zero successes at different times while the soliloquy continues.

REP	TALK ME TO DEATH TABLE
	+1d6 if able to use an Applicable or Similar skill
	-1d6 if suffering Complications
	Each die roll of 1, 2, or 3 = Success
	Each die roll of 4, 5, or 6 = Failure
	Discard all failures and keep rolling until only one side has any successes or both sides have zero successes.

# Successes	Result Character	Big Bad
Score 2 or more successes than opponent.	Character fires off a "snappy retort" flustering the Big Bad. The soliloquy is over.	Big Bad becomes furious and kills the character as an example. The soliloquy is over.
Score 1 more success than opponent.	Character suffers but "soldiers" on unhurt. The soliloquy is over.	Character suffers but "soldiers" on unhurt. The soliloquy is over.
Score same number of successes	The soliloquy is over.	

WHEN THE SOLILOQUY ENDS

Characters that are still alive and the Big Bad will roll versus their Rep. Compare the results on the Escape Table.

REP	ESCAPE TABLE	
	+1 if able to use an Applicable skill	
	Pass on a result of 1, 2, or 3	
	Fail on a result of 4, 5, or 6	
	Discard all failures and keep rolling until only one side has any successes or both sides reach zero successes.	

# Successes	Result Character	Big Bad
Score 2 or more successes than opponent.	Character escapes and will count +1d6 on the Chase Table. Go to the Chase Scene.	Character is killed while attempting to escape.
Score 1 more success than opponent.	Character escapes. Go to the Chase Scene.	Character remains a captive and counts −1d6 on any further escape attempts.
Score same number of successes	Character escapes. Go to the Chase Scene.	

CHASE

One or more characters have escaped capture. They will group together and try to reach safety while the enemy will attempt to recapture them.

REP	CHASE TEST	
	Rep of lowest runner vs. Rep of lowest chaser	
	Pass on a result of 1, 2, or 3	
	Fail on a result of 4, 5, or 6	
	Discard all failures and keep rolling until only one side has any successes or both sides reach zero successes.	

# Successes	Result Runner	Chaser
Score 2 or more successes than opponent.	Runner escapes.	Chaser recaptures runners. Go to Captured Scene. Big Bad is +2d6 when giving his soliloquy.
Score 1 more success than opponent.	Runner escapes.	Challenger corners runners. Go to Stand Up Fight.
Score same number of successes	Runner escapes.	

* Star also refers to any applicable character.

OUTCOME

If Star escapes go to Advance The Story Table.

THE FINAL SCENE

This is the last scene where the Big Bad is confronted or the object of the story can be found.

SETTING THE SCENE

Before each scene the players must "set the scene" as follows.

1 – SETTING THE STAGE - Set up the terrain for the scene based on the Locale, type of scene and using the section called Setting the Stage on page 40.

Example - The scene takes place in the jungle and is a Find An Object Story Advancing Scene so I consult the Setting The Stage section and lay out two densely packed jungle areas surrounding a clearing with a hut in the center.

2 – ASSEMBLE THE CAST – Gather all characters involved in the scene.

Example – Arizona Bob is going it alone. He will be fighting an evil Co-Star and two Extras.

3 – PLACE THE ACTORS ON THEIR MARKS – Lay out the forces as outlined in the deployment section of the appropriate scene.

Example – This is a Stand Up Fight where the enemy and the Stars group are set up 12" apart.

4 – ACTION! – Go to the scene and resolve the action using the Gaining the Upper Hand Test found on page 43.

Example – Going to the Gaining the Upper Hand Test results in AZ scoring a result of charge into melee with the enemies firing.

5 –COMBAT – If neither side has exited the scene (left the table) then go to the Combat Section on page 46 and continue combat until one side or the other exits the scene.

Example – AZ has survived the gunfire and one round of melee with an Extra. As both sides are still on the table they go to the Combat section and roll for activation.

6 – EXIT, STAGE LEFT – Whether the Star has solved a Clue or not the scene is over. Return to the Advance the Story Table on page 30.

Example – Having finished the scene AZ goes to the Advance the Story Table on page 30.

SETTING THE STAGE

The terrain of the scene is determined by the Locale that you are in and what you are trying to resolve. Roll 2d6 and consult the Location Table to determine where the scene will take place. The exception would be the Final Scene, which is handled by the Where Is The Big Bad Table on page 55.

2	LOCATION TABLE				

Total	Metropolis	Civilization	Exotic Locales	Jungles	Lost World
2	A	A	A	G	G
3	A	A	A	G	G
4	A	A	A	G	B
5	A	A	A	G	C
6	A	A	A	B	C
7	A	B	B	C	C
8	B	B	B	F	F
9	B	D	F	F	D
10	D	F	F	D	E
11	F	F	G	E	E
12	F	F	G	E	A

METROPOLIS

A – This is an urban area where the scene takes place in one (1-4) or more (5-6) buildings.

B – The scene takes place in an alley (1-4) or on a public street (5-6)

D – The scene takes place near a canal (1-2) or on a bridge (3-6).

F – The scene takes place in a public park.

CIVILIZATION

A – This is an urban area where the scene takes place in one (1-2) or more (3-6) buildings.

B – The scene takes place in an alley (1-3) or on a public street (4-6)

D – The scene takes place near a canal (1) or on a bridge (2-6).

F – The scene takes place in a public park.

EXOTIC LOCALE

A – This is an urban area where the scene takes place in one (1-3) or more (4-6) buildings.

B – The scene takes place in an alley (1-4) or on a public street (5-6)

F – The scene takes place in the town square.

G – This is the outskirts of the city on the fringe of the jungle.

JUNGLE

B – The scene takes place on a well-used trail (1-4) or rarely used path (5-6).

C – The scene takes place in rough mountainous terrain.

D – The scene takes place on a wood bridge (1-2) or a rope bridge (3-6).

E – This is a group (3+1/2d6) of grass or timber dwellings surrounding a well with a small fenced enclosure for animals.

F – The scene takes place in an open and flat area of grassland.

G – The scene is in a densely wooded and dark jungle or wooded area.

LOST WORLD

A - This is an urban area where the scene takes place in one (1-4) or more (5-6) buildings.

B – The scene takes place on a well-used trail (1-2) or rarely used path (3-6).

C – The scene takes place in rough mountainous terrain.

D – The scene takes place on a wood bridge (1-2) or a rope bridge (3-6).

E – This is a group (3+1/2d6) of grass or timber dwellings surrounding a well with a small corral for animals.

F – The scene takes place in an open and flat area of grassland.

G – The scene is in a dense jungle or wooded area.

TERRAIN AND SCENERY

This section describes the appearance of the tabletop for the scene and what effects it may have on your characters. For ideas on terrain and buildings I suggest watching movies of the appropriate genre.

The terrain should extend over the whole area of the tabletop but need not cover every inch. As the suggested size is 3'x3' you have an opportunity to make do with little amounts of terrain. Each terrain piece should be pretty large (12" x 12" or 6" x 24"). The key is to make whatever terrain you have work for you. The types of terrain are as follows:

Alley – This is a 12" wide stretch of pavement running the length of the table between two rows of buildings. There may (1-3) be one (1-3) or more (4-6) doors on each building. They may be locked (1-4) or unlocked (5-6). This isn't that important as the action should take place in the alley. Garbage dumpsters, drunks, punks and stray animals are just some of the things that can be found lurking in the alley. There may be Innocent Bystanders present.

Bridge – These are large automobile supporting bridges. They should be at least 12" long with land on both sides. There may be Innocent Bystanders present.

Building – This can be any size structure or structures with one or more uses. We recommend that the building area occupy ¾ of the tabletop with streets and alleys surrounding it. There may be Innocent Bystanders present.

Canal – Large waterway used for boat traffic through the city. There is a chance (1-3) that there is a boat present and a chance (1-2) there is a bridge spanning the waterway. The encounter will take place either along the canal (1-3) or on the boat or bridge (4-6) if either is present. If both are present then it will take place along the canal (1-2), on the boat (3-4) or on the bridge (5-6). There may be Innocent Bystanders present.

Clearing – Open area without cover or concealment.

Wood bridge – This is a narrow bridge used solely for bicycle and foot traffic. It should be at least 12" long with land on both sides.

Fringe of the Jungle – Half of the table should consist of dense jungle and the other half of clearing. Dense jungle reduces combat movement by ½. Line of sight is reduced to 6". Jungle terrain is impassable by all vehicle types.

Grass Dwellings – Grass or skin huts surrounding a well with a small corral off to one side. There may be Innocent Bystanders present.

Jungles – Dense jungle and undergrowth that reduces combat movement by ½. Line of sight is reduced to 6". Jungle terrain is impassable by all vehicle types.

Mountainous Terrain – Mountainous terrain that reduces combat movement by ½. Line of sight is reduced to 12".

Public Park – This is a clear area of greenbelt occupying most of the table. It may have small buildings along the edges. There may be Innocent Bystanders present.

Public Street – A 12" wide street running from one end of the table to the other with buildings on either side. There may be Innocent Bystanders present.

Rarely Used Path – An unkempt trail through jungle, woods or mountains that forces characters to move at two inches slower than normal combat speed. Line of sight from the trail into the adjoining terrain is reduced to 6".

Rope Bridge - A narrow and frayed rope bridge spanning a deep chasm with a river (1-3) or jungle canopy (4-6) down below. The bridge should be at least 12" long with land on both sides. To cross the bridge characters must use the following procedure.

- Decide how many characters will attempt to cross the bridge at the same time.

- Place them on the bridge in any desired order.

- Once placed roll 2d6 and consult the Rickety Bridge Test for the results.

2	**Rickety Bridge Table**

2d6 added together
Count any character within 2" of the next character twice.

- If the result is lower than the number of characters on the bridge the bridge will collapse.
- If the result is equal or higher than the number of characters on the bridge the characters are placed on the other side.
- If they cannot cross for whatever reason the test is taken each turn of activation they remain on the bridge.

Example –AZ Bob, Gayle Goodbody and two Extras are running over the bridge at the same time. A seven is rolled so as the number is equal or higher that the total characters crossing the bridge the characters are safely placed on the other side.

If the bridge breaks then it will do so at the halfway point.

- Characters that were on the bridge will be on one side or the other of the break.

- Characters must immediately take an Unopposed Task Challenge (DF 3) to hang onto the remnants of the bridge. The consequences of failing would be the character plunging into the river or onto the jungle canopy. This would be a good time to use the Cheating Death rule.

- If the character held on he must, when next active, take an Unopposed Task Challenge (DF 4) to climb up the bridge to the land. The consequences of failing would be the character plunging into the river or onto the jungle canopy. Another good time to use the Cheating Death rule.

Town Square – Crossroads entering and exiting all edges of the table with an open paved area with a fountain or statue in the center surrounded by buildings. Innocent Bystanders may be present.

Well-Used Trail – A well-used trail through jungle, woods or mountains that allows characters to move at normal combat speed. Line of sight from the trail into the adjoining terrain is reduced to 6".

Woods - Dense woods and underbrush that reduces combat movement by 2". Line of sight is reduced to 12" and characters in the woods will always count as if in cover. Wooded terrain is impassable by all vehicle types.

ASSEMBLE THE CAST

Once you have set up the tabletop it's time to gather the characters involved for both sides.

- Pull out your Star and his group.

- Add all the Reps of the Star and his group together into one number. The size of the enemy force will be based upon this number.

- Now roll 1d6.

- Add the score to the number of Clues the Star has solved.

- Add the Rep of the Big Bad to this total.

- Compare this total to the Number Of Enemy Table to determine the total Rep of the enemy force.

- If this is the Final Scene then the Big Bad will automatically be present. Otherwise roll 1d6 and if a '1' is scored the Big Bad is the first character the enemy has. In either case his Rep is included in the enemy Rep total.

1	**NUMBER OF ENEMY TABLE**

1d6 + number of Clues solved + Rep of Big Bad

Total	Number of Enemy
8 or less	The enemy has 1/2 the Rep of your group
9 - 13	The enemy has equal the Rep of your group
14 - 16	The enemy has 1½ times the Rep of your group
17 +	The enemy has twice the Rep of your group

- Next roll 2d6 on the appropriate People List and add the Reps of the characters generated. Keep doing so until the necessary Rep total is reached or exceeded.

Example – Captain Action (Rep 5), Buckeye Beaver (Rep 4) and two Extras (combined Rep 6) gives a group Rep of 15. The Captain rolls 1d6 and scores a 3. He has solved six Clues so far so added together is a 9. The Big Bad Rep is a 5 so the result is a 14. This means that the enemy has one and a half times their Rep or 21 points worth.

I go to the Natives List and start rolling 2d6.

- *I score a 3 for a Leader at Rep 5.*
- *I score a 5 for a Shaman at Rep 5 for a total of 10.*
- *I score an 8 then roll 1d6 and score a 3. That means three Warriors all Rep 4 for another twelve Rep.*
- *Total of 22 points and the enemy force is complete.*

INNOCENT BYSTANDERS

Once you've gathered your group and the enemy group there's still one more group to consider. Innocent Bystanders. While you and the Big Bad are trying to save and destroy the world there could be innocent bystanders in the way. Check the terrain of the table and the time of day* of the scene to determine if there are innocents present. Generate them by using the Innocent Bystanders Table. Note that there are never any innocent bystanders in the lair of the Big Bad.

* Day (1-3) or night (4-6).

INNOCENT BYSTANDERS

Location	Day	Night
Alley	1/3d6	1/3d6
Bridge	2d6	1/3d6
Building	1d6	2d6
Canal	1d6	1/3d6
Grass Dwellings	2d6	1d6
Public Park	2d6	1/2d6
Public Street	2d6	1d6
Town Square	2d6	1d6

Example – Captain Action and the Red Mask are meeting in the day at the Public Park. I roll 2d6 and score a result of 8 Innocent Bystanders.

Who are they? They are unarmed civilians, citizens, or villagers from the appropriate list.

PLACE THE ACTORS ON THEIR MARKS

Now that you have gathered the groups you must set up the characters.

- Place the Innocent Bystanders randomly about the board. It really doesn't matter, as they are in effect scenery.
- Place the opposing Leaders 6+1d6" from each other and in sight. If at all possible place them in cover.
- Next place the characters from each group within 12" of the Leader but not any closer to the enemy than he is.

Now go to the appropriate scene and let's get started.

ACTION!

Both groups have squared off and are staring each other down. The Star and his counterpart now will decide who calls the shots.

GAINING THE UPPER HAND TEST

After the two groups have been placed on their marks the Gaining The Upper Hand Test must be taken. Here's how it's done.

- Roll #d6 equal to the Rep of each Leader.
- Apply any modifiers as outlined on the Gaining The Upper Hand Test.
- Retain all successes (1, 2, or 3) that are rolled.
- Discard all failures (4, 5, or 6) that are rolled.
- Re-roll all successes.
- Repeat until only one side has any successes left or both sides have zero successes left.

LARGER THAN LIFE – THE GAME OF PULP ADVENTURES

REP GAINING THE UPPER HAND TEST

(Taken by Leader of both sides)

+1d6 if outnumber enemy by 2:1
+2d6 if outnumber enemy by 3:1 or more

Frenzy will ALWAYS count a minimum of pass 2d6 on the first toss.

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Discard all failures and keep rolling until only one side has any successes or both sides have zero successes.

# Successes	Result
Score 3 or more successes than opponent	• Ferocious will cause enemy to run away and will give chase. * • Star, Big Bad, Co-Star, Femme Fatale, Authorities (a) or Primitives (b) will choose appropriate action. Go to Imposing My Will Table. • Others count as if score two more successes than enemy.
Score 2 more successes than opponent	• All will fire at chargers, Beasts, Creatures or Dinos. Go to the Combat Rules section rolling Activation normally. • Otherwise charge into melee but enemy may not fire. Go to the Combat Rules section rolling Activation normally.
Score 1 more success than opponent	• All will fire if possible. Go to the Combat Rules section. • Otherwise charge into melee but enemy may fire. Go to the Combat Section rolling Activation normally.
Score same number of successes as opponent.	• Go to the Combat Section rolling Activation normally.

* All characters including the chaser will roll 1d6 and add the score to their Rep. If the chaser total is higher than one or more characters the chaser has caught the character with the lowest total. The chaser rolls 1d6 per each point of Reputation. A result of a "1" is a hit just like in melee.

(a) Authorities include Local Authorities and Military.

(b) Primitives include Natives, Slavers, King Beast, and Ancient Civilization.

CHOOSING AN ACTION

Characters that score 3 or more successes than their opponent on the Gaining The Upper Hand Test are allowed to choose an action that will give them success versus their opponent without resorting to combat. An example from the genre would be Ash introducing the folks to his "Boom Stick" in Army of Darkness.

Using an action is a two-step process. First choose the appropriate action based on what you want to try and who you are trying it on.

Example - The Big Bad is trying to Terrorize the Primitives.

STAR/CO-STAR ACTIONS

DAZZLE PRIMITIVES
• Opposing Leader is swept off his feet and befriends the Star. Will use his group to help the Star including fighting for the Star as long as he stays in this Locale.

DRIVE OFF CREATURES, BEASTS OR DINOS
• Creatures will be driven off by action of character. Remove Creatures from scene.

CONVINCE
• Use against other than above characters. For whatever reason the opponent would be convinced to leave the Star and his group alone. Will not work if there is a Big Bad leading the opposition.

BIG BAD ACTIONS

TERRORIZE PRIMITIVES
• Opposing Leader will be "struck down" (OOF), all primitives terrorized and will run away. Big Bad gains Fear amongst these fellows! Stars cannot be terrorized.

DRIVE OFF CREATURES, BEASTS OR DINOS
• Creatures will be driven off by action of character. Remove Creatures from scene.

INTIMIDATE
• Use against other than above characters. For whatever reason the opponent will be "brow beaten" to surrender or leave the Big Bad alone. Will not work if there is a Star leading the opposition.

FEMME FATALE ACTIONS

SEDUCE
- Attempt to seduce opposing Leader to totally cooperate with the Femme Fatale acting, as she desires. Will last until she does something to betray him.

AUTHORITIES ACTIONS

INTIMIDATE
- First will attempt to get opponents to leave the Locale. If opponent refuses to leave or returns the Authorities will try and arrest the opponent.

ARREST
- Will attempt to arrest the opponent who will not resist.

* If forced to leave Locale then go to Travel Scene. If arrested then lose 1 solved Clue and go to Travel Scene.

PRIMITIVES ACTIONS

CAPTURE
- Will attempt to capture the enemy without meeting any resistance.

* If captured lose 1 solved Clue and go to Capture Scene.

IMPOSING MY WILL

Once an action is decided both sides will take the Imposing My Will Test. Here's how it's done.

- Roll #d6 equal to the Rep of each Star or Leader.

- Apply any modifiers as outlined on the Imposing My Will Test.

- Retain all successes (1, 2, or 3) that are rolled.

- Discard all failures (4, 5, or 6) that are rolled.

- Re-roll all successes.

- Repeat until only one side has any successes left or both sides have zero successes.
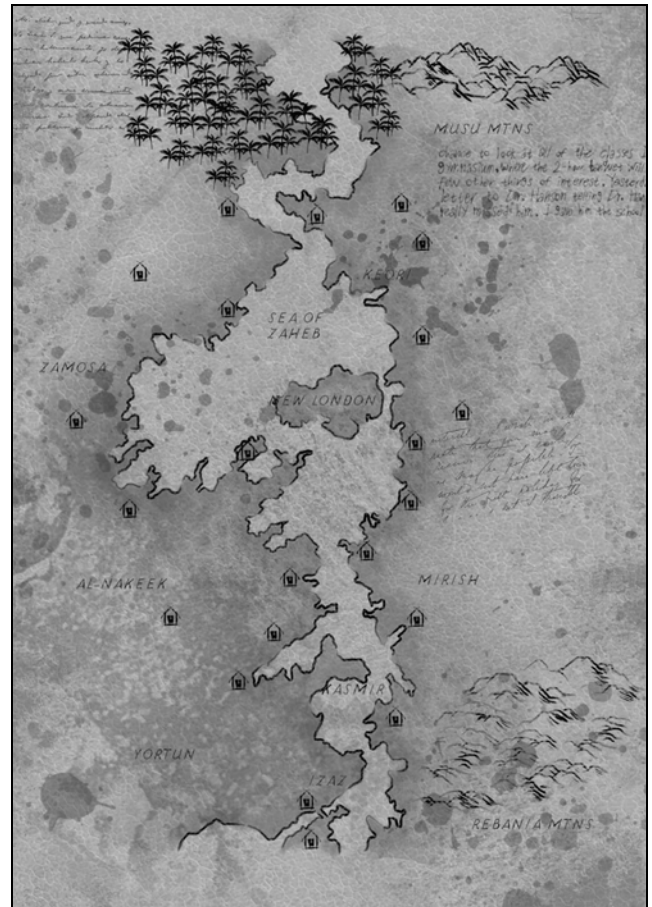
REP	IMPOSING MY WILL

(Taken by Leader of both sides)

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Discard all failures and keep rolling until only one side has any successes or both sides have zero successes.

# Successes	Result
Score more successes than opponent	Character attempting the action has successfully imposed his will.
Score same number of successes as opponent	Target unbroken. Return to Gaining the Upper Hand Test counting the Target as passing 2d6 more than enemy.

COMBAT

These rules are used when it's time for combat. Use these rules when:

- The Gaining The Upper Hand Test directs you here.

- If you decide to play LTL as a tabletop skirmish game only.

GROUPS

When combat starts each side will have their characters on the tabletop from the end of the Gaining The Upper Hand Test on page 44.

Now each side must separate its characters into groups of one or more figures. This does not mean that they are moved but instead just divided into groups based on where they currently are. Groups are those characters within 4" and in clear line of sight of another group member.

The character with the highest Rep in the group is considered to be the leader of the group for determining the order of activation.

Example – I have a group consisting of a Rep 3, Rep 4 and Rep 5 character. The Rep 5 character is considered to be the leader of the group.

ACTIVATION

Combat in Larger Than Life is played in turns. Although combat can last an unlimited number of turns each turn follows a strict sequence.

- Select 2d6 of different colors.

- Designate one side as one color and the other side as the other color for the whole game.

- Roll these two dice at the same time to start each turn. This is called rolling for Activation.

- If the dice are the same (doubles) re-roll them.

- If the dice are not doubles then read each die individually. The higher score determines which side activates.

- The die score also determines which Rep or higher characters and leaders the corresponding side may activate.

Example: A Black 4 and a Red 3 are rolled. The Black side scored higher so it activates first. Black may activate only characters that are Rep 4 or higher or in a group led by a Rep 4 or higher character.

- Groups are activated from the highest Rep to the lowest Rep.

- After all actions and reactions have been finished for the first group the Black side is allowed to proceed to the next group.

- After all of the Black side's groups have been activated the Red side may activate one group at a time under the above Rep restriction and continue to do so until all groups have been activated.

Example: A Black 4 and a Red 3 were rolled. The Black side has finished activating all the groups he wanted to. It is now the Red side's turn. Red may activate only figures that are Rep 3 or higher or grouped with a Rep 3 or higher Leader.

- After both sides have moved all of their eligible groups the turn is over and Activation dice are rolled again.

- When more than two sides play just add additional colored dice to the Activation roll. Any dice rolling doubles means those sides may not fire or move but the other sides may. If all dice roll the same number, reroll.

ACTIONS

When a character is Active it may voluntarily do one of the following actions:

- Move up to their full normal movement and *fire or switch weapons* at any time while completing its move.

Example – AZ moves three inches forward, fires, then runs back three inches and hides behind a wall.

- Stay in place (allowed to change the direction it faces or go prone) and fire if desired.

Example – Jim Bob Joe turns completely around and fires.

- Charge into melee but may not fire.

Example – Billy Pink forgoes his shot and charges into hand-to hand combat.

- Do nothing at all.

Example – Captain Action chooses to do nothing.

MOVEMENT

When characters are on the table they will move in one of two ways.

- They may choose to move when they are active. This is called active movement.

- They *must* move due to a Crisis Test. This is called reaction movement

ACTIVE MOVEMENT

Let's cover active movement first.

NORMAL MOVEMENT

Characters may move up to twice their Rep in inches when active. This is their normal movement.

Example – Captain Action is a Rep 5 Star. He can move normally up to 10 inches per turn when active.

FAST MOVEMENT

If desired characters may attempt to move faster by rolling 2d6 and comparing each die score individually to their Rep. If the result is equal to or less than their Rep they can move their Rep in inches more. If the result is higher than their Rep then they cannot move any extra for that die. Attempting to move faster is known as *fast moving* and will incur penalties when firing a weapon.

Example- Captain Action (Rep 5) decides to move fast. He rolls 2d6 and scores a 4 and a 6. As the 4 is less than or equal to this Rep he adds 5" to the 10" normal move so moves 15".

MOVEMENT AND WEAPON USAGE

In addition to firing while moving a character may also switch weapons or exchange weapons with another character while making a normal move. He may not do so when *fast moving.*

ENTERING AND EXITING BUILDINGS

A character may enter or exit a building at a movement reduction of 2" if through a doorway. Entering or exiting from a window ends their move but the character may still shoot.

Only two characters at a time may enter or exit a building through a normal-sized door, four if through double doors and one if through a window.

MOVEMENT INSIDE BUILDINGS

Movement in buildings is handled normally.

REACTION MOVEMENT

As mentioned previously characters may be forced to move as a result of taking a Crisis Test. The types of reaction movement are:

- **Charge** – The character will immediately move into contact with the character that caused the Crisis Test.

- **Duck Back** – The character will move directly towards the nearest cover within 12" and into a position where it cannot see or be seen effectively breaking any Line Of Sight (see page 49). If there is no cover within 12" then it will instead drop prone. Characters in Duck Back may take Crisis Tests normally and will act as desired when next active.

- **Halt in place** – The figure halts in place and forfeits its next turn of activation. It may react normally when called upon via a Crisis Test.

- **Run away** – The figure exits the scene and is removed from the tabletop.

CRISIS TESTS

Crisis Tests represent how characters react when placed into stressful situations. Taking a Crisis Test is as easy as rolling 2d6 versus the Rep of the tester and consulting the appropriate Crisis Test to see their reaction. Some advantages or disadvantages may cause the character to roll more or less than 2d6. When rolling more than 2d6 you will only count the best two results.

TEST BY CHARACTER TYPE

Not all characters will behave the same way when under stressful situations. Therefore in LTL we have seven different categories of Crisis Test based on character types. They are:

- **Adventurers** – Daring men and women that live on the edge in search of the thrill of adventure.

- **Beast** – Common animals found around the world.

- **Civilians** – People that live mundane lives on a day-to-day basis.

- **Feeders** – Mellow vegetarian creatures that live to eat.

- **Ferocious** - Vicious creatures that will attack when provoked. Also when not provoked.

- **Law Enforcement** – Police, sheriffs and similar people.

- **Military** –Those men and women in the armed forces.

These tests are found in the rear of the book.

EXPLAINING THE CRISIS TEST

The Crisis Test will give the player instructions on how their characters react depending upon how well they perform the test. Here is what each term means.

- **Charge** – The figure will immediately move into contact with the figure that caused the Crisis Test.

- **Carry on** – The figure will carry on and react and act normally.

- **Duck Back** – The character will move directly towards the nearest cover within 12" and into a position where it cannot see or be seen effectively breaking any Line Of Sight (see page 49). If there is no cover within 12" then it will instead drop prone. Characters in Duck Back may take Crisis Tests normally and will act as desired when next active.

- **Fire** – The figure immediately fires at the figure or figures that caused the Crisis Test.

- **Fire at –1d6 to Skill** - The character immediately fires at the figure that caused the Crisis Test but at a –1d6 to their Skill.

- **Halt in place** – The figure halts in place and forfeits its next turn of activation. It may react normally when called upon via a Crisis Test.

- **Run away** – The figure exits the scene and is removed from the tabletop.

WHEN TO TAKE THE CRISIS TEST

There are six reasons to take the Crisis Test and not all characters will take every test. A Crisis Test is immediately taken when any of the following reasons occur.

- **In Sight** – Taken when an enemy starts out of sight of the tester and moves into sight of the tester. This can be when a character on the tabletop comes into sight after being out of sight like popping up after ducking back or when new characters arrive on the table for the first time. Civilians will also take this test when active is shots have been fired this turn.

- **Shot at** –Taken when the tester has been shot at.

- **Within 2" and in sight of friendly OOF or wounded** – Taken when a friendly character that is within 2" and in sight of the tester goes out of the fight or is wounded.

- **Within 6" and in sight of friendly running away** - Taken when a friendly character that is within 6" and in sight of the tester runs away.

- **Dazed/Wounded** – Taken when the character is dazed or suffers a wound, which may reduce his Rep by one.

- **Leader Lost** – Taken whenever the Leader of the side goes out of the fight or runs away.

LOOK! I'M A HERO!

When scoring a result of Pass 2d6 when taking a Civilian Crisis Test and doubles are rolled all subsequent Crisis Tests taken by that character take subsequent Crisis Tests using the Adventurer Table.

Example – Abu (Rep 3) the carpenter has just seen his fellow villager run away. He takes the Crisis Test and scores a 3 and a 3. He will now use the Adventurer Crisis Table when taking subsequent tests.

Any Beast taking the Wounded Crisis Test and passes 2d6 will recover at –1 to Rep and take subsequent Crisis Tests as Ferocious.

Example – Abu, the suddenly brave carpenter, attacks and wounds a Wolf (Rep 5). The wolf passes it's Crisis Test with 2d6 and will take subsequent tests using the Ferocious Crisis Table.

RANGED COMBAT

Characters with ranged weapons whether they are active or forced by a Crisis Test may fire and inflict damage from afar in the following way.

WEAPONS

There are three types of weapons in LTL. They are:

- Modern ranged weapons capable of inflicting damage upon a target at a distance. Also know as *modern weapons*.

- Primitive ranged weapons capable of inflicting damage upon a target at a distance. Also know as *primitive weapons*.

- *Melee weapons* used in melee or hand-to-hand combat. Some such as knives can be thrown as well. Melee weapons can be

primitive or modern. They are further divided into hand-held weapons (HW) used with one hand and two-handed weapons (2HW) used with two hands.

The weapon on the figure should represent what the character actually has. If desired we recommend a ratio of 5 handguns to 1 rifle or similar. Military units will reverse this.

In some cases, as with creatures, a method of attack may be classified as a certain weapon type.

Example: A Yeti has an attack that is treated like a two-handed weapon (2HW).

Depending upon the figures, characters may have with a shield that helps them in melee or hand-to-hand combat.

Here are the weapons available in LTL.

MODERN WEAPONS

Weapon Type	Targets	Fire Dice
Pistol	1	1
"Big Ass" Pistol	1	2
Machine Pistol	3	3
Rifle/Musket	1	3
Shotgun	2	4
Double Barrel Big Game Rifle	2	5
SMG *	3	4
Machine Gun *	5	6
Grenade * – Up to 12" range	5	6
Anti-tank Weapon *	3	6
Molotov Cocktail – Up to 6" range	5	4

* Usually available to Military forces only.

PRIMITIVE WEAPONS

Weapon Type	Targets	Fire Dice
Thrown weapons - Up to 6" range	1	2
Bow	1	2
Blowgun used with poison*	1	1

* Anytime a shooter inflicts damage with a blowgun the damage is automatically raised one level.

EXPLAINING THE WEAPONS OF LTL

Here's what the weapons tables mean.

- **Weapon Type** – What type of weapon it is.

- **Targets** - Number of targets the shooter may fire at when firing the weapon. Targets must be within one inch of another figure to be eligible.

- **Fire Dice** - The number of d6 the shooter rolls when firing the weapon.

- **Range** – If no specific range is listed the weapon may fire up to three feet or the length of the board.

Example – A machine pistol has a range of three feet and rolls 3d6 when firing. The MP may hit up to three targets.

LINE OF SIGHT

To shoot something you must be able to see it. A straight line measured from the center of the shooter to the center of the target is called a line of sight.

Line of sight (LOS) extends across the whole table and is blocked only by terrain and buildings and may be reduced by weather conditions.

- At night LOS is reduced to 12".

- LOS in jungle is reduced to 6" while woods is 12". If a figure is at the edge of the woods or jungle it may see and be seen from outside the woods or jungle. If not at the deg it mat not see or be seen.

- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12" in the daytime and 6" at night.

COVER

Cover is defined as any solid object that can stop a bullet from hitting the target. This includes but is not limited to walls, trees, car doors, and ox carts.

- Characters that are prone (lying down) count as if in cover when being fired at.

- Characters in a building will count as if in cover at all times. Those entering the building through a door or window do not.

ACTIVE FIRE OR REACTION FIRE

Characters may fire in two ways.

- When Active the character may fire once even if they have previously fired due to a Crisis Test.

- Immediately due to the result of a Crisis Test and as often as required.

Example – Two Giant Ants activate and move into sight of AZ Bob. He takes an Insight Crisis Test, passes 2d6 and fires. The fire wounds one Giant Ant and a Crisis Test causes the other to Duck Back. AZ activates and fires at the wounded Giant Ant.

SHOOTING A WEAPON

To fire at a target the shooter must have a clear line of sight to the target and the target must be within range of the weapon.

All figures shooting at the same target must be declared prior to shooting and they must shoot even if the target is eliminated prior to their shooting.

Each character rolls d6 equal to its Shooting Skill and modified by circumstances listed on the Firing Table.

SKILL	FIRING TABLE
	Taken with the Shooting Skill
	Shooter will always use a minimum of 1d6
	Result of "1" is a hit

+1d6	-1d6
Per point of shooting skill	For any shooting disadvantage
Per point of weapon Fire Dice	If shooter is fast moving
For any shooting advantage	If target is fast moving
If firing two pistols at once	If target is in cover or prone
	If firing at a charging enemy
	For each target fired on after the first
	For each crewmember less than three when shooting with a machine gun

Example - AZ Bob (Rep 5) is firing at a charging Yeti. AZ has a shooting skill of 3 so starts with 3d6. He is using a "Big Ass" pistol so adds 2d6 for its Fire Dice for a total of 5d6. The Yeti is charging so one d6 is subtracted giving AZ 4d6 to shoot with. He rolls a 1, 1, 2 and a 5, scoring two hits.

FIRING AT MULTIPLE TARGETS

Characters may fire at one character per each point of Targets that their weapon has. When firing at multiple targets the shooter will use 1d6 less for each additional target over the first. Any hits that are scored can be applied to any character that was fired on.

USING TWO PISTOLS AT ONCE

Characters may fire two pistols at the same time. When doing so they will use the weapon with the higher Fire Dice +1d6.

DAMAGE LEVELS

Count the number of hits scored on the character to determine the level of damage inflicted.

DAMAGE LEVEL	
Number of Hits	**Damage Level**
2 or more	Wounded, Rep reduced by one and Out of the Fight
1	Wounded and Rep reduced by one.
0	• Ferocious, Stars, Co-Stars, the Big Bad and chargers will ignore. • Others will Duck Back

Example – Continuing the previous example AZ has rolled a 1, 1, 2 and a 5. This means that two hits have been scored on the Yeti. This would make him wounded, Rep reduced by one and out of the fight.

STAR POWER

Earlier in the book we mentioned that Stars have Star Power. Whenever a character with Star Power takes damage from ranged fire or in hand-to-hand combat it will roll 1d6 equal to its Star Power.

- Any of 1, 2, or 3 reduces the damage by one level.

- Any result of 6 means that die is removed from the character's Star Power for the rest of the scene.

- Any result of 4 or 5 is ignored but the d6 is retained for future use.

SP	STAR BEING A STAR
	Taken when a hit is scored in hand-to-hand or from fire
	Any score of 1, 2, or 3 = success *Any score of 4 or 5 = failure* *Any score of 6 = fail and loss of that SP die*
	For each success reduce damage by one level

Example – As previously determined the Yeti received two hits. But he also has Star Power of 3 so is allowed to roll 3d6. He scores a 1, 4 and a 6. The 6 is discarded and cannot be used the remainder of the scene while the 1 reduces the level of damage by one. So the Yeti is wounded and his Rep is reduced by one level.

WOUNDED

Characters wounded by weapons or in combat with Martial Artists have their Rep reduced by one level. *If wounded in unarmed combat they suffer the same consequences but do not have their Rep reduced by one.*

All wounded characters immediately fall to the ground, defenseless, and take the Dazed/Wounded Crisis Test. Any defenseless characters contacted by the enemy causes that character to become out of the fight.

Wounds that reduce the Rep by one will carry over until the character takes the Recovery Test.

OUT OF THE FIGHT

The character is out of the fight (OOF) and may no longer move or function during the scene.

Any out of the fight characters contacted by the enemy may be captured.

MELEE OR HAND-TO-HAND

When the character chooses to charge or is forced to charge due to a Crisis Test he is placed in physical contact with the character that he is charging. Melee is carried out as follows:

- Each figure rolls d6 equal to its Melee Skill and modified by circumstances on the Hand-To-Hand Table.

- When fighting multiple targets the result is applied to all enemies the figure is fighting.

SKILL HAND-TO-HAND TABLE

Melee Skill of character or Rep if Creature, Dino or Beast

Characters may be forced to melee with 0d6

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Frenzy will ALWAYS count a minimum of pass 2d6 on the first toss even if rolling 1d6.

Discard all failures and keep rolling until only one side has any successes or bot sides have zero successes.

+1d6	-1d6
Per point of melee skill	For any melee disadvantage
If mounted on horse or other beast	For each additional enemy over the first and up to two.
For any melee advantage	If not using a melee weapon.
If using a shield	If attacking up towards the enemy
If Ferocious	If a Feeder

# Successes	Damage Level
2 or more successes than opponent	Wounded, Rep reduced by one and Out of the Fight
1 more success than opponent	Wounded and Rep reduced by one.
Both sides score zero successes.	Each character adds scores of their tossed d6. Higher total counts as scoring one more success than opponent.

Example – Captain Action (Rep 5) and two Rep 3 Extras are in melee.

- Cap uses 5d6 but –1d6 for fighting one additional enemy over the first and –1d6 for not using a melee weapon. This gives him a total of 3d6.

- *Oliver the first Rep 3 will roll 3d6 -1d6 for not using a melee weapon. This leaves 2d6.*

- *Norm the second Rep 3 will roll 3d6 -1d6 for not using a melee weapon. This leaves 2d6.*

- *Cap scores a 1, 2 and a 6. He discards the 6 and keeps the 1 and 2 and will re-roll them.*

- *Oliver scores a 4 and 6 so discards them both and has zero successes. This means Cap has scored 2 more successes than Oliver. Oliver is now wounded and out of the fight. But because the combat was unarmed he does not lose a point of Rep. See the Wounded section on page 51. Oliver falls to the ground defenseless.*

- *Norm scores a 1 and a 4. He discards the 4 and keeps the 1 and will re-roll it.*

- *Next round of melee Cap starts with 2d6. As he is no longer outnumbered he recovers the d6 he lost previously. This gives him a total of 3d6 to be rolled. He rolls a 4, 4 and 5 and discards them all. He has zero successes left.*

- *Norm rolls his 1d6 and scores a 1. This means he has scored one more success than Captain Action who is now wounded. His Rep is not reduced by one level, as the combat is unarmed.*

- Captain Action should now be defenseless on the ground except Captain Action has Star Power.

STAR POWER

After a character has lost in melee and taken damage it may use Star Power to reduce the level of damage. If the level of damage is reduced to *ignore* then the character must take a "Within 6" and in sight of friendly running away" Crisis Test instead.

Example – Captain Action rolls 3d6 for his Star Power of 3. He rolls a 1, 2 and 5 so his damage is reduced to ignore. He must roll a Crisis Test, passes 2d6 and carries on. The melee will continue when Norm or Captain Action activates.

CREATURES, DINOS AND BEASTS IN MELEE

As these animals do not have skills they will count their Rep in melee. This includes Demons as well.

MAGIC

"I'M A REASONABLE GUY, BUT I'VE JUST EXPERIENCED SOME UNREASONABLE THINGS."

Jack Burton - Big Trouble in Little China – 1986

What's Pulps without magic and the supernatural?

Disciples of the Dark Arts are called by many names. They are known as wizard, sorcerer and shaman and may be male or female.

We call them Casters.

Spellcasting at its basic seeks to create something from nothing* and perhaps that is where evil takes a hand. You see adherents of the Dark Arts are almost always *evil* in the broadest sense. Even Merlin had a

dark side. But it's not for us to decide what's right or wrong, just to explain how it works.

*Granted, it could be the transmutation of energy into physical effect, but that effect is often way out of kilter with the amount of effort the caster puts into the spell.

TYPES OF SPELLS

There are two types of spells. The first is a spell designed to damage or terrorize the enemy. This is called an Attack Spell and is the most common spell in the Casters arsenal.

The second is the Summoning Spell. The Caster uses this spell in an attempt to summon a supernatural being or Demon into the world.

WHEN SPELLS ARE CAST

Spells may only be cast when the Caster is active.

LINE OF SIGHT

Casting a spell is a lot like shooting a weapon. To cast a spell at someone you must first be able to see it. A straight line from the center of the Caster to the center of the target is called a line of sight. Line of sight (LOS) extends across the whole table and is blocked only by terrain, buildings, and sometimes-inclement weather.

- At night LOS is reduced to 12".

- LOS in jungle is reduced to 6" while woods is 12". If a figure is at the edge of the woods or jungle it may see and be seen from outside the woods or jungle. If not at the deg it mat not see or be seen.

- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12" in the daytime and 6" at night.

CASTING AN ATTACK SPELL

To cast an Attack Spell at a target the Caster must have a clear line of sight to the target. Casters may cast a spell on whomever he can see regardless of the range.

- Add together the Caster's Rep, Magic Skill and Star Power and roll that many d6.

- Subtract 1d6 for each additional target over the first.

- Add together the target's Rep, Magic Skill and Star Power and roll that many d6.

- Compare the number of successes scored on the Attack Magic Table.

SKILL — ATTACK MAGIC TABLE

Rep of Caster vs. Rep of Target
+1d6 per level of Magic Skill
+1d6 equal to Star Power
-1d6 for each target over the first

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

# Successes	Result
Caster scores 3 or more successes than target.	Flee you fools! Target immediately runs away.
Caster scores 2 more successes than target.	Take that! Target is wounded and Rep reduced by one.
Caster scores 1 more success than target.	Blinded by the light! Target remains standing but counts as Dazed.
Caster scores equal or less number of successes as target.	Spell fails.

Example – The Native Shaman (Rep 4) is active and wants to fire an Attack Spell at three Askaris (Rep 3). He starts with 4d6 for his Rep, adds 4 for his Magic Skill, another 1 for his Star Power. This gives him a total of 9d6. However, he must subtract 2 for the two additional targets over the first one for a modified total of 7d6

The three Askaris will only roll 3d6 each.

The Shaman scores four successes.

Askari #1 scores one success. The Shaman has scored 3 more successes so the Askari immediately runs away.

Askari #2 scores two successes. The Shaman has scored 2 more successes so the Askari is wounded with its Rep reduced by one level.

Askari #3 scores three successes. The Shaman has scored 1 more success the Askari remains standing but counts as Dazed and is defenseless.

DAZED

Characters that are dazed but do not fall to the ground and do not lose any Rep. In effect they stand in place and take the Dazed/Wounded Crisis Test.

CASTING A SUMMONING SPELL

The Caster utters this spell in hopes of summoning a powerful Demon from the netherworld to do his bidding.

Yeah right, but sometimes things may not go quite as well as you hoped. Here's how to cast a Summoning Spell.

- Add together the Caster's Rep, Magic Skill and Star Power and roll that many d6.

- Add together the Demon's Rep, Magic Skill and Star Power and roll that many d6.

- Retain any successes (1, 2, or 3)

- Discard any failures (4, 5, or 6)

- Continue until only one side has any successes left or both sides have zero successes.

- Compare the number of successes on the Summoning Table.

SKILL — SUMMONING TABLE

Rep of Caster vs. Rep of Demon
+1d6 per level of Magic Skill
+1d6 equal to Star Power

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Discard all failures and keep rolling until only one side has any successes or both sides have zero successes.

# Successes	Caster	Demon
Score 2 or more successes than opponent.	The Demon is summoned and obeys until it is banished back by the Caster or the Caster is out of the fight. In which case the Demon returns to whence it came.	The Demon is summoned and the Caster is out of the fight. The Demon is the new Big Bad.
Score 1 more success than opponent.	The Demon is summoned and it obeys until it is banished back by the Caster or the Caster is out of the fight. In which case the Demon returns to whence it came.	The Demon is summoned but out of control. The Caster is out of the fight. The Demon attacks the closest figure to it each turn until the Activation dice come up 7, at which time it returns to whence it came.
Both score zero successes	The Demon cannot be summoned this scene.	The Demon cannot be summoned this scene.

Example – The Native Shaman (Rep 4) is active and wants to cast a Summoning Spell and bring the Demon into the world. The Shaman starts with 4d6 for his Rep, adds 4 for his Magic Skill and another 1 for his Star Power. This gives him a total of 9d6.

The Demon (Rep 10) starts with 10d6, adds 10 for its Magic Skill and 4 more for his Star Power. This gives him a total of 24d6.

Cut! Is this guy crazy or what? Well actually yes. But that's another story.

The Shaman rolls 9d6 and scores a total of 5 successes. He discards the failures and re-rolls the successes.

The Demon rolls 24d6 and score 12 successes. He discards the failures and re-rolls the successes

The Shaman rolls 5d6 and scores 2 successes. He discards the failures and re-rolls the successes

The Demon rolls 12d6 and score 5 successes. He discards the failures and re-rolls the successes

The Shaman rolls 2d6 and scores zero successes.

The Demon rolls 5d6 and scores 3 successes. Reading the result is read on the Summoning Table the Shaman is out of the fight and the Demon has become the new Big Bad.

LEAVING THE SCENE

Characters can leave the scene in one of three ways.

RUN AWAY

Any character that scores a result of run away is immediately removed from the scene. If it is a Star, Big Bad, Co-Star or Love Interest it will trigger a Chase scene.

TAKEN OFF STAGE

Out of the fight characters may not leave the scene under their own power but must be carried off by others. This can be a character from either side! This is done as follows.

- An active character must come into physical contact with the out of fight character.

- On the next activation he can pick him up and move no faster than normal speed.

- The character may place the out of fight character in a vehicle or put him on a mount.

- On the next activation the vehicle or mount can move at its fastest speed.

This will trigger a Chase Scene if the enemy captured a friendly character.

EXIT STAGE LEFT

In this situation the character leaves the scene under it's own power.

This can be before the scene is finished or after the conclusion of the scene when all opponents have been defeated.

RECOVERY

Players may check to recover characters that are wounded, out of the fight or have run away at two different times. The first is after the end of a scene. The other is after the end of the story and the characters have returned home. Note that the NPC side never takes this test as they are rolled randomly for each scene.

AFTER THE SCENE

When a scene ends each character that scored a result of wounded, out of the fight or run away may take the Recovery Test to see if they remain in the story. This test is optional.

RECOVERY AT HOME

After the story is over and you return home each character that scored a result of wounded, out of the fight or run away must roll 2d6 versus its Rep to see if it returns to the group.

2	RECOVERY TEST
	+1d6 if Star, Co-Star, or Love Interest
	"6" is always a failure

# d6 passed	Recovery After The Scene
Pass 2d6	• Wounded characters recover all lost Rep. • Runaways return.
Pass 1d6	• Wounded characters recover all lost Rep except for one. • Runaways return but at one Rep less.
Pass 0d6	• Wounded characters become out of the fight and can be sent home. • Runaways disappear from story.

# d6 passed	Recovery When Back Home
Pass 2d6	• Wounded characters recover all lost Rep. • Runaways return.
Pass 1d6	• Wounded characters recover all lost Rep except for one. • Runaways return but at one Rep less.
Pass 0d6	• Wounded characters retire. • Runaways never return.

NO PLACE LIKE HOME

But what happens if an out of fight character has no way to return home?

Then he will remain with the group but can take the Recovery Test after the next scene ends.

THE RAID

Welcome to the Final Scene. You've either found the object of your quest or found the Big Bad. That means it's time for a good ol' fashion knock down tabletop fight.

WHERE IS THE BIG BAD?

When the Big Bad is encountered in the Final Scene consult the Where Is The Big Bad Table to determine where you have found him.

If you have found the object instead count it as if the Master Plan was Steal Treasure.

WHERE IS THE BIG BAD?	
If the Master Plan was…	*Then the Big Bad is…*
Hold Someone Prisoner	In his lair
Steal Treasure	Where the object is
Steal Weapon	Where the object is
Unleash Death and Destruction	In his lair (1-3) or at ground zero (4-6).
Retrieve a Artifact of Great Power	Where the object is

- **In his lair** – The Big Bad is in his lair or stronghold. The place he calls home. This could be on an island, in a jungle or perhaps on a high mountaintop. That's for you to decide.

- **Ground zero** – A location where the device is to be unleashed such as a dam.

- **Where the object is** – This could be in a bank in downtown Manhattan, a Temple in the jungles of South America or anywhere you can imagine.

Example – AZ Bob has made it to the Final Scene. The Red Mask's Master Plan was to Unleash Death and Destruction but where will he be? AZ rolls a 4 on 1d6, which means the Red Mask is at ground zero or where the attack will take place.

FORCES

- In addition to the Star's group the Star may spend his Local Recruiting Points to buy more characters from the Local Authorities List.

- Be sure to include the Reps from any Local Authorities characters in the Star Reputation group total. Roll 1d6 and add the Rep of the Big Bad then consult the How Many Of Them? Table.

2	**HOW MANY OF THEM?**
	1d6 + Rep of the Big Bad

Dice Total	Number of enemy
2	The enemy has 1/2 the Rep of your group
3 - 4	The enemy has 3/4 the Rep of your group
5 - 8	The enemy has equal the Rep of your group
9 - 10	The enemy has 1½ times the Rep of your group
11 +	The enemy has twice the Rep of your group

DEPLOYMENT

- After the terrain is laid out deploy the Star's group on the table no farther than 12" from any table edge that you desire. The opposite table edge is where the enemy will enter from. Place your forces in the best possible positions for defense. Be sure that the Star is in a well-defended spot. Don't forget to set out wide fields of fire and keep reserves. Finished? Good.

- Now replace the Star with the Big Bad. Replace the figures from your group with the figures from the Big Bad's group. See where this is going? What we're saying is deploy

the Bid Bad's group before the battle in the best possible way to make the fight interesting and your Final Scene more dramatic.

ACTION!

After the terrain is set and the Big Bad's group is placed the Star and his group are allowed to move six inches onto the table. Once the Star's entire group has entered the table use the following procedure.

- Roll 1d6 for each of the enemy figures except for the Big Bad. If the number is a "1" that figure is placed within 3" of the Big Bad between him and the Star's group.

- If the result is a 3 or 5 the figure remains in place.

- If the result is a 2, 4, or 6 figure is pulled off the table.

- Do the same with the Star's group.

- Now the Big Bad and his group take any In Sight Tests and combat is carried out normally.

- After all the Crisis Tests and combat has finished roll for activation.

- The side that activates first is allowed to bring on the figures that were held off and the opposite side takes their In Sight tests and combat is resolved normally. These figures enter on the table edge behind their Leader.

- When the opposite side activates they bring on the figures that were held off and the opposite side takes their In Sight test and combat is resolved normally. These figures enter on the table edge behind their Leader.

- The battle then continues until it is over.

HOW THE FINAL SCENE ENDS

If the Big Bad has driven off or captured the Star then his plan has succeeded, the story is over and evil has triumphed.

If the Star has captured the Big Bad* then the story is over and good has triumphed.

If the Big Bad has left the scene the Star has succeeded in thwarting him and good has held back evil for another day.

Sounds like a sequel in the offing!

The Big Bad is sent to prison or an insane asylum and can be encountered again if desired.

"MY FINAL REVENGE!"

So you've just beaten the Big Bad in the Final Scene. Congratulations! That just leaves one more *bonus scene* we like to call "My Final Revenge!"

In this bonus scene there's a chance that the Big Bad will execute his *final revenge*. This is an act meant to get back at the Star right when he should be enjoying his victory.

To see if the Big Bad exacts his final revenge roll 2d6 versus his Rep and consult the "My Final Revenge!" Table.

2	"MY FINAL REVENGE!"
	(Taken vs. Rep of the Big Bad)
	Any result of "6" is a failure.

# d6 passed	Result
Pass 2d6	The Big Bad orchestrates his "Final Revenge!" Roll on the "Vengeance Is Mine" Table.
Pass 1d6	Re-roll 1d6 versus Star Power of Star. If score is equal or less than the SP then count as if passed 0d6. If score is a "6" or greater than the SP then count as if passed 2d6.
Pass 0d6	Act of "Final Revenge" doesn't go off! Star and party are safe.

1	VENGEANCE IS MINE TABLE
	1d6 + Rep of Big Bad

Total	Result
9 or less	Star loses one Rep due to injury.
10 -11	Love Interest killed (1-3) or permanently disabled (4-6) in an explosion. Star is immediately reduced by one Rep.
12+	Star suffers crippling injury. Recover at two Rep less.

HOW DO YOU WIN?

This is an easy one. Reach the Final Scene and resolve it while having fun getting there. That's it. Although I have to admit I've had fun and not resolved the Final Scene and that's fine by me!

EPILOGUE

With a resounding thud M'tawbe embedded his axe deep into the fallen wood beam. Unfortunately for the giant serpent its neck had been between the axe and the hard place. And now it's large head with gapping mouth lay lifeless in the dirt.

Lying on the ground Dario looked at the giant fangs mere inches from his face.

"That would have hurt," he said as he sat up. Clutching the large diamond in his hand he lifted it to the light. "Looks like we can retire to the good life now eh M'tawbe?"

Suddenly he heard the familiar sound of a hammer being cocked.

"Give it to me!" Gimez said. "Give it to me now and I'll let you live."

M'tawbe tightened his grip on the axe. Realizing it would take time to dislodge, he slowly began to work at it while Dario spoke

"Do tell?" Dario asked. "Give you the diamond and you'll let us live. No offense but I find that hard to believe." Dario looked over to where is pistol lay. Gimez followed his gaze then shifted it back to the two adventurers.

"Give it to me!" he repeated. Gimez pointed his pistol at Dario. "I will give you to three, then I shoot you both!"

"One!"

M'tawbe could feel the axe coming loose.

"Two!"

Dario measured the distance to his gun and looked at Gimez.

"Three!"

Boom!

Gimez jerked straight up, blinked, then dropped his gun. Slowly he crumbled to the ground with a look of disbelief on his face.

Dario and M'tawbe looked beyond the lifeless body and saw Sir William.

"I never quite trusted the man," he said as he holstered his pistol. "Gentlemen, shall we?"

LARGER THAN LIFE OVERVIEW

Here's an overview of LTL from creating your Star to the Final Scene.

BUILD THE STAR

Review Star Advantages (page 6)

Choose Rep (page 7)

Choose Primary Attribute (page 8)

Pick one or more Advantages (page 8)

Roll for Disadvantages (page 9)

Choose a Profession (page 12)

Pick your skills (page 10-12)

How many skills (page 10)

Pick a Professional Skill Package (page 13)

Choose an employer (page 14)

RECRUITING YOUR GROUP

Finding recruits (page 16)

How many recruits (page 17)?

Who are they (page 17)?

CREATING THE STORY

Opening Scene - What's the story about (page 28)?

Roll on the Person, Place or Thing Table (page 28)

Who is the Big Bad (page 29)?

What's is his Master Plan (page 29)?

Roll on the Advance the Story Table (page 30)

What will the Story Advancing scene be (page 33)?

Get info from someone (page 34)?

Find an object (page 35)?

Is it the Final scene (page 39)?

FIRST TRAVEL SCENE

Chose your home and start from there (page 7)

Where do you go (page 31)?

What transportation can you get there (page 31)?

What transportation is available (page 32)?

Is there an encounter enroute (page 32)?

If there is an encounter what is it (page 33)?

STORY ADVANCING SCENES

Is the Big Bad involved (page 34)?

Is it day or night (page 34)?

Did you get the info you needed (page 34)?

Did you solve the Clue you found (page 35)?

Was there any Interaction (page 36)?

When finished with the scene go back to the Advance the Story Table (page 30)

USING OTHER SCENES

Stand Up Fight scene (page 38) takes you to Place the Actors on Their Mark (page 43)

Then to the Gaining the Upper Hand Test (page 43)

Captured scene (page 38) takes you the soliloquy (page 38)

If you escape go to the Chase scene (page 39)

If you escape pursuit go to the Advance the Story Table (page 30)

SETTING THE SCENE

Lay out the terrain (page 41)

Get the forces together (page 42)

Are there any Innocent Bystanders (page 43)?

Place the figures on the table (page 43)

GAINING THE UPPER HAND

Roll on the table (page 44)

Choose an action (page 44)?

Is Imposing My Will needed (page 45)?

If successfully Impose Your Will then go to Advance the Story Table (page 30)

If unsuccessful then go to tabletop combat (page 46)

TABLETOP COMBAT

Define the groups on each side (page 46)

Roll for activation (page 46)

Fight the battle (pages 46 to 55)

How did you leave the scene (page 54)?

Recover wounded and runaways (page 55)

PLAYING THE RAID

Where is the Big Bad found (page 55)?

How many enemies are there (page 56)?

Lay out the terrain (page 41)

Deploy the Big Bad and his forces (page 56)

Fight the Battle (pages 46 to 55)

Was the Big Bad captured (page 56)?

If yes did the Big Bad exact his Final Revenge (page 57)?

STORY CREATION OVERVIEW

Like we said at the beginning, Larger Than Life is all about the story. There's two ways to get that story.

The first is to buy a pre-made scenario. The nice thing about this is everything's all ready for you. Just like going out to eat instead of cooking it at home. We'll be putting out loads of pre-made scenarios for LTL and at low cost so be sure and watch for them.

The second way to is for you to create the story. That's why we came up with this Story Creation Overview.

GETTING STARTED

The first question you have to ask yourself is what is the single action the Star must do to succeed?

Is it **finding someone** that may or may not want to be found? Or maybe he must **rescue that person**. Who is that person? Perhaps it's the Love Interest?

Maybe you have to **retrieve an object.** Something that has been stolen and you have to recover it from those that stole it. This could be anything. A rare work of art stolen from a museum for example but the main ingredient is it was stolen.

A variation of the recover an object story is to have the Star **find a treasure**. The big difference is that

the object or treasure may not even exist. It could be the stuff of legends, which lends itself to exotic locales and people. Or maybe the treasure is a lost civilization that has yet to be discovered.

The last story option involves **stopping someone from doing something bad or evil.** It can be as simple as stopping someone from committing a murder or as spectacular as blowing up the Hoover Dam in hopes of causing death and destruction. Or maybe to have his demands met…whatever they are.

If any of these ideas sound familiar then you probably read all the rules. It's an expansion of the Person, Place or Thing Table on page 28. When in doubt you can always fall back on it.

WHERE'S THE OBJECT AT?

When designing your story for LTL you have to work backwards. Once you have figured out what or who the Star is looking for you have to decide where he will find it. Not where he has to go to find it but where it actually is. Where the Final Scene will take place. Why do you have to know where the Final Scene will take place? So you know who the enemy will be.

CREATING THE ANTAGONIST

So now that you know where the Final Scene will take place you can determine who the Big Bad is. If the Star needs to find King Kong is isn't going to happen in a cornfield in Nebraska. Well it could but you know what I'm talking about.

Deciding on the locale will also determine whom the Star will ultimately fight. Now don't be afraid to mix and match your enemies. Let me explain.

I decide that the Final Scene takes place in a Lost World. But as the Star will begin the story at home and has to travel through other places to get there you could be using the People Lists for those areas as well.

Here's an example. AZ Bob leaves home and travels to Cairo. Once there he has to find someone and get some info from him. This person is a local curio shop owner who has some local thugs protecting him. See how it works?

Oh yeah, one more thing about the enemy. The Big Bad doesn't have to be some complex megalomaniac bent on destroying the world. He could be as simple as a Native Chief that has kidnapped an heiress while on safari. It doesn't matter as they serve the same purpose, a signifier of the Final Scene.

LARGER THAN LIFE – THE GAME OF PULP ADVENTURES

MOTIVATION

You don't need to dig deep into this but it can help in developing the story. Why do the Big Bad and his buddies do what they do? Well here's a quick rundown of what could motivate your enemies. We've taken the liberty to expand some of the People Lists.

- **Ancient Civilizations** - They could want to be left alone (1-3) or maybe desire power, which could require the retrieval of a lost artifact (4-6).

- **Civilized Natives** - Wealth (1-3), Power (4), find an occult artifact, or raise the dead (5) or desire captives (6) for slaves or ransom.

- **Film Crew** – They want the wealth and fame that comes with making movies. It may involve exotic locales (1-3) and finding rare people (4), places (5) or creatures (6).

- **King Beast** – Want to capture someone, usually a female, to sacrifice to the King Beast.

- **Natives –** They desire females (1-2), slaves (3-4), to increase their lands (5) or captives to eat if cannibals (6).

- **Powerful Big Seven –** See Stereotypical Big Bads section following.

- **Slavers –** Wealth either by capturing and selling slaves (1-4) or kidnapping important people to be held for ransom (5-6).

- **White Explorers –** Fame and wealth by discovering new lands (1-2), lost civilizations (3-4) or legendary creatures (5-6).

STEREOTYPICAL BIG BADS

If you've picked up LTL you're probably familiar with the genre. The stories were very black and white reflecting the 30's and 40's when they were written. Back then the good guy was easy to spot and so was the bad guy. The genre was full of all kinds of stereotypes. These ranged from the feisty girl reporter to the gentle Great Ape like King Kong and yes, the stereotypical Big Bad. So without further comment or clarification here they are.

AMERICANS
The American Big Bad is easy to spot. He's the guy counting his money, as that's his biggest motivation. Greed is the gas that powers his engine. Mobsters, capitalists and industrialists, the American criminal plays well in groups and their secret societies are called *organizations* and *syndicates.*

The American Big Bad tolerates all nationalities as they view them as potential customers. You'll find the Big Bad imbedded in various governments trying to corrupt them whenever possible.

AMERICAN BIG BAD MASTER PLAN TABLE

Total	What Is It
6 or less	Steal jewels or art
7 to 8	Steal Treasure
9 to 11	Move illegal shipments
12+	Corrupt local government

BRITISH

British Big Bads range from the Mastermind Evil Genius to the gentleman Master Thief. They want to restore the "proper order of things" with Britannia on top, as it is their God-given right. Attracted by power and by accumulating wealth the Brit Big Bad has an odd sense of fair play and will often make sport of the final confrontation with the Star.

Usually has a dislike of the Germans, works with the French and Chinese and tolerates the Americans.

BRITISH BIG BAD MASTER PLAN TABLE

Total	What Is It
5 or less	Hold Someone Prisoner
6 to 7	Steal jewels or art
8 to 10	Steal Treasure
11+	Unleash Death and Destruction

CHINESE

Chinese Big Bads can be the Military, Chinese Secret Service, independent Warlords, Tong gangsters, Pirates, and even members of a "secret society". Their goals vary as well from unifying the country to driving off foreigners. And we haven't even mentioned the opium dens and slave markets.

Chinese Big Bads will hate all Foreigners while some Warlords may find support from the Germans and even the Russians.

CHINESE BIG BAD MASTER PLAN TABLE

Total	What Is It
6 or less	Hold Someone Prisoner
7 to 10	Move illegal shipments
11 to 12	Unleash Death and Destruction
13 +	Retrieve an Artifact of Great Power

LARGER THAN LIFE – THE GAME OF PULP ADVENTURES

FRENCH

The French Big Bad comes in many forms. Brilliant but twisted criminal mind, sophisticated gang boss or perhaps a rogue French Foreign Legionnaire. The occult and ancient artifact attracts their brilliant minds while greed and material possessions are high on the list as well. No matter what they desire they enjoy their work and indulge in all the perks it provides.

The French Big Bad has a dislike for the Germans, may support the Chinese and stomach the Brits and Americans.

FRENCH BIG BAD MASTER PLAN TABLE

Total	What Is It
5 or less	Steal jewels or art
6 to 7	Steal Treasure
8 to 10	Move illegal shipments
11 to 12	Corrupt local government
13 +	Retrieve an Artifact of Great Power

GERMANS

Probably the most popular Pulp villains are the Germans, specifically the Nazis. Mad scientists, masters of the occult and even rocket troops are all Big Bads. There's always a Baron or an Ilsa running around somewhere. They want to rule the world and crave power for it's own sake. And are drawn to ancient artifacts like moths to the flame.

They hate the Brits and French while stomaching the Americans. You'll find the Germans everywhere whether supporting Chinese Warlords or working with Egyptian mystics.

GERMAN BIG BAD MASTER PLAN TABLE

Total	What Is It
7 or less	Steal Treasure
8 to 10	Steal Weapon or Secrets
11+	Retrieve an Artifact of Great Power

JAPANESE

Fanatical and honor driven the Japanese Big Bad is usually a representative of the Military or its Secret Service. Motivation varies from a sense of duty to revenge but always the expansion of the Empire is front and center.

The Japanese Big Bad hates the Brits, Chinese, and Americans while respecting the Germans and tolerating the French.

JAPANESE BIG BAD MASTER PLAN TABLE

Total	What Is It
6 or less	Hold Someone Prisoner
7 to 9	Steal Treasure
10 to 11	Overthrow the local government
12 +	Unleash Death and Destruction

RUSSIANS

In the Pulps Russians come in two colors; Red consisting of radical communists and revolutionaries, or White the Tsarists who opposed them. In LTL the Big Bad is Red. The Red Big Bad wants world domination starting with the destruction of the Whites.

The Whites had backing from nations such as Great Britain, France, USA and Japan and that's pretty much how it comes down when deciding whom they hate. But of course the Russian Big Bad is free to make and break alliances if it suits his goal.

RUSSIAN BIG BAD MASTER PLAN TABLE

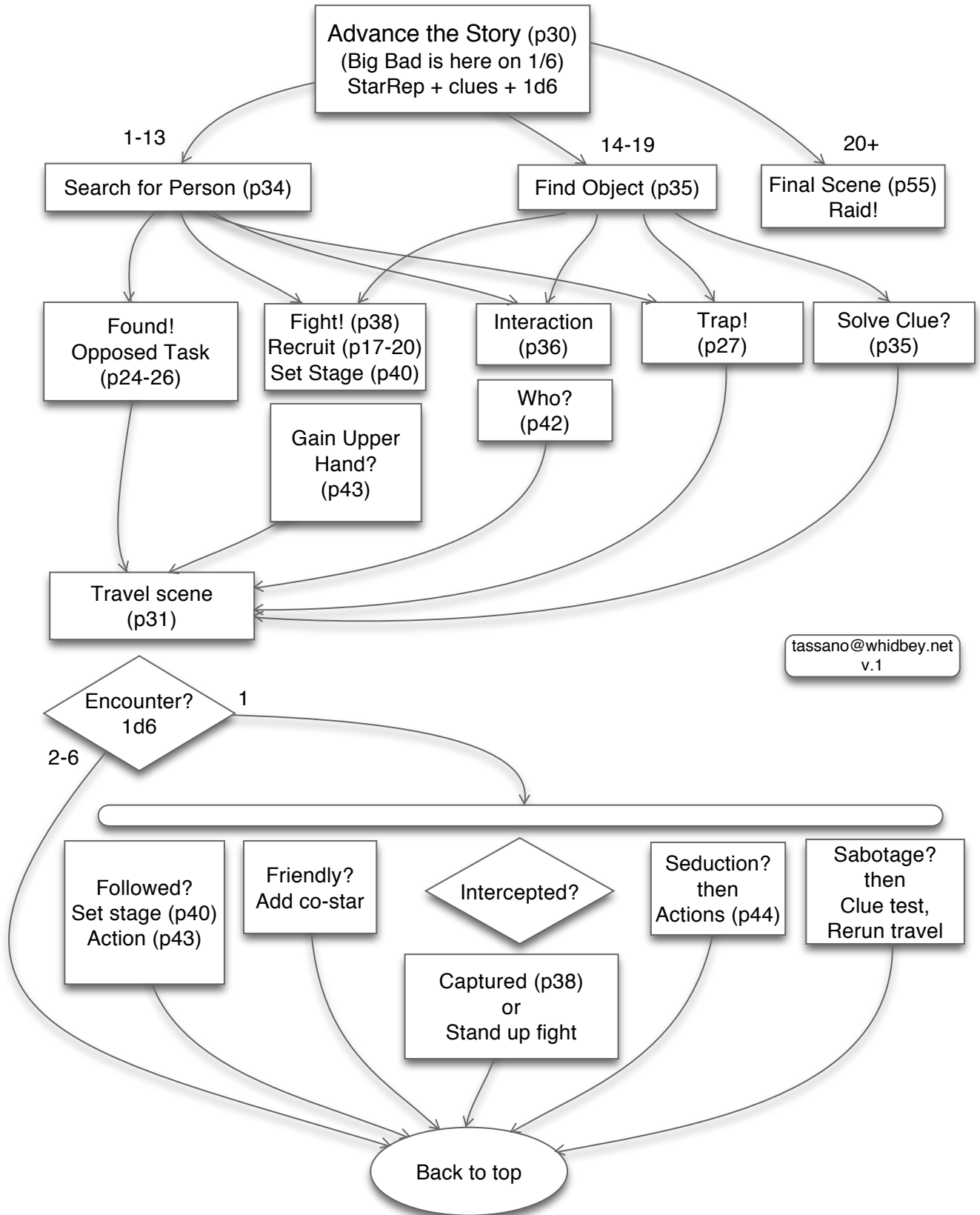| Total	What Is It
6 or less	Hold Someone Prisoner
7 to 8	Steal Treasure
9 to 10	Steal Weapon
11+	Unleash Death and Destruction

INSPIRATION

There are many places where you can find at least inspiration for if not actual stories you can use for your LTL games. Here's a quick list.

- Movies such as Raiders of the Lost Ark and lesser known ones like The Wind and the Lion. Check out http://www.imdb.com/ on the net. It will give the plot for every movie made.

- Books are a great source of inspiration. Edgar Rice Burroughs, Mickey Spillane, and H.P. Lovecraft are notable Pulp authors.

- The Internet. Just type in Pulps and you'll be amazed at how much info is out there. http://www.thepulp.net/ is a great place to start.

Larger Than Life is written in the flavor of the Pulp Era and in no way is meant to convey any disrespect or offense to anyone. In short, get over it!

Now go play some games!

LTL Advance Story flowchart

Advance the Story (p30)
(Big Bad is here on 1/6)
StarRep + clues + 1d6

1-13

14-19

20+

Search for Person (p34)

Find Object (p35)

Final Scene (p55)
Raid!

Found!
Opposed Task
(p24-26)

Fight! (p38)
Recruit (p17-20)
Set Stage (p40)

Interaction
(p36)

Trap!
(p27)

Solve Clue?
(p35)

Gain Upper
Hand?
(p43)

Who?
(p42)

Travel scene
(p31)

tassano@whidbey.net
v.1

Encounter?
1d6

1

2-6

Followed?
Set stage (p40)
Action (p43)

Friendly?
Add co-star

Intercepted?

Seduction?
then
Actions (p44)

Sabotage?
then
Clue test,
Rerun travel

Captured (p38)
or
Stand up fight

Back to top

"THERE MUST BE BLOOD!"

Alternate combat for Larger Than Life

Somewhere in a steamy jungle on the other side of the world our Hero ™ finds himself at the sharp end of a spear. Well, make that about a dozen spears.

"Run Harry! The natives are right on our tail!"

With a smirk Harry replied, "Stand your ground Barnaby. Those savages are no match for us!"

Not quite sure of what Harry had in mind, Barnaby, never the less, stopped and turned to face the angry mob.

"What's the plan Harry?"

"Star Power my dear Barnaby, Star Power," Harry replied. "That and everyone knows combat in Larger Than Life isn't that deadly."

"What?" Barnaby asked quizzically. Looking at the natives as they advanced, spears at the ready, Barnaby somehow felt uneasy. He wasn't quite sure what Harry was talking about, but he was a Hero ™, so surely he knew what he was doing.

"Ha!" shouted Harry. "Do your worse!"

A spear flew through the air striking Barnaby full on in the chest. With nothing more than a gurgle and a bit of blood the explorer fell to the ground. Barnaby was dead. Or should I say "Obviously Dead"?

Harry soiled his britches and ran.

Something is terribly wrong, he thought, as the spears whizzed by his head.

****

Larger Than Life is the Pulp rules from Two Hour Wargames. Being a genre where no one seems to die the combat rules are a bit, shall we say, forgiving.

Okay, it's pretty dang hard to kill someone. And that's the opposite of other Two Hour Wargames rules.

Now that *Adventures in the Lost Lands* has been published, the THW game of Dinosaurs and Lost Worlds, it's a natural to use them with LTL.

To bridge the two sets, three if you include *Colonial Adventures,* the THW Colonial Period rules, we give you *There Must Be Blood.*

By replacing the Star Power (LTL, page, 6), Ranged Combat (LTL, page, 48), and Melee rules (LTL,

page, 51) found in *Larger Than Life* with those here in *There Must Be Blood*, the three sets are compatible and can be used together.

But even if you decide to use *LTL* all by itself we recommend you switch to *There Must Be Blood.* It'll make everyone's games more enjoyable.

Okay, maybe not Harry's.

****

STAR POWER

Usually reserved for Stars but sometimes found in Grunts, Star Power is the ability of a character to ignore normally disabling damage.

Characters start with Star Power equal to their Rep.

Whenever a character with Star Power takes damage from ranged fire or in melee combat it will roll 1d6 per each point of Star Power it *currently* has.

- Any result of 1, 2, or 3 reduces the damage by one level.

- Any result of 4, 5, or 6 means the damage stays and the die is removed from the character's Star Power *for the rest of the scenario.*

- Damage reduces as follows –

  o Obviously Dead goes to Out of the Fight

  o Out of the Fight goes to Dazed.

  o Dazed goes to no damage taken, character regains feet when next active and at normal Rep.
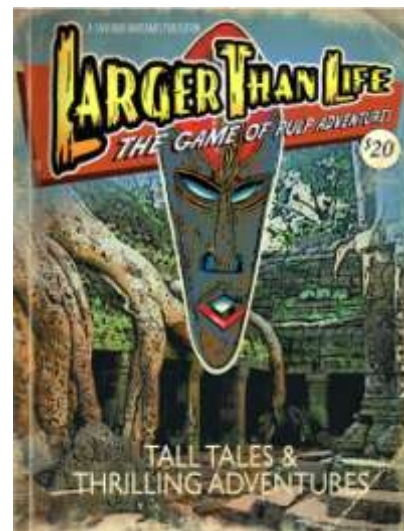
MODERN WEAPONS TABLE

Type	Range	Targets	Imp
Pistol	12	2	1
BA Pistol	12	2	2
Machine Pistol	12	3	1
Rifle	48	1	3
Musket	24	1	3
Shotgun	24	1	4
Double Barrel Big Game Rifle	48	1	5
Submachine Gun *	24	3	1
Machine Gun or Similar *	48	4	3
Grenade *	6	5	2
Anti-Tank Weapon *	12	3	6
Molotov Cocktail	6	5	4

(*) Available to Military Forces only.

COMBAT QRS

PRIMITIVE WEAPONS TABLE

Type	Range	Targets	Imp
Blow Gun *	3	1	0
Bow			
Club	x	1	2
Fire hardened wooden spear	x	1	1
Flint tipped spear	x	1	2
Hand axe	2	1	2
Knife	2	1	2
Metal edged spear	2	1	3
Rock	6	1	2
Stick used as club	x	1	1
Throwing Spear (1)	6	1	1

(1) Lighter spear used for throwing. When used with atlatl range doubles and impact increases by 1.

(*) The Blow Gun is used with poison. Any damage inflicted is automatically raised by one level but never to more than Out of the Fight.

Target — Ranged Combat

1d6 + Rep

A result of two or more "ones" means out of ammo.

1d6 + Rep	Result
3 to 7	Miss.
8	• Target concealed – miss. • Target in cover – miss. • Target prone – miss. • Target moved fast – miss. • Shooter moved fast – miss. • Shooter is snap firing - miss. • Second or higher target – miss. • Otherwise – hit.
9	• Target in cover – miss. • Shooter moved fast – miss. • Shooter is snap firing - miss. • Third or higher target – miss. • Otherwise – hit.
10+	Hit.

---

1 — Ranged Combat Damage Table

1d6 per each hit versus the Impact (Imp) of the weapon

Score	Result
"1"	Target Obviously Dead
Impact or less but not a "1"	Target is Out of the Fight.
Higher than Impact	Target is knocked down and immediately takes Dazed/Wounded Test.

Rep — Melee Combat

(Counting successes)

+2d6 if have Fierce or Ferocious Attribute.
+1d6 if have Brute or Melee Attribute
+1d6 if using a Shield
-2d6 if prone or attacked to rear
-2d6 if retrieving wounded
-1d6 if using an improvised weapon
-2d6 if a Feeder
-2d6 if unarmed

A score of 1, 2, or 3 is a success
A score of 4, 5, or 6 is a failure.

When fighting multiple attackers must divide d6

Continue rolling until one side has any successes or all sides have zero successes.

# Successes	Result
Score 2+ more successes	Enemy Obviously Dead.
Score 1 more success	Enemy Out of the Fight
No successes scored	Evenly matched. Remain in melee and when active may either break off the melee or continue the melee.

Larger Than Life – The Game of Pulp Adventures

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LARGER THAN LIFE – THE GAME OF PULP ADVENTURES

Larger Than Life
THE GAME OF PULP ADVENTURES

NAME	REP	STAR

PROFESSION	HOME	LOVE INTEREST

PRIMARY ATTRIBUTES	OTHER ATTRIBUTES	RECRUITING POINTS

ADVANTAGES	DISADVANTAGES	WEAPONS

BRAWN SKILLS	BRAIN SKILLS	BRAVADO SKILLS

RECRUITS	MISC	

HISTORY	

NAME	REP	STAR
Arizona Bob	5	3
PROFESSION	**EMPLOYER**	**LOVE INTEREST**
Treasure Hunter	Sir Winston Hollowcraft	Sarah Jane Hollowcraft
PRIMARY ATTRIBUTES	**OTHER ATTRIBUTES**	**RECRUITING POINTS**
Brawn	Bravado, Brains	5
ADVANTAGES	**DISADVANTAGES**	**WEAPONS**
Exudes Confidence	Distinguishing Feature	Big Ass Pistol
BRAWN SKILLS	**BRAIN SKILLS**	**BRAVADO SKILLS**
Climb 4, Shooting 5	Influence 5	Clever 6, Conversation 3
		Bluff 4

RECRUITS	MISC	
Jefferson Davis Saunders	Known enemies - The Red Hand, Sultan of Barylistan	
Co-Star Rep 5	Captain of the Royal Horse Guards	
(See sheet)	Known Friends - Abu the carpenter, "Little" Freddie	

HISTORY		
Traveled in Barylistan, London, South Africa, Russia, New York.		
Worked for Smithsonian Institute previously.		

REP GAINING THE UPPER HAND TEST

(Taken by Leader of both sides)

+1d6 if outnumber enemy by 2:1
+2d6 if outnumber enemy by 3:1 or more

Frenzy will ALWAYS count a minimum of pass 2d6 on the first toss.

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Discard all failures and keep rolling until only one side has any successes or both sides have zero successes.

# Successes	Result
Score 3 or more successes than opponent	• Ferocious will cause enemy to run away and will give chase. * • Star, Big Bad, Co-Star, Femme Fatale, Authorities (a) or Primitives (b) will choose appropriate action. Go to Imposing My Will Table. • Others count as if score two more successes than enemy.
Score 2 more successes than opponent	• All will fire at chargers, Beasts, Creatures or Dinos. Go to the Combat Rules section rolling Activation normally. • Otherwise charge into melee but enemy may not fire. Go to the Combat Rules section rolling Activation normally.
Score 1 more success than opponent	• All will fire if possible. Go to the Combat Rules section. • Otherwise charge into melee but enemy may fire. Go to the Combat Section rolling Activation normally.
Score same number of successes as opponent.	• Go to the Combat Section rolling Activation normally.

* All characters including the chaser will roll 1d6 and add the score to their Rep. If the chaser total is higher than one or more characters the chaser has caught the character with the lowest total. The chaser rolls 1d6 per each point of Reputation. A result of a "1" is a hit just like in melee.

(a) Authorities include Local Authorities and Military.

(b) Primitives include Natives, Slavers, King Beast, and Ancient Civilization.

STAR/CO-STAR ACTIONS

DAZZLE PRIMITIVES
• Opposing Leader is swept off his feet and befriends the Star. Will use his group to help the Star including fighting for the Star as long as he stays in this Locale.

DRIVE OFF CREATURES, BEASTS OR DINOS
• Creatures will be driven off by action of character. Remove Creatures from scene.

CONVINCE
• Use against other than above characters. For whatever reason the opponent would be convinced to leave the Star and his group alone. Will not work if there is a Big Bad leading the opposition.

BIG BAD ACTIONS

TERRORIZE PRIMITIVES
• Opposing Leader will be "struck down" (OOF), all primitives terrorized and will run away. Big Bad gains Fear amongst these fellows! Stars cannot be terrorized.

DRIVE OFF CREATURES, BEASTS OR DINOS
• Creatures will be driven off by action of character. Remove Creatures from scene.

INTIMIDATE
• Use against other than above characters. For whatever reason the opponent will be "brow beaten" to surrender or leave the Big Bad alone. Will not work if there is a Star leading the opposition.

AUTHORITIES ACTIONS

INTIMIDATE
- First will attempt to get opponents to leave the Locale. If opponent refuses to leave or returns the Authorities will try and arrest the opponent.

ARREST
- Will attempt to arrest the opponent who will not resist.

* If forced to leave Locale then go to Travel Scene. If arrested then lose 1 solved Clue and go to Travel Scene.

PRIMITIVES ACTIONS

CAPTURE
- Will attempt to capture the enemy without meeting any resistance.

* If captured lose 1 solved Clue and go to Capture Scene.

FEMME FATALE ACTIONS

SEDUCE
- Attempt to seduce opposing Leader to totally cooperate with the Femme Fatale acting, as she desires. Will last until she does something to betray him.

REP   IMPOSING MY WILL
(Taken by Leader of both sides)

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Discard all failures and keep rolling until only one side has any successes or both sides have zero successes.

# Successes	Result
Score more successes than opponent	Character attempting the action has successfully imposed his will.
Score same number of successes as opponent	Target unbroken. Return to Gaining the Upper Hand Test counting the Target as passing 2d6 more than enemy.

REP   INTERACTION TABLE
(Counting successes)

+2 outnumbering opponent 2 to 1 or more

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Discard all failures and keep rolling until only one side has any successes or both sides have zero successes.

# #Successes	Result	
	Star	NPC
Score 2 more successes than opponent	NPC is swept off their feet! Will join the Star as long as he remains in this Locale.	The NPC becomes belligerent go to the Draw! Section.
Score 1 more success than opponent	The NPC behaves favorably. Takes the Star to where the object or person is allowing the Star to attempt and solve the Clue.	The NPC gets "pushy". Go to the First Punch Table.
Score same number of successes as opponent	Both sides co-exist peacefully.	

REP   FIRST PUNCH!
(Counting successes)

+1d6 to NPC

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

# Successes	Result
Score 2 more successes than opponent	Land punch and KO opponent. Opponent is Out of Fight. Group takes Leader Lost test then activation begins normally. Bar brawl and no weapons are drawn. Local authorities arrive in 1d6 turns.
Score 1 more success than opponent	Land punch but opponent recovers. Go to Activation procedure. Opponent will count as one Rep lower for the purpose of this Activation test. Bar brawl and no weapons are drawn. Local authorities arrive in 1d6 turns.
Score same number of successes.	Cooler heads prevail and both sides co-exist peacefully.

REP   DRAW!

(Counting successes)

+1d6 to NPC
-1d6 drawing two-handed weapon

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

# Successes	Result
Score 2 more successes than opponent	Any result of "1" on the successful dice means opponent is killed. If no "1" scored then roll normally to fire or go to hand-to-hand combat if applicable. After the attack is resolved activation is rolled for normally. Local authorities arrive in 1d6 turns.
Score 1 more success than opponent	Any result of "1" on the successful dice means opponent is OOF. If no "1" scored then roll normally to fire or go to hand-to-hand combat if applicable. After the attack is resolved activation is rolled for normally. Local authorities arrive in 1d6 turns.
Score same number of successes as opponent	Both sides fire or swing and miss. Go to Combat Section and Activate normally.

SKILL   TASK TEST

An Opposed Task uses Skill vs. Skill
An Unopposed Task uses Skill vs. Difficulty Factor

-1d6 if suffering complications
+1d6 if having appropriate tool*

Pass on a result of 1, 2, or 3
Fail on a result of 4, 5, or 6

*An item that will assist in completing the Task

Discard all failures and keep rolling until only one side has any successes or both sides have zero successes.

# Successes	Result	
	Challenger	**Task**
Score 2 or more successes than the opponent.	Challenger successfully completes the Task.	Challenger does not complete the Task and may not try again.
Score 1 more success than the opponent.	Challenger successfully completes the Task.	Challenger fails to complete the Task, suffers complications, but may try again. Both sides recover d6.
Both score zero successes.	Challenger fails to complete the Task but may try again next turn.	

SKILL   ATTACK MAGIC TABLE

Rep of Caster vs. Rep of Target
+1d6 per level of Magic Skill
+1d6 equal to Star Power
-1d6 for each target over the first

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

# Successes	Result
Caster scores 3 or more successes than target.	Flee you fools! Target immediately runs away.
Caster scores 2 more successes than target.	Take that! Target is wounded and Rep reduced by one.
Caster scores 1 more success than target.	Blinded by the light! Target remains standing but counts as Dazed.
Caster scores equal or less number of successes as target.	Spell fails.

Weapon Type	Targets	Fire Dice
Pistol	1	1
"Big Ass" Pistol	1	2
Machine Pistol	3	3
Rifle/Musket	1	3
Shotgun	2	4
Double Barrel Big Game Rifle	2	5
SMG *	3	4
Machine Gun *	5	6
Grenade * – Up to 12" range	5	6
Anti-tank Weapon *	3	6
Molotov Cocktail – Up to 6" range	5	4

* Usually available to Military forces only.

PRIMITIVE WEAPONS

Weapon Type	Targets	Fire Dice
Thrown weapons - Up to 6" range	1	2
Bow	1	2
Blowgun used with poison*	1	1

* Anytime a shooter inflicts damage with a blowgun the damage is automatically raised one level.

SKILL   FIRING TABLE

Taken with the Shooting Skill

Shooter will always use a minimum of 1d6

Result of "1" is a hit

+1d6	-1d6
Per point of shooting skill	For any shooting disadvantage
Per point of weapon Fire Dice	If shooter is fast moving
For any shooting advantage	If target is fast moving
If firing two pistols at once	If target is in cover or prone
	If firing at a charging enemy
	For each target fired on after the first
	For each crewmember less than three when shooting with a machine gun

---

DAMAGE LEVEL

Number of Hits	Damage Level
2 or more	Wounded, Rep reduced by one and Out of the Fight
1	Wounded and Rep reduced by one.
0	• Ferocious, Stars, Co-Stars, the Big Bad and chargers will ignore. • Others will Duck Back

---

SP   STAR BEING A STAR

Taken when a hit is scored in hand-to-hand or from fire

Any score of 1, 2, or 3 = success
Any score of 4 or 5 = failure
Any score of 6 = fail and loss of that SP die

For each success reduce damage by one level

SKILL   HAND-TO-HAND TABLE

Melee Skill of character or Rep if Creature, Dino or Beast

Characters may be forced to melee with 0d6

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Frenzy will ALWAYS count a minimum of pass 2d6 on the first toss even if rolling 1d6.

Discard all failures and keep rolling until only one side has any successes or bot sides have zero successes.

+1d6	-1d6
Per point of melee skill	For any melee disadvantage
If mounted on horse or other beast	For each additional enemy over the first and up to two.
For any melee advantage	If not using a melee weapon.
If using a shield	If attacking up towards the enemy
If Ferocious	If a Feeder

# Successes	Damage Level
2 or more successes than opponent	Wounded, Rep reduced by one and Out of the Fight
1 more success than opponent	Wounded and Rep reduced by one.
Both sides score zero successes.	Each character adds scores of their tossed d6. Higher total counts as scoring one more success than opponent.

2   **CRISIS TABLES**
(Taken vs. Rep)
"Star may choose number of d6 to pass."
A score of "6" is always a failure.

Adventurer Crisis Table

Reason	Pass 2d6	Pass 1d6	Pass 0d6
In Sight - Taken when the enemy comes into sight.	Fire.	Fire at –1d6 to Skill.	Duck Back.
Within 2" and in sight of friendly Out of Fight or Wounded	Carry on.	Duck Back.	If alone will run away. Otherwise Duck Back.
Within 6" and in sight of friendly running away	Carry on.	Carry on.	Run away.
Dazed/Wounded	Recover when next active.	Recover when next active.	Out of the Fight.
Leader Lost	Carry on.	Duck Back.	Run away.

BEAST CRISIS TABLE

Reason	Pass 2d6	Pass 1d6	Pass 0d6
In Sight - Taken when the enemy comes into sight.	Charge.	Halt in place.	Duck Back.
Shot at	Charge.	Halt in place	Duck Back
Within 2" and in sight of friendly OOF or Wounded	Halt in place.	If alone will Duck Back. Otherwise Halt in place.	Run away.
Within 6" and in sight of friendly running away	Halt in place.	Duck Back.	Run away.
Dazed/Wounded	Recover when next active. Take subsequent Crisis Tests on the Ferocious Crisis Table	Dazed recover when next active, wounded out of the fight.	Out of the Fight.

CIVILIAN CRISIS TABLE

Reason	Pass 2d6*	Pass 1d6	Pass 0d6
In Sight - Taken when the enemy comes into sight or shots have been fired.	If armed will Fire. Otherwise treat as if pass 1d6.	Halt in place.	Runaway.
Within 2" and in sight of friendly OOF or Wounded	Carry on.	Duck Back.	If alone will run away. Otherwise Duck Back.
Within 6" and in sight of friendly running away	Carry on.	If alone will run away. Otherwise Duck Back.	Run away.
Dazed/Wounded	Recover when next active.	Out of the Fight.	Out of the Fight.
Leader Lost	Carry on.	Halt in place.	Run away

* If doubles are rolled when passing 2d6 all subsequent Crisis Tests are taken on the Adventurer Crisis Table.

FEEDER CRISIS TABLE

Reason	Pass 2d6	Pass 1d6	Pass 0d6
In Sight - Taken when the enemy comes into sight.	Run away.	Duck Back.	Halt in place.
Shot at	Halt in place.	Duck Back.	Run away.
Within 2" and in sight of friendly OOF or Wounded	Run away.	If alone will Duck Back. Otherwise Halt in place.	If alone will run away. Otherwise Duck Back.
Within 6" and in sight of friendly running away	Run away.	If alone will Run away. Otherwise Duck Back.	Run away.
Dazed/Wounded	Recover when next active.	Out of the Fight.	Out of the Fight.

FEROCIOUS CRISIS TABLE

Reason	Pass 2d6	Pass 1d6	Pass 0d6
In Sight - Taken when the enemy comes into sight.	Charge.	Charge.	Halt in place.
Shot at	Charge.	Charge.	Halt in place.
Within 2" and in sight of friendly OOF or Wounded	Charge.	Charge.	Duck Back.
Within 6" and in sight of friendly running away	Charge.	If alone will Halt in place. Otherwise Charge.	Duck Back.
Dazed/Wounded	Recover when next active.	Recover when next active.	Out of Fight.

LAW ENFORCEMENT CRISIS TABLE

Reason	Pass 2d6	Pass 1d6	Pass 0d6
In Sight - Taken when the enemy comes into sight.	Fire.	Fire at –1d6 to Skill.	Halt in place.
Within 2" and in sight of friendly OOF or Wounded	Carry on.	Duck Back.	If alone will run away. Otherwise Duck Back.
Within 6" and in sight of friendly running away	Carry on.	If alone will Duck Back. Otherwise Carry on.	Run away.
Dazed/Wounded	Recover when next active.	Dazed recover when next active, wounded out of the fight.	Out of the Fight.
Leader Lost	Carry on.	Halt in place.	Run away.

MILITARY CRISIS TABLE

Reason	Pass 2d6	Pass 1d6	Pass 0d6
In Sight - Taken when the enemy comes into sight.	Fire.	Fire.	Halt in place.
Within 2" and in sight of friendly OOF or Wounded	Carry on.	Duck Back.	If alone will run away. Otherwise Duck Back.
Within 6" and in sight of friendly running away	Carry on.	If alone will Duck Back. Otherwise Carry on.	Run away.
Dazed/Wounded	Recover when next active.	Dazed recover when next active, wounded out of the fight.	Out of the Fight.
Leader Lost	Carry on.	Halt in place.	Run away.

LARGER THAN LIFE
THE GAME OF PULP ADVENTURES

SO WHAT ARE THE PULPS?

It's spaceships, jungle lords, and Nazis. Lost cities, underwater adventure, and maybe even a hard-boiled detective or two.

It's about heroes moving from scene to scene at breakneck speed. Hot on the trail or maybe a step in front of the bad guys. It's clever cliffhangers that leave you wanting more.

But mostly it's all about the story.

And that's what drives Larger Than Life. In LTL you step into the story and become a Larger Than Life Hero. LTL moves you from scene to scene each with a different challenge. Complete your challenge and move to the next scene. Fail and you're whisked down another road that leads to who knows where. But if you stick to it and if you're lucky you'll complete all the challenges and that'll get you what you wanted from the beginning, a shot at the "Big Bad". The Big Bad, the Evil Genius, or the Villain…we prefer to call him the Yin to your Yang because without the "Big Bad" there's no story.

And it's all about the story.

Welcome to the world of…

LARGER THAN LIFE
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