

Pulp Tools of the Trade

The pulps were brimming with gizmos and gadgets. Some devices were designed to aid the hero and facilitate their daring escapes or otherwise thwart the evil villain's plan. Other devices were inventions by the villains themselves-usually something pretty nasty that no self respecting hero would ever dream of using themselves. This list is a compilation of gizmos and devices we believe are typical of the genre. It is by no means complete but we hope these examples can guide Rugged Adventures scenario designers to invent their own fantastic gizmos for use by and against the forces of evil. Keep in mind also that these are only suggestions and the GM should modify the equipment to suit the plot-line of the game.

Heroic Devices & Inventions

It should be noted that many of these devices, the apex of fantastic inventiveness in the pulp magazines, are now devices we have with us as reality in the modern world. Please forget the actual known properties of items such as bullet proof vests and scuba gear in favor of the fantastic and imaginative uses to which the Great Pulp Heroes put them to.

Silk Grappling Line: This is a compact but strong rope made of super-silk. It has a small, folding barb grappling hook attached to it. The line can reach up to three stories and will allow a PRP to scale walls. It takes one turn of movement to scale a 2 story building with this line. Shorter obstacles will require the GM to decide how much movement is needed. Any excess movement can be used to move past the obstacle or on the roof of a building. The grapple once removed and once folded up, conveniently fits into a pocket.

Vials of Acid: Although these might sound like a recipe for disaster, characters in the pulps could use their acid vials to eat through metal bars, jail cell locks or rope that was used to bind hands and feet. Many pulp heroes carried at least one acid vial which were always handy when the hero found themselves in a tight spot.

Anesthetic Gas Grenades: These grenades are glass balls that break when thrown or are stepped on. Anesthetic gas grenades have a 4" burst radius. Any figure inside of the radius must roll 3 or less on a D10 to successfully hold their breath, otherwise they are knocked unconscious. Figures that successfully hold their breath must move out of the burst radius of the gas grenade and then become suppressed. Unconscious figures may not do anything until they waken. The strength of the anesthetic gas and the number of turns it produces unconsciousness should be determined prior to the game by the GM. Unconscious figures may be captured if they can be carried or dragged by another figure or loaded into a vehicle. Unconscious figures should not be killed-it just isn't done.

Smoke Bomb: These grenades create a greasy thick smoke that blocks all lines of sight through it. The smoke cloud has a 5” radius and lasts for 2 turns. It may last less time if there is a strong wind. The smoke bomb is a handy technique for an emergency exit from a tight spot. The smoke is non-toxic and does not cause damage.

Mercy Bullets: These non-lethal bullets contain a powerful anesthetic that is absorbed through the skin when the bullet hits a body and disintegrates. Mercy bullets have no penetration. It is assumed that the anesthetic is also absorbed through clothing. Mercy bullets can't hit figures in vehicles unless there are open windows or the GM decides otherwise. Figures hit by mercy bullets roll on the Wounds Table but add +2. Non-PRP figures killed or wounded are considered knocked unconscious and may not be used for the remainder of the game. Of course they will waken a few hours later, bruised by the mercy bullets but otherwise unharmed. PRPs rendered unconscious by mercy bullets roll a D10 every turn thereafter and regain consciousness on a roll of 3 or less.

Rapid Fire Machine Pistol: This weapon is a highly advanced miniature sub-machinegun with an exceptionally high rate of fire. It has the same range as a pistol (ie; no long range). The rapid fire machine pistol may fire on full automatic- 4 dice per turn with a base hit number of 3, or single shot -1 die per turn with base hit number of 5. Certain moralistic heroes have adapted this otherwise deadly weapon to fire mercy bullets. The GM will determine if there are ammunition limitations.

Anesthetic Thimble: Designed to fit on the end of a finger, the anesthetic thimble uses a tranquilizing drug that is injected into the victim during hand-to-hand combat. A non-PRP figure hit by a PRP who is using anesthetic thimbles adds +3 to their Wounds Table die roll. Killed, wounded or knocked out figures are considered unconscious for the remainder of the game. A PRP who is tranquilized by this device rolls a D10 every turn thereafter and regains consciousness on a roll of 3 or less. The thimble may only be used 3 times during a game before it runs out of anesthetic.

Resuscitating Drug: This compound will cancel the effect of a knock-out anesthetic. The unconscious figure will wake up during the turn the resuscitating drug is administered on any result of a D10 roll except 10. The revived figure is considered suppressed for that turn but may move again during the next turn. Only PRPs with medical skills should be equipped with Resuscitating Drugs. A D6 can be used to determine the number of doses available.

Super Fast Cars: A super fast car has a larger, more powerful engine than a normal civilian car. It uses the fastest movement for that type of vehicle and adds a bonus 2” of movement to all speed bands. A non-heroic figure who steals one must subtract 2 from their driving ability due to the high performance nature of a Super Fast Car.

Flash Grenades: Flash grenades are used to stun an enemy unit. The flash grenade is thrown at the beginning of the Shooting Phase. The resulting flash temporarily blinds anyone who has not shielded their eyes in anticipation of the detonation. It is assumed

that the figure tossing the grenade and their immediate unit of followers have been warned in advance. Flash grenades will cause all enemy figures within 8” of the grenade impact point to become suppressed for the remainder of the turn. These suppressed figures may not shoot during that shooting phase. The effect of a flash grenade will only last for that turn.

Underwater Breather: This apparatus is a self contained, compressed air supply. It has an air hose and mouth piece attached to it. The figure using it is assumed to have the compressed air tank with them and can access this emergency air-supply when needed. As well as being useful when used under water it can also be used to negate the effects of certain types of poison gas. A breathing apparatus will have enough air to last for 4 turns. Larger breathing apparatus may be available and the GM should determine how many turns of air they contain.

Gasmasks: Though commonly used by soldiers since the Great War, certain pulp heroes are known to carry emergency gasmasks on their persons. These are smaller and more modern designs than their military counterparts. It should be mentioned however that a figure in hand-to-hand combat, wearing a gas mask or other breathing device, can have it torn from their face. To accomplish this, the opponent must announce their intention to do so and a wounded result on the Wounds Table will indicate success. When this has happened, the mask or breather is considered damaged and no longer useful.

Oxygen Tabs: These wafers dissolve in the mouth and release compressed oxygen that can be used to breathe. They contain enough oxygen to last 4 turns. Once placed in the mouth they will continue to dissolve and may not be taken out and used later. A figure equipped O2 Tabs may use them to survive under water or in certain non-corrosive gas conditions. They may only be used once during the game (repeated use of such tricks is boring).

Infrared Light: Infrared light was a recent discovery in the pulp era. By using special lamps, chemicals and eye gear, characters in the pulps could make use of infrared light. In games, the IR lamps can reveal hidden writing otherwise invisible to the naked eye. They can also allow the tracking of infrared sensitive chemicals to trail villains who unwittingly walk through a sticky infrared sensitive substance. With special infrared goggles and using an otherwise invisible infrared light source, characters can see in the dark up to 24” away.

Rocket Propelled Zip Wire: To outward appearances it is an ordinary fountain pen set. In reality this device is a miniature rocket connected to an ultra thin and strong spool of wire. The hero equipped with this device can use it to make a speedy decent from a high cliff or building by firing the line to another location of a lesser height and then zipping down the wire. The PRP must be stationary during the movement phase to shoot their zip wire. The wire has a 24” range. They may fire the line and then “zip down the wire” in the same turn. The figure finishes the turn at the bottom location where the zip wire was

shot. The figure may not move any farther that turn. The PRP may still shoot or take part in hand-to-hand combat after using a zip wire. A luck roll is required to ensure successful deployment of the zip wire. If the luck roll is unsuccessful the zip wire has missed the target and can't be used. The PRP who misses with his zip wire may use up to ½ of any other type of movement rate the player chooses.

Bullet Proof Vests: Usually concealed beneath clothing, these vests are designed to stop a pistol, sub-machinegun or rifle bullet and most cutting types of weapons. A nasty bruise will often result but the wearer's life will be spared. If a figure wearing a bullet proof vest is hit in any type of combat roll a D10. If the die roll is 6 or less the vest took the hit. Any killed or wounded results become suppressed. Suppressed results become a miss. If the die roll is 7 or more the vest was missed so all Wounds Table die rolls apply normally.

Lock Pick Set: These handy tools are not only used by the criminal element but come in handy for getting into secret evil lairs and getting out of not so secret jail cells. It will take at least one turn to pick a lock. Often, a luck roll will be the requirement unless the figure is a skilled locksmith. If the GM decides the lock is incredibly sophisticated they may add a success die roll that should be 2-5 on a D10. A PRP that is picking a lock may not move during the turn they are thus engaged.

Remote Radio Control: The electronic wizard Pulp Hero often made use of remote radio control equipment. Aircraft, boats or automobiles can be modified with receiving devices connected to their steering that can allow a PRP with the broadcasting controller to operate them without being on board. The controller must remain within line of sight of the vehicle or craft (being up on a hill top is a good idea) and must not be disrupted by combat or similar distractions in order to maintain control. Successful Driving Skill rolls may be required by the GM to execute complex maneuvers, aerial or vehicular. A similar roll must be made for take off and landing of Remote Control aircraft or docking of Remote Control boats.

Radio Tracking Beacon: Another electronic wizard gadget, a battery powered tracking beacon can be attached to a villain's vehicle or tucked into a bearer's bundle. With a radio receiver to follow the 'pings', the PRP hero can track his quarry for 6 turns before the battery dies. The target of the tracking device is allowed one Field Craft roll to test to see if they find the device. The test should be made on the 2nd turn after the device has been activated.

Broadcast Disruptor: This device simply disrupts radio signals. When in use, all radio communication during the PRP Communication/Role Play Phase is blocked. Only direct, physical communication between PRPs is allowed. If there is another electrical wizard PRP in the game, the GM may allow a skill roll permitting them to modify and use

another broadcast set to shut down the Broadcast Disruptor. Don't forget to make suitable static noises when the disrupted players first attempt to talk to each other.

Net Grenade: This hand held device can be activated and tossed at a fleeing criminal or similar target. The metallic orb will burst over their head and deploy a weighted net which is designed to capture but not harm. To successfully employ the Net Grenade, the user must roll a normal ranged combat attack during the shooting phase, using standard modifiers. The maximum range is 6". If the attack is successful, the target is captured and remains tangled in the net for one turn. Consider the figure Suppressed. Only two Net Grenades should be allowed in a game.

Whips: Whips may be used as a weapon during the hand-to-hand combat phase. The basic hit number is 6. A figure hit by a whip is automatically suppressed. A whip has a range of 3 inches and may be used against a charging enemy. As well, whips may be used by PRPs to grab an object, knock a weapon from an enemy's grasp or snare an overhead structure to swing over a gap.

To swing, the GM must rule that a suitable chandelier, tree branch, beam or the like, is available. To snare the overhead structure the player must roll a successful hit with the whip and then pass their luck roll to guarantee a hold. Up to two figures may swing over a gap up to 6" wide. The action requires the whole of the movement phase and assumes that the whip can be retracted.

To knock a weapon from the hand of an enemy figure, a PRP uses their whip for a hand-to-hand attack at the beginning of the small arms Fire Phase before any shooting occurs. The player must announce this action at the start of the phase. The whip must not have been used in the movement phase. Only pistols, sub-machineguns, light rifles and personal melee weapons can be targeted. A slung rifle, sheathed sword or mounted machinegun can't be affected. The whip user may not shoot but may still engage in hand-to-hand combat. A figure that has had their weapon whipped away must pick it up during the following movement phase. This action costs one half of their movement rate.

To snatch an object, the whip armed PRP must be within 3" of the target and must not have moved that turn. A successful hit must occur followed by a successful Luck roll. If both rolls are passed the object is assumed now in the whip holder's possession. The GM must rule if a whip can grab an object. It may be too heavy, too small or irregular shaped for the whip to hold. Weapons may not be retrieved from an enemy's hand-only knocked from their grasp.

Synthetic Skin: This substance can be used to conceal items such as lock picks or single shot .22 zip guns. Even if a hero is stripped of all their clothes and equipment, synthetic skin might conceal the only means of escape. The GM is responsible for determining if a PRP is equipped with Synthetic Skin and also decides upon the device it conceals.

The Universal Multi-Tool: This type of device is often a standby for the faithful and inventive sidekick. It is a wonder of complex gadgetry which encompasses nearly all of the contents of a well equipped tool chest in a single compact and miniaturized device. At a critical moment of the plot, the Multi-Tool is whipped out with a dramatic flourish whereupon it is used to undue bolts of any size, cut important wires (the red one or the blue?), or otherwise perform miracles with machinery or electrical equipment. The Multi-tool is most often used to facilitate impossible escapes. The figure equipped with this type of device receives a +4 to their luck roll when attempting a GM approved, appropriate task. Please note that the other members of the Universal Multi-Tool equipped figure's group should scoff at the device at the beginning of the game. Phrases like; "That crazy thing'll never work!" are required on turn 1.

Implements of Evil

Pulp villains can also draw from an arsenal of bizarre and innovative devices. The main difference between these inventions and those used by heroes is, of course, the deadly and destructive nature of most of the articles listed below.

Please note also that these tend to be small weapons, useful only in battles against limited groups of opponents and not the world threatening weapons of mass destruction that are often the plot device Alfred Hitchcock called 'a muggufin', - an object of enormous but irrelevant power that drives the plot of the story. Please avoid giant death rays capable of destroying whole fleets of battleships, unless they are missing a critical component which by being absent from the device, renders it useless. These omnipotent weapons can drive a game plot but should never over-run it.

Poison Gas: A nasty invention like poison gas is used by villains. It may be colored but will always appear as a fog. Due to its weight it will remain close to the ground and settles downward from higher doors and walls. Poison gas lasts for 3 turns unless the GM decides otherwise. Figures caught in a poison gas cloud must roll 7 or more to successfully hold their breath. They must then move as quickly as possible away from the gas until they are no longer within the cloud or it has dispersed. Figures that fail to hold their breath are affected by the poison gas. They must roll on the Wounds Table and add +3 during the first turn, +2 during the second turn and +1 during the third turn that the gas is in play. Gassed figures that receive wounded results on the Wounds Table are considered killed. Suppressed figures are treated as suppressed but must roll again during the next turn if they remain within the gas. Poison gas is dispensed from bombs, artillery shells, gas grenades and compressed air cylinders.

Acid Vapor: Attacks are resolved the same as for poison gas except that the result is a dramatic and horrible dissolution of the victim. The affected figures are dissolved leaving

only a contorted skeleton to warn those who come after them. Non-PRPs who witness such a death must take a morale test with a -2 modifier.

Madness Mist: This is similar to poison gas except that the victim suffers not death but a violent madness wherein they will charge and attack their nearest friends or enemies in an uncontrolled frenzy. The effects of madness mist last for 2 turns. All fighting is hand-to-hand (biting and clawing) and no morale tests are taken. When the madness has passed on turn 3, the figure must recover for a turn and will be considered suppressed.

Hair Pins of Death: Often a weapon used by a Femme Fatale, these appear to be normal hair pins at first glance but in reality are sharp steel stilettos. They are used as daggers in hand-to-hand combat. The first turn they are employed, the user should get a +2 Hand-to-Hand Combat Chart modifier for surprise. Use the Wound Table to determine the result. These hair pins may be treated with poison or knock out drops as well.

The Death Ray: This device is usually a large apparatus composed of steel and glass, often as big as an automobile. Able to project its beam of energy over miles, the Death Ray will melt metal and ignite flammable materials. As mentioned above, such a device is often too powerful for use in a game. If a functioning death ray is present on the table, we recommend that it requires a D10 roll to determine its 'power-up' time. The GM will have to determine the radius of the effect area and the number of hit dice it does. A Death Ray has a base hit number of 6. Due to the destructive nature of the beam, non-PRPs suffer a +3 on the Wounds Table. PRPs role normally on the Wounds Table. A Death Ray has no range limitation on the table but does require a direct line of sight so remember heroes, stay behind that hill.

Death Ray Variations: Some evil scientists develop beam weapons that function on a more limited basis. The Anti-Electrical Projector can shut down all electronics and play havoc with aircraft or the starters of vehicles. Blacking out streetlamps can be a nice addition to a nocturnal bank heist as well. A Sonic Beam can force a unit into suppression and initiate a morale test. Use a -3 Morale Modifier for non-PRPs. PRPs, being made from tougher stuff, need not test and can overcome suppression after one turn. These are two suggestions but the possibilities for beam weapons are limited only by your twisted imagination.

The Mind Transference Machine: By using this device, which resembles a pair of barber chairs and some fancy electrical do-hickys, a villainous scientist can swap minds between two different people. It takes two turns to complete a brain transfer. Roll a D10 and a result of 6 or less indicates a successful transfer. After the transfer, the figures must assume reverse roles and characteristics. This device offers some interesting possibilities, such as the villain taking the guise of General 'Bullwhip' Curtis to gain access to the Pentagon planning room!

The Electrical Trap: This is usually a metal floor wired for high voltage. All figures standing on such a floor are automatically hit if it is activated. They roll on the Wounds Table with a +2 modifier. An electrical trap must have a control switch that activates it. Once the switch has been thrown, the trap remains on until switched off or the wires are cut. An electrical trap is controlled by a figure that is located beside the power switch (look for the fellow with the fizzy white hair and the crazed grin). Sometimes, a Great Pulp Hero needs to wear rubber shoes!

Venomous Surprises: Certain pulp villains prefer the use of natural ingredients in their implements of evil. A jewelry box with a secret compartment containing a deadly scorpion, a rare book whose pages have been treated with a plant toxin that will be absorbed through the fingers of the reader, the old cobra in the suitcase trick- the possibilities are unlimited! We suggest that you be inventive with such props but keep the game mechanics simple. The use of a luck role is often sufficient to indicate whether the victim has been struck down. Non-PRPs should succumb to poisons immediately. Who wants to keep track of the health of some bit-part extra? PRPs can have more complicated responses if they are bitten. Roll a D10 and give them that many turns to find an antidote.

Sonic Hypnosis Disk: This is a powered, rotating disk that emits a high frequency sound. The combination of the sound and the sight of the spinning disc can effectively hypnotize a victim. Only non-PRP figures may be hypnotized. The process takes one turn and can only be done to one figure per turn. The target figure of the hypnosis attack must be within 6" of the device, in line of it and the evil operator of the disc. The villain figure rolls a D10 and on a roll of 6 or less the target figure becomes hypnotized. Once hypnotized, the villain turns off the machine and moves within 2" of the victim in order to command them. The victim obeys the command of the villain. The spell can only be broken by the original villain or another PRP who is trained in the science of Hypnosis. To break the spell, a D10 is rolled again and success results on a roll of 6 or less.

Knockout Drops: Sometimes known as a Mickey Finn, these potent drops are added to the food or drink of the intended victim. This is a preferred tactic when the villain needs to kidnap a character without resorting to a noisy scuffle. Knockout Drops are effective immediately, the victim having only time enough to slur the words, "why you dirty ra....." The duration of unconsciousness depends upon the GM's requirements. 2 turns is usually enough time to pack the victim into a car and get away with them. If the victim is a PRP, there is a chance they might have 'got wise' and avoided the Mickey Finn by pouring their drink into the nearest potted plant. This should be determined by a luck role. Heroes often fake unconsciousness to get inside of a villain's hideout.

Antidotes: An antidote is a cure for poison. Pulp villains will have an antidote for their poison so they can mock or manipulate their victim.

Dr. Koo gazed at Costigan, “Over the last week, you have been given a slow poison in your food. The antidote has been added to your drink. Reveal the secret code or I will withhold the antidote and you will suffer a most slow and painful death.”

Or;

“Your daughter has been given a dose of very toxic venom. In 3 hours she will die unless she is given this antidote.” The Crimson Scorpion held up a small vial allowing the clear liquid within to glint in the candle light. “If you carry out my instructions she will be given the antidote. If not, her death will be on your head not mine!”

Of course, a hero with medical knowledge can make an antidote for the poison if they can get a sample of it. Sometimes it is even prudent to take an antidote in advance when setting off to confront certain evil fiends who are known to employ poisons. Antidotes act quickly (in the pulps) and their effect is almost instantaneous.

The Tiger/Pit Trap: Okay, its not really all that technologically advanced, but hey, its still a good villainous device. The pit is located on a jungle trail designated to the GM at the beginning of the game and is considered concealed by a stick mat covered with leaves. A Field Craft roll is required to spot the trap. Only one figure can fall into the trap. Non-PRPs are considered killed. PRPs make a luck roll to determine if they can arrest their fall by desperately clutching a protruding root. If they fail they must roll on the Wounds Table. Extricating the PRP from the trap requires a successful Luck roll. Some rotten villains add spikes or tigers to their tiger traps. I’m not going there.

Voodoo Zombie Dust:

A mystical powder known only to the highest Voodoo priests of Haiti and the swamplands of Louisiana, Zombie Dust is rumored to enable the user to raise the dead and enslave them for evil purposes.

The evil user of Zombie Dust must find a suitably fresh corpse, preferably one only a few hours dead and it must be physically intact, ie; no missing parts. Successful re-animation requires a roll of 6 or more on a D10. The dust requires 1 turn to take effect. The zombie requires a direct, simple command from its master who must keep within 12” of the zombie to maintain control and keep it moving. A zombie out of control range will stop moving and stand passively with a blank expression. Zombies always shamle- use combat speed as they are slow. They may not use firearms (effectively) but machetes and clubs are suitable weapons. (Pulp zombies do not eat brains!)

Zombies can fight in hand-to-hand combat and are destroyed when wounded or killed in the regular way. The main advantage of commanding a zombie or a zombie unit lays in unquestioning obedience to their master. Zombies do not take morale tests. Non-PRP figures encountering Zombies take a -1 to their morale. The effect of the dust is temporary, 2-6 days. Eventually the Zombie will return to being an ordinary corpse.

It is rumored that Zombie Dust is a remnant of an ancient Egyptian recipe used for reviving mummies. If this were true, one might apply these guidelines to a game set in the Nile Valley...

Death Tar: This incredibly sticky substance is the ultimate trap! To use Death Tar, the villainous PRP must choose an area adjacent to where they are located, or dispatch a minion to the desired local. They designate a 3" x 3" area and inform the GM. Roads and trails are likely choices. There is no roll to determine if the Tar has been successfully deployed-heck; any Mongo can tip over a 45 gallon drum.

Single figures or groups on foot about to enter the Tar can make one Field Craft roll to determine if they spot the trap. If they do not, the first figure or figures of the column are goners. Non-PRPs are considered doomed as they will fall over into the substance and suffocate in a hideous gluey blob. A PRP that enters the Tar is considered suppressed but remains upright and thus gains a chance to get out of their boots and jump free. This is determined by a Luck Roll and is repeated each turn until the PRP is free.

Wheeled vehicles which enter the Tar roll a D10 to determine the distance they travel before the Tar gums up their axels and they permanently grind to a halt. If the vehicle doesn't clear the Tar, a Field Craft roll is required to jump clear of the Tar.

Flying Fish Piranha: Flying Fish Piranha are a terrible cross-species created by evil scientific genius Dr Katanna (and Pulp enthusiast Jeffrey Scott Jones). Some might argue that this an experiment gone wrong as Katanna has yet to develop an effective repellent so both he and his minions are also at risk but the Doctor still uses these horrific hybrids as sentinels for his secret volcanic island laboratory.

Like their fully aquatic brothers, the flying Fish piranha attack in a school, the main difference being their ability to travel out of water and through the air. The schools of piranha figures are mounted on an irregular shaped base, about 2.5" square. The base represents the area of the attacking fish. When the school moves the center of the base is used to measure the distance, up to 10" per turn. As they are still fish, they must remain in water most of the time but may fly out of the water for 1 turn, unless they are devouring a victim and then they may stay out for an extra turn after which they must return to their water source (river, lake or fetid pool etc). They will not attack while returning to the water. The Piranha must remain in the water for at least one turn before they can attack on land again. If they are attacking a target unit or figure in the water... well you've seen the movies. Flying Fish Piranha attack in two possible ways.

Random Attack: At the beginning of each turn the GM rolls a D10. On a result of 1 the flying fish piranha take to the air in search of prey. Use the random direction template to determine which direction they move. If they encounter any figures they will attack. The fish are also attracted by vibrations caused by figures moving within 4” of the water source or movement within the water source.

Aerosol Bait: Katanna has developed an aerosol that lures his flying fish to a specific location. The piranha will move directly towards the bait when it is within 10” of their water source and will attack any figures there. The aerosol can be sprayed on a target. A successful Field Craft roll will detect the odd odor.

When Flying fish piranhas attack, they take small bites while swarming about the victim. The base on which the piranha are mounted represents the area of attack. Each figure under the piranha school base rolls a D10 and consults the Flying Fish Piranha Attack Table. All figures covered by the base are assumed to be automatically hit by the small darting fish. Each hit figure rolls on the regular Wound Table and adds the appropriate modifier from the Flying Fish Piranha Attack Table.

Flying Fish Piranha Attack Table

Die Roll	Wound Table Modifier
1	Too stringy not much meat -1
2-4	Average +0
5-7	Not too bad, attract more attention than usual +1
8-9	Tasty meat, many of them are coming back for seconds +2
10	Prime grub+3. Fish spend one extra turn out of the water to devour victim

PRP’s that are attacked get a Luck Roll before rolling on the Flying Fish Piranha Attack Table. If their roll is successful they have managed to find some cover and are able to lay low while the attacking school swarms overhead or to have out distanced the piranha while their unfortunate companions occupy the hungry fish.

The Great Whatzit: (With apologies to Mickey Spillane). This mysterious device and or substance is contained in a lead box the size of a medium suitcase. No one knows what it is or what purpose it is intended for but the villain of the story has usually misplaced it wants it back real bad. If a character finds The Great Whatzit (its warm to the touch) they must accurately describe how they handle it and if they open it carefully or suddenly. If a character is foolish enough to open the box, a blinding, pulsing light escapes and if they are smart they will close it right away and they need only roll once on the Wounds Table. With luck they will escape unharmed. If the box is fully opened, all bets are off. In turn one, the figure who opened the box is incinerated on the spot by the blinding light. Every figure within a 4” radius rolls on the Wounds Table. Turn two, the Incineration Zone

expands to a 4" radius and figures within a 8" radius roll on the Wounds Table. This remains the situation for the remainder of the game.

Alternately, if you need a real 'Pow!' finish to the game, the Incineration Zone and the Wound Zone can continue to expand by 4" respectively for the remainder of the game. Frankly, I don't know how you stop that one but then, it means a convention demo game will wrap up promptly and the GM won't be late to the hotel bar.