THE CONSPIRACY THEORY

AN INTRODUCTION TO ReVolution d100

Oswald's Razor
When selecting among competing explanations for any event, choose the conspiracy theory.

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Welcome to the real world. The world where what you read in the Deep Internet is true. Where Princess Yasmine von Hohenstaufen is the rightful heiress to the Holy Roman Emperor. Where Project Apollo did not really reach the Moon because "they" would not allow it. Where the Monna Lisa in the Louvre is a copy. Where Paul McCartney died in 1969 and was replaced by a look-alike. Where heroes do not die, they just go to sleep in preparation for the world's direst hour.

In this game, the player characters are these sleeping heroes, ready to face a threat from beyond the stars.

WHAT IS THIS SUPPLEMENT?

T his booklet is intended as a primer for the Revolution D100 rules, particularly for Advanced Combat. Gamers who wish to have "just a taste" of the rules before committing to fully learning and using Revolution D100 will find all the answers they need here.

The primer is intended as a "print and play" scenario rather than an introductory version of the rules. As such, it contains six pre-generated characters that provide a good example of the typical abilities a character may have in the different genres that Revolution D100 covers, but no character generation procedure. Players who just wish to have a look at Revolution D100 without playing already have the System Reference Document available as a free download.

Nevertheless, if you wish to read an ultra-tight summary of the rules, just go to page 4, 11 and 18 and you will find it.

PLAYER HANDOUTS

During the game, one person will be the Narrator, describe the events that take place according to the scenario outlined below and make all decisions related to the secondary characters and enemies of the story. The other people will take the role of one of the main characters provided (the "player characters").

The player characters are – apparently – specialists who live on the edge of the law, or actual criminals in some cases. They all have a connection with Princess Yasmine von Hohenstaufen, the self-styled heiress to the Holy Roman Emperor, who in the world of conspiracy theories is in fact the true heir of the Swabian emperor Frederick II. However, they are also the reincarnations of great medieval heroes or anti-heroes. During the adventure, the consciousness of their former selves will awaken and help them to fight the supernatural threats that lie ahead of them. To represent this, each character has two different handouts, one representing the modern self, with limited awareness of his or her past life, and one representing the character after the awakening of his or her former self. The Narrator should give the players these handouts at different times, according to the instructions in the scenario.

Each character also has a standard Revolution D100 character sheet. All sheets have some abilities or items preceded by an asterisk. These abilities are not immediately available, and the Narrator must tell the player that the character has a vague feeling of having done something similar in the past, but cannot remember how right now. The Narrator should tell the players that things will eventually be explained more in detail.

IS IT ALL ABOUT COMBAT? ⓘ

Of course not. With its ability to portray non-combat scenes with a level of detail that other games only allow in combat, Revolution D100 is a perfect system for roleplaying sessions and campaigns that are not centred on killing things. The reason why this primer insists so much about combat is that the Advanced Combat section of the rules can be the most intimidating for new players. Gamers who are new to Revolution D100 can usually appreciate the merits of non-violent Conflicts (see page 7) by simply reading the SRD. On the other hand, Advanced Combat contains a lot of details that are necessary only in some games and campaign, but cannot be omitted from a multi-genre core book. Therefore, the combat chapter looks more complicate in reading than it is in playing. This primer allows gamers to try a reduced version of the combat rules, so that they can determine whether they suit their tastes before trying the full version.

Dramatis personae

Modern identity	Original identity
Jacques Molinet French private eye, former officer of the Gendarmerie Nationale	**Jacques de Molay** Last Grand Master of the Templars
Leif Ericsson Norwegian security contractor, former commander of the S-309 Ulfgar submarine	**Leif Ericsson** Viking jarl, discoverer of America
Leo Candivi Retired Italian thief	**Leonardo Da Vinci** Artist, genius and inventor
Sacha Novitskij Russian hacker	**Aleksandr Nevskij** Prince of Novgorod, noble son of Mother Russia
Vlad Tarescu Boss of the Rumanian Mafia	**Vlad Tepes** Prince of Wallachia, "Dracul"
Ximena Diaz Spanish occultist	**Ximena Diaz** Lady of Valencia, necromancer, widow of "El Cid"

CHARACTER INTRODUCTION

Have the players choose their characters from the six pre-generated ones. Only one character is female, but the characters of Leif Ericsson, Jacques Molinet and Vlad Tarescu have a female counterpart that can replace them without altering the scenario (respectively Freydis Eriksdottir, Jeanne d'Arc and Elisabeth Bathory), so if you want you can create a gender-balanced party.

Give each player the basic handouts for the character he or she has chosen. There are important pieces of information about the player characters that are in the expanded handouts and not in the basic ones. It is up to the Narrator to decide what answers to give to the players if they inquire about subjects that have not been disclosed yet. In any case, keep in mind that Vlad and Ximena remember more than the others at the start of the game.

All six characters should be in the game, Leif and Ximena should be present as Narrator-managed characters if the players do not pick them.

The detailed descriptions and complete character sheets for all player characters are in the handout section.

RULES SUMMARY

This section contains a summary of the Revolution D100 rules, including non-violent Conflicts that may take place in the run-up to the three main combat encounters. We will introduce the combat rules gradually in each encounter. Some specific rules about powers or weapons are noted in the player handouts if they can only apply to that character in the context of this scenario.

This section assumes that the reader is familiar with the concept of Roleplaying Game. If you are not, then we recommend that you read the full Revolution D100 rules rather than this primer.

CHARACTERS

Each character is defined by six Characteristics, a set of related attributes, a set of Skills and Traits (or Powers) and three or more Motivations.

CHARACTERISTICS

The base characteristics are:

- **Strength (STR)**, representing physical prowess and the ability to lift or break things or beings;
- **Constitution (CON)**, representing general health and the ability to endure hardship and ailments;
- **Dexterity (DEX)**, representing agility, reflexes and speed of movement;
- **Intelligence (INT)**, representing memory and reasoning power;
- **Will (WIL)**, representing the ability to focus one's energy on a task, often of a paranormal nature;
- **Charisma (CHA)**, representing personal magnetism, beauty and the raw ability to influence others.

The normal values for humans range from 3 to 18 for all six characteristics, but there may be exceptions, like some player characters are.

SIZE CLASS

All characters in this adventure are of Medium Size Class. An opponent of a larger Size Class may be optionally encountered in the final confrontation, and the relevant rules are in that section.

MIGHT

Might is the raw ability that a character, a weapon or a power has of dealing damage to a target. It is a positive or negative number, and is usually related to some dice to roll and add (or subtract in case of negative Might) to a weapon base damage. For physical weapons, this is always d2's, while energy attacks like Ximena's lightning spell may use d6s or other types of dice.

MOVEMENT

All characters in this adventure have a Movement of 5, they can move five metres when performing any combat action that uses at least five Readiness and engage opponents within five metres in Close Combat.

DICE ⓘ

The game uses various types of dice, with four to ten numbered faces. A die type is identified with the letter "d" followed by the number of faces; for instance, a d4 is a four-sided die (a tetrahedral die available at most hobby shops). If a die with that specific number of sides does not exist, roll one with twice that number of sides and halve the result, rounding up; for instance, for a d3 roll a six-sided die and divide by two.

However, the most common die used in the game is the d100, or percentile die. Numbers are generated with a simultaneous roll of two ten-sided dice, one of which represents the tens while the other represents the units. Game shops offer a wide variety of ten-sided dice marked with "tens" to facilitate percentile rolls. A percentile roll result is a single number ranging between 1 (01) and 100 (00). However, the game will frequently ask you to consider the result of one or both physical dice, too.

TOUGHNESS

Any damage below or equal to the Toughness threshold is a Minor Wound and can only slow a character temporarily. Damage above Toughness has more permanent consequences, as explained in the combat section.

READINESS

Readiness, or Strike Readiness (SR) determines which character acts first in combat, and how many actions or reactions the character can perform. The complete explanation of Readiness usage is in the combat section.
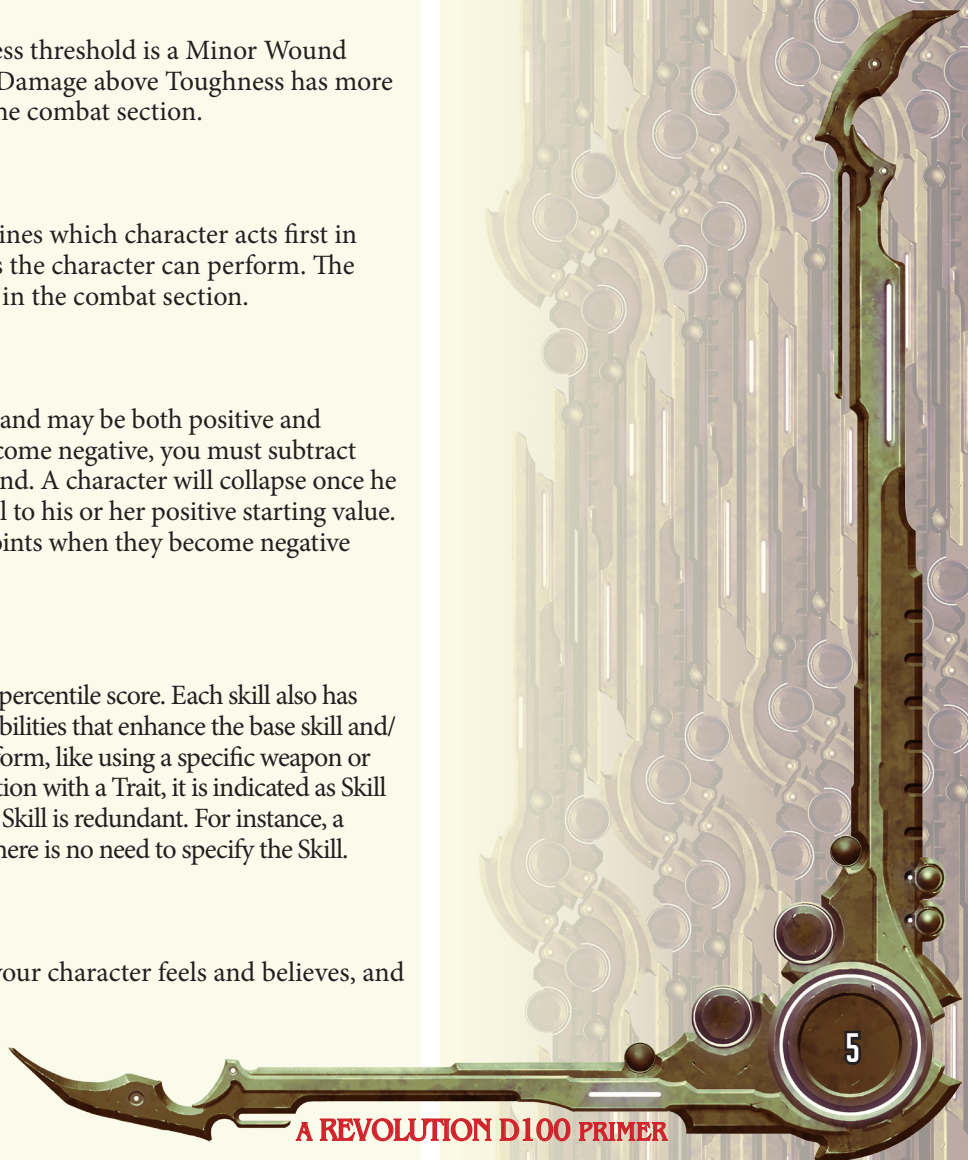
EFFORT POINTS

Effort Points represent a character's stamina and may be both positive and negative. Once a character's Effort Points become negative, you must subtract them from Readiness at the start of each round. A character will collapse once he or she has accumulated Negative Effort equal to his or her positive starting value. In this scenario, you will only track Effort Points when they become negative because of a wound.

SKILLS AND TRAITS

Each character has fifteen Skills expressed as a percentile score. Each skill also has Traits which represent specialities or peculiar abilities that enhance the base skill and/or represent special feats the character can perform, like using a specific weapon or casting a spell. When a Skill is used in conjunction with a Trait, it is indicated as Skill [Trait], or even simply as Trait if specifying the Skill is redundant. For instance, a Sneak roll is always a Stealth [Sneak] roll and there is no need to specify the Skill.

MOTIVATIONS

These are short sentences describing what your character feels and believes, and where his or her loyalty is.

GAME SYSTEM

The game flows like a verbal exchange among the players and the Narrator until a major challenge is encountered and the Narrator calls for skill rolls. For significant challenges, the Narrator should call for a Conflict, which may require more than one roll to resolve. When a battle ensues, the group starts using the procedure for Combat until all opponents are defeated or the player characters decide to withdraw.

SKILL ROLLS

To use a skill, roll a percentile die and compare the result with the skill score marked on the character sheet. If an appropriate Trait accompanies the Skill, then the score is the one marked on the right, otherwise use the score on the left (which is 30 percentile points lower than the other). A roll equal or lower than the score is a Success; a higher one is a Failure. A roll of 99 or 00 is always a failure, even when the skill score is 99 or more.

If a roll is equal or lower than the Skill score used and the tens die is higher than the unit die, then it is not just a normal Success but also an Advantage.

BONUSES AND PENALTIES

When a Skill roll receives a Bonus, add 30 to the skill score. When it receives a Penalty, subtract 30. A roll can receive more than one Bonus or Penalty, with each one adding or subtracting 30.

OPPOSED ROLLS

When another character or a hostile impersonal force opposes a character's efforts to succeed, the roll is Opposed. Roll the character's Skill and then the opposition Skill and compare them on the table below. If one or both sides have a score above 100%, add the amount that exceeds 100 to the actual roll before checking which character rolled higher.

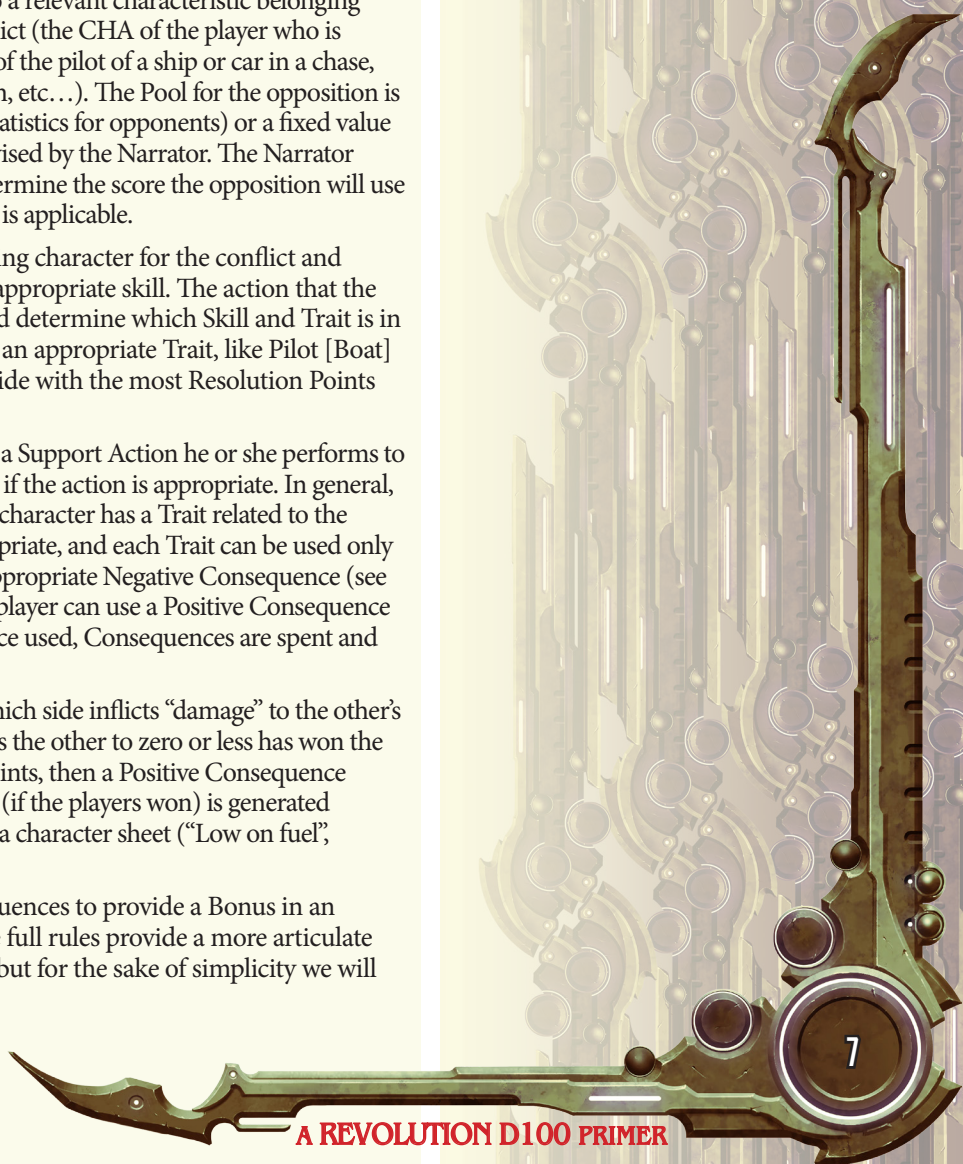|	Defender Failure	Defender Success	Defender Advantage
Attacker Failure	The higher roll wins (inflicts 1d6 points in a Conflict)	Defender wins (inflicts 1d6 points in a Conflict)	Defender wins (inflicts 2d6 points in a Conflict)
Attacker Success	Attacker wins (inflicts 1d6 points in a Conflict)	The higher roll wins (inflict 1d6 points in a Conflict)	Defender wins (inflicts 1d6 points in a Conflict, 2d6 if he or she also rolled higher)
Attacker Advantage	Attacker wins (inflicts 2d6 points in a Conflict)	Attacker wins (inflicts 1d6 points in a Conflict, 2d6 if he or she also rolled higher)	The higher roll wins (inflict 1d6 points in a Conflict)

CONFLICTS

When the Narrator requires a Conflict, a major challenge is about to occur in the story: a chase, a silent approach to a dangerous location, a close investigation of a mystery, an attempt to persuade an uncooperative officer, and so on. A Conflict is resolved with more than one Skill roll, and requires that both the player characters and the opposition determine a Starting Pool of Resolution Points, which are the "hit points" that they will use to determine who will triumph and who will succumb. The Pool for the player characters is always equal to a relevant characteristic belonging to the player who is taking the lead in the conflict (the CHA of the player who is talking his or her way out of trouble, the DEX of the pilot of a ship or car in a chase, the INT of the person leading and investigation, etc…). The Pool for the opposition is either a characteristic score of an enemy (see statistics for opponents) or a fixed value provided in the scenario description or improvised by the Narrator. The Narrator should also check the opponent skill list to determine the score the opposition will use for its rolls, or default to a plain 50% if nothing is applicable.

Conflicts are run in rounds in which the leading character for the conflict and the opposition make an Opposed Roll on an appropriate skill. The action that the players or the Narrator describe for that round determine which Skill and Trait is in use, and when in doubt you should default to an appropriate Trait, like Pilot [Boat] for a sea chase or Persuade for a debate. The side with the most Resolution Points left describes its actions and rolls first.

Any character not actively rolling can describe a Support Action he or she performs to help the leader, and provide a Bonus to the roll if the action is appropriate. In general, the Narrator should check that the supporting character has a Trait related to the action to determine whether the latter is appropriate, and each Trait can be used only once per Conflict. The Narrator can use one appropriate Negative Consequence (see below) to give a Bonus to the opposition. Any player can use a Positive Consequence to give a Bonus to the player character roll. Once used, Consequences are spent and cannot be used again.

Check the Opposed Roll table to determine which side inflicts "damage" to the other's Pool, and how much. The first side that reduces the other to zero or less has won the Conflict. If the winning side lost Resolution Points, then a Positive Consequence (if the players lost) or a Negative Consequence (if the players won) is generated and noted as an appropriate short sentence on a character sheet ("Low on fuel", "Exhausted", "Pissed off the officer", etc.).

You can use Motivations like Positive Consequences to provide a Bonus in an appropriate situation once per adventure. The full rules provide a more articulate but more complex way of using Motivations, but for the sake of simplicity we will not introduce it in the primer.

FIRST ENCOUNTER

THE CASTLE

The adventure starts in Andria (Apulia, Southern Italy) on August 8th of an unspecified year of the 21st Century. Princess Yasmine von Hohenstaufen, the last descendant of the Swabian line of Holy Roman Emperors, meets and briefs the player characters. All of them have a good reason for working with the Princess explained in their player character handout, so there should not be any problems about whether to accept the mission or not. Ethical doubts might arise at a later point.

The Princess wishes the player characters to retrieve an artefact. It is a sword hilt magically enhanced to look not unlike Leif's Runic Axe. The artefact could be in the medieval Hohenstaufen fortress of Castel del Monte, a historical site that the Princess claims as her own but the Italian Government denies her. Even if it is not there, chances are that the party can find relevant information in the castle. The site is open to visits, and the player characters can access it without problems. As many of the heroes have a military training, it is evident that the Princess expects trouble, and not just a sneaky acquisition mission.

The Princess provides the player characters with a minivan to carry anyone who does not have a vehicle available in Italy, and a standard 9mm Beretta automatic gun (a 7.65 for Ximena) with five ammunition clips for anyone who is unarmed. The character sheets already include this equipment, as well as any equipment the player characters already own.

Narrator's note: *the artefact is in fact the hilt of Frederick Barbarossa's sword, which he lost in the Middle East when he drowned during a Crusade. If a blade is mounted on it, the resulting sword has magical properties like Leif's axe, and, as the players will discover, it can also be used to aid magical activities. It is up to the Narrator to decide how much of this the player characters can learn.*

EXPLORING

The party has no trouble approaching the castle on a sunny summer afternoon. Private vehicles cannot move directly to the area around the castle and must be left at the start of a blocked dirt road that leads uphill to the castle, approximately one kilometre away. A patrol of Carabinieri, the Italian military police equivalent to French gendarmes, is stationed at the beginning of the road. A shuttle bus can carry the PCs to the location, but going on foot is probably the most discreet option and offers more opportunities for a stealthy approach.

The Princess recommends that the party gets to the castle at sunset, when the building is still open but the tour guides are no longer working. This gives them the opportunity to investigate without too many witnesses. If the player characters wish to infiltrate unseen, they can do this by walking through the pinewoods and winning a DEX-based Conflict of Stealth against a generic difficulty of 10.

The party can now start searching the castle for clues. However, after some minutes' exploration, or almost immediately if the player characters wasted too much time while approaching the castle, a group of suspicious-looking people enters the castle and head for one of the office areas. Vlad can immediately identify them as members of the Sacra Corona, the Apulian branch of the Mafia, and any player character who has a law enforcement or criminal background Trait can tell that they are up to no good. The thugs start searching one specific locale, showing little or no regard for the public property there, or for any player character on the scene. One of them takes a picture of a wall carving hidden behind a desk with his cell phone, and then starts pushing buttons, hinting at the fact that they have found some valuable information.

GUNFIGHT AT CASTEL DEL MONTE

Inevitably, the Sacra Corona thugs will at some point recognize the player characters as a threat, and since at this point there are no witnesses around they will opt for a 9mm parabellum solution to the problem. The labyrinthine structure of the building offers plenty of ways to stage a gunfight, with places where combatants can take cover and even ways to outflank a fortified position by moving to the upper floor through a staircase and coming down through another.

Check the rules section at the end of the encounter for the rules to introduce during this first combat, which showcases mainly or exclusively ranged weapons as most player characters have no hand to hand weapons with them, or are not yet aware that they know how to fight in Close Combat. If you think that the players can handle an additional threat, give one of the thugs an Uzi, which receives a Bonus to hit for burst fire.

Let the thugs use the Suppress Combat Effect against the player characters after they have taken cover. This decreases the danger of someone getting hurt, and suggest to the players that they can do the same to temporarily neutralize their firing capability by reducing their Readiness to zero and allow one single player character to infiltrate their position at the end of the round and fire at point blank with little or no risk. This is a standard military tactics, so the players might even guess that it may be convenient.

Once two thirds of the thugs are down the rest will try to escape, but not before trying to recover something from one of their fallen comrades. This tells the player characters that whatever they came to find is on that specific disabled enemy. It is up to them to grab it before the remaining thugs do.

The sound of gunfire will inevitably attract the attention of the Carabinieri patrol. Before driving up the blocked road to the castle, the officers prudently call for backup, which arrives in around ten minutes. The first patrol is on the location in two minutes or so, thus any delay in dealing with the Sacra
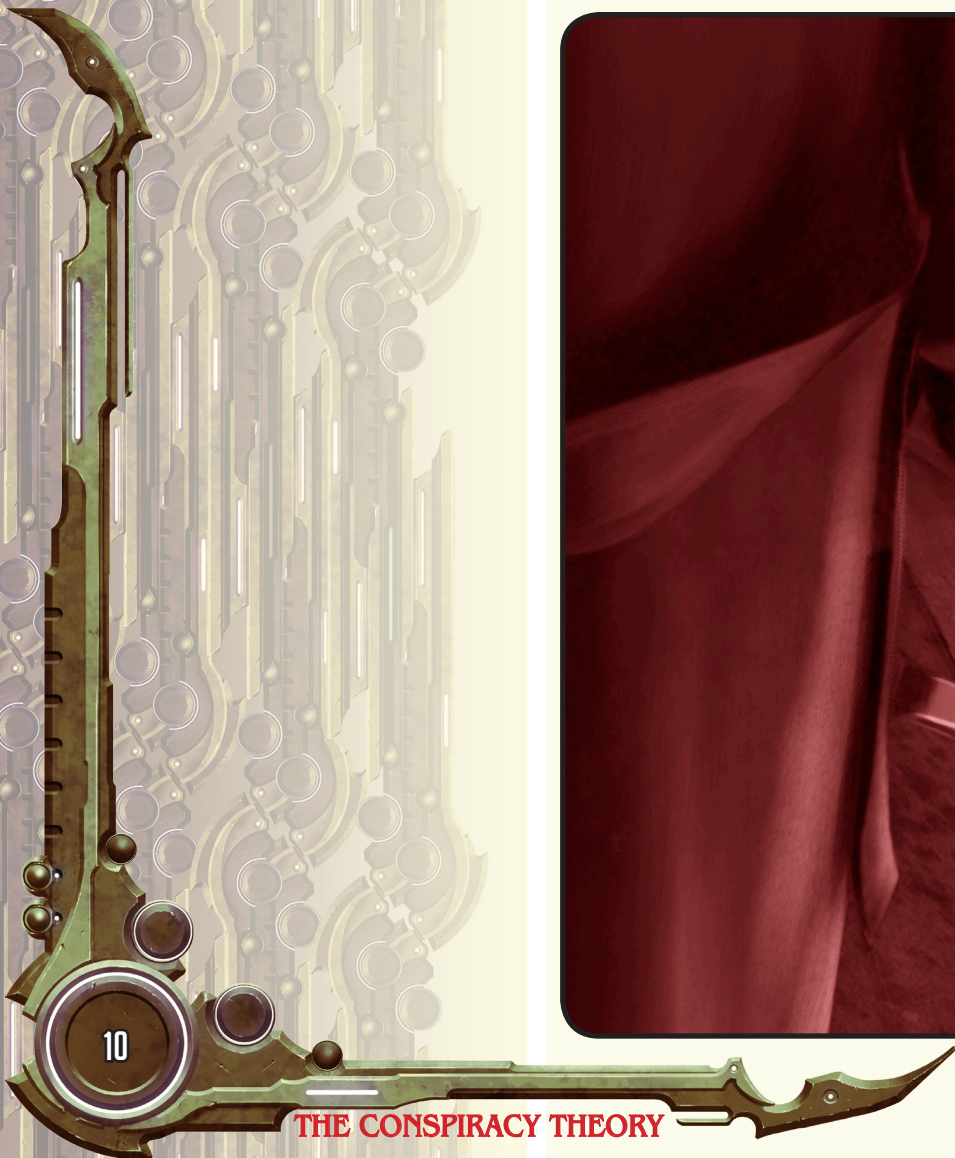
Corona will result in some Carabinieri entering the gunfight. This is the world of conspiracy theories; all Carabinieri are extremely dumb and shoot on sight, asking questions later. The player characters might have to kill or disable them if they are locked in a fight with them. Some characters might object to the killing of service men, preferring to run.

If the Carabinieri realize that the player characters have been there, the escape may require a Conflict between the DEX of the best sneaker among the characters and the INT of the officers, with the heroes using Stealth and the Carabinieri rolling Perception. Note that in the world of conspiracy theories Carabinieri have a low INT (7), so leaving the castle should not be a problem.

AFTERMATH

Apart from various extra weapons, the party should be able to recover the smart phone of one fallen thug, probably incited by the fact that the others have tried to recover it themselves. Leo, or even better Sacha, will easily find a way to hack the phone, and find an image comparison app still open on the picture of a carving found in the castle and a picture that closely resembles the sword hilt the player characters were sent to recover. The latter picture seems to have come with an email from Libya, which also refers (in Arabic, which Ximena can read) to the night of August 9th and geographic coordinates corresponding to a point south of the island of Lampedusa.

As the implications of this discovery is that the artefact seems to be in Libya and on its way to Italy on the following night, the Princess asks the player characters to continue their mission with a trip to the Mediterranean Sea.

FIRST ENCOUNTER - COMBAT RULES

START OF A ROUND

At the start of a round, Readiness is reset to its base value for all characters. Each character receives his or her DEX +5 Readiness Points for that round. This value is also noted as "Ready" in the weapon entry for all ranged weapons and powers, so it is not necessary to recalculate it each time. If a combatant is suffering from Negative Effort Points, subtract them from his or her Readiness before the round begins.

ACTION SEQUENCE

All combatants start to perform their stated actions, starting with the one with the highest Readiness (or DEX on a tie). Each action costs a variable number of Readiness points that are subtracted from the current amount. The target of an attack may lose Readiness, too, when reacting or taking damage.

Note that it is always the character with the highest Readiness who acts next. If the same character still has the highest Readiness after the initial action, then he or she will act again. No one else can act until another character becomes the one with the highest Strike Readiness.

MOVEMENT

Each room in the castle is a Zone. Outdoors, a Zone is the rough equivalent of 25 metres' distance. A character can move one Zone per Movement action (ten Readiness cost), with a maximum of two Movement actions per round. Performing two Movement actions implies that the character is running and cannot do anything else in that round.

READYING AND USING ITEMS

Readying a firearm requires the expenditure of the same Readiness needed to attack with it. Reloading a pistol clip after firing nine shots requires ten Readiness. Consider all other actions of the "ready" or "use" category as costing five Readiness.

ATTACKS

Attacks in the First Encounter are basically firearm shots. Each time a character attacks, roll his or her Ranged Combat skill with the appropriate weapon Trait. If the roll succeeds, the attacker has hit the target.

RANGE

The ranges at which a character can fire are: Close, Short or Medium according to the distance from the target – respectively zero, one or two zones. We will not use longer ranges in this adventure: anything farther than two Zones is still at Medium range.

Firing at Close Range does not imply any Penalty. For each Range level beyond Close, the skill roll suffers one Penalty. If firing within the listed range for the weapon, you can eliminate all Penalties by performing an Aim Action, costing 5 Readiness, before firing. If firing outside the listed range, the Penalties are unavoidable.

CLOSE COMBAT

Firearms and spells are the most effective weapons in this encounter, but an enterprising player might want to let his or her character move towards an enemy and engage him in a fist or knife fight. Any movement across a zone boundary requires a non-combat opening move and uses up the whole round, with the risk of being shot at and forced to interrupt the movement to Take Cover. If the character has reached the same zone as the enemy, he or she can engage him in melee in the following round. Use the rules from encounters 2 and 3 to run the hand-to-hand fight.

	DEFENDER FAILURE	DEFENDER SUCCESS	DEFENDER ADVANTAGE
ATTACKER FAILURE	NOTHING HAPPENS	DEFENCE SUCCESSFUL, DEFENDER GAINS ONE COMBAT EFFECT.	DEFENCE SUCCESSFUL, DEFENDER GAINS TWO ADVANTAGE COMBAT EFFECTS.
ATTACKER SUCCESS	ATTACKER ROLLS DAMAGE AND GAINS ONE COMBAT EFFECT	DEFENCE SUCCESSFUL, HIGHER ROLL GAINS ONE COMBAT EFFECT.	DEFENCE SUCCESSFUL, DEFENDER GAINS ONE COMBAT EFFECT, OR ONE ADVANTAGE COMBAT EFFECT IF HE OR SHE ROLLED HIGHER.
ATTACKER ADVANTAGE	ATTACKER ROLLS DAMAGE AND GAINS TWO ADVANTAGE COMBAT EFFECTS	DEFENCE SUCCESSFUL, ATTACKER GAINS ONE COMBAT EFFECT, OR ONE ADVANTAGE COMBAT EFFECT IF HE OR SHE ROLLED HIGHER.	DEFENCE SUCCESSFUL, HIGHER ROLL GAINS ONE COMBAT EFFECT.

DEFENCES

A character can Dodge or Take Cover to defend against a ranged attack. Dodging a bullet is extremely difficult and implies two Penalties, but sometimes no cover will be available to protect the Target. These defences are rolled against the Agility Skill, with the relevant Trait if the character has it, and cost 5 Readiness per attempt.

RESULTS OF A COMBAT EXCHANGE

Consult the matrix above for the result of an attack against a defending target. If the target cannot defend, use the Defender Failure column and assume the defender rolled a 1. The matrix tells you if the attacker can or cannot roll for damage, and who gains Combat Effects to use. If damage is rolled, then the attacker can pick either Tactical or Damage Combat Effects; otherwise the winner can pick only Tactical Combat Effects, of the type appropriate for the action taken, Attack or Defence.

ACTING WITHOUT READINESS

A character can attack, defend or act even when lacking the full amount of Readiness to spend. In this case, the action or reaction suffers a Penalty and the character loses one Effort Point (or acquires one Negative Effort Point). A character with zero Readiness left cannot attack or initiate any action but can still defend with the above penalties.

BEING IN COVER

A character that has used a Take Cover defence earlier and has not yet come out of cover cannot be hit directly. However, the enemy can still fire at him or her to use the Suppress Combat Effect and prevent him or her to come out of cover and act. A character who has just fired from cover is vulnerable to enemy fire but any attack aimed at him or her suffers a Penalty to the roll and a further +2 to determine if armour protects the target, for a total of +4 (see below).

DAMAGE AND ARMOUR

If the result indicates that the attacker can do damage, he or she rolls the damage for the weapon used, and applies any chosen Combat Effects which alter damage; in this first encounter, only Impale and Maximum Damage can have a direct effect on damage. Normally weapon damage consists of one or two dice for the weapon damage proper, and d2s equal to the weapon (or character) Might. For instance, a 9mm pistol does 1d8 bullet damage plus 2d2 for weapon Might.

If the defender has armour, such as a Kevlar vest or a Protection spell, it is necessary to determine if the blow hit the armour. Check the unit die of the d100 roll and add +2 if the target was facing the attacker (i.e. the attack did not come from behind), or +4 if the target was also in cover. If the resulting number is equal or higher than the number on the right of the dash in the armour rating, then you must subtract the number on the left of the dash from the damage. For example, a Kevlar vest (rating 10/6+) subtracts 10 from damage if the unit die rolled is 6 or higher after modifications (which means 4 or higher with the +2 modification for ranged attacks, or even a 2 or higher if the target is in cover for a +4 modification). The Protection spell has an armour rating of M/0+, where M is the Might of the spell, which means that it always subtracts its protection of M from the damage taken.

Any damage that gets through armour is immediately subtracted from the target current Readiness to represent the effect of pain. You must then check if the wound has durable effects: if damage is higher than Toughness then the target has received a Major Wound and suffers a lasting Penalty to all its subsequent rolls. In addition to this, the target must roll Survival [Endurance] or be incapacitated. Damage in excess of Toughness becomes the number of points in the wound. Whenever a character receives a Major Wound, his or her Effort Points drop to a negative value equal to the points in the Wound, unless they were already lower.

> *Example. Ximena is hit by an impaling Uzi bullet for 17 points of damage. Her Protection spell subtracts 8 points of damage, no matter the unit die roll, saving her life, but 9 points still affect her. This is 3 points above her Toughness of 6, so she receives a 3-point Major Wound. She loses 9 points of Readiness, and her Effort Points drop directly to -3. She fails the Endurance roll and falls unconscious, so someone will have to revive her with First Aid before she can treat her wound with Heal.*

As it will eventually affect healers' ability to treat the wound with the Heal power (see below), you should take a note of the points in a Major Wound on the character sheet. A Wound with points in excess of the target Toughness is a Lethal wound: upon receiving it the target is immediately incapacitated and must roll Survival [Endurance] to remain alive.

Any damage within the Toughness threshold is a Minor Wound and has only the temporary effect on Readiness noted above. Note that Minor Wounds do not accumulate over time to produce a Major Wound. Major Wounds may instead accumulate to produce a Lethal wound if the attacker uses the Aimed Blow effect to strike the target where it is already wounded.

HEALING

You can use the Heal power or an equivalent gadget to eliminate or mitigate a wound. You can apply Heal only once per wound to a given character. The Might of the power is subtracted from the points in the wound. If the wound drops to zero points or lower, then its effects immediately cease.

Once the battle is over, a simple application of the First Aid or Healing Trait can treat any Minor Wound suffered. Any Major or Lethal Wound that cannot be eliminated with the Heal power at the end of combat becomes a lasting, recurring Negative Consequence labelled as "Wound" which remains in place for the rest of the scenario.

A character that enters another combat while wounded also suffers a permanent Penalty for being wounded; so better heal your comrades when possible.

DAMAGE AND WOUND SUMMARY

DAMAGE BELOW OR EQUAL TO TOUGHNESS

MINOR WOUND. SUBTRACT DAMAGE FROM READINESS. NO LASTING EFFECT.

DAMAGE ABOVE TOUGHNESS

MAJOR WOUND. LASTING PENALTY. EFFORT POINTS BECOME NEGATIVE. ROLL ENDURANCE OR BE INCAPACITATED.

DAMAGE ABOVE DOUBLE TOUGHNESS

LETHAL WOUND. AUTOMATICALLY INCAPACITATED. ROLL ENDURANCE OR DIE.

ⓘ **MAGIC**

During the first encounter only Ximena can cast magic. The spells she can cast and the ones she keeps always on are explained on her handout. The full Revolution D100 rules allow a magician to drop a long duration spell and replace it with another, but for this scenario we assume that she will not do this.

COMBAT EFFECTS

The nature of firearm combat limits the selection of combat effects that you can use in this encounter. Note the difference between Damage Effects, which you can use only when the combat matrix allows you to roll damage, and Tactical Effects which you can apply even when the matrix says: "Defence successful". In addition to this, choosing an Advantage Effect requires that you have earned an Advantage Combat Effect in the matrix. Most effects usable in ranged combat apply only to attacks, while the Return Fire effect only applies to defences. If no effect is applicable, your Combat Effect allowance is wasted.

RANGED COMBAT EFFECTS

Aimed Blow Damage, Advantage for ranged attacks	Any damage beyond Toughness is cumulative with existing Major Wounds. Alternatively, decrease the unit die roll by two when checking for armour.
Glancing Blow Tactical, any ranged attack	You can ignore any enemy defence except Take Cover and roll damage, but your attack loses any positive Might from the weapon.
Impale Damage, any weapon with the Impale attribute.	An impaling blow adds 1d8 to its total damage.
Maximum Damage Damage, Advantage, any attack.	One of the weapon dice does maximum damage. This effect can be applied more than once to a weapon with more than one damage die.
Return Fire Tactical, any ranged defence.	You can fire back at your attacker immediately. The target of Return Fire loses any benefits of being in Cover except the +2 to the unit die to determine whether armour is hit.
Suppress Tactical, any ranged attack with an automatic weapon.	The target loses Readiness equal to the tens die of your d100 roll. When firing bursts from a submachine gun, this effect is automatic and subtracts Readiness even when you miss.

FIRST ENCOUNTER - OPPONENTS

SACRA CORONA THUGS

STR 13 · CON 11 · DEX 12 · INT 9 · WIL 12 · CHA 9

Effort 23 · Might +1 · Readiness 13 · Toughness 7

Skills

Agility 53% [Take Cover], **Close Combat 65%** [Brawl, Dagger], **Communication 48%** [Language (Italian), Deceit], **Drive 51%** [Car], **Perception 74%** [Hearing, Vision], **Ranged Combat 54%** [Handgun, Submachine gun], **Survival 50%** [Streetwise].

Weapon	Skill	Ready	Att/Def	Damage	Range	Notes
Brawl	65%	13	3/2	1d2+1d2		
9mm pistol	54%	17	4/-	1d8+2d2	S	impale (effect)
Submachinegun	54%	17	10/-	1d8+2d2	M	burst, impale (effect)

Notes: One of the common thugs may have a submachine gun. The leader has a 9mm pistol, his Agility is 63% and his Ranged Combat is 74%.

CARABINIERI

STR 12 · CON 11 · DEX 11 · INT 7 · WIL 10 · CHA 10

Effort 21 · **Might** 0 · **Readiness** 12 · **Toughness** 6

Skills

Agility 62% [Take Cover], **Close Combat 53%** [Brawl, Club], **Communication 47%** [Language (Italian), Insight], **Drive 48%** [Car], **Knowledge 44%** [Law Enforcement], **Perception 47%** [Hearing, Vision], **Ranged Combat 62%** [Handgun, Submachine gun].

Equipment

Kevlar vest and helmet (10/6+).

Weapon	Skill	Ready	Att/Def	Damage	Range	Notes
Brawl	53%	12	3/2	1d2		
Tonfa	53%	16	4/2	1d4+1d2		
9mm pistol	62%	16	4/-	1d8+2d2	S	impale (effect)
Submachinegun	62%	16	10/-	1d8+2d2	M	burst, impale (effect)

Notes: Each car contains two Carabinieri. The patrol that arrives as backup is heavily armed with submachine guns and has armour; the others have only the standard 9mm handgun and no armour.

SECOND ENCOUNTER

The encounter takes place in the Mediterranean Sea near the island of Lampedusa, the place where refugees from the Middle East and Africa are rescued and delivered to Europe in an extremely controversial humanitarian aid program. We stress that what you read here is fictional and it neither constitutes a criticism of the European Governments' decision to save the lives of these desperate people, nor a suggestion that terrorist use this area as an entry point to smuggle weapons or infiltrate operatives in the Western world. What we describe here is the world of conspiracy theories, as already stated.

The party has now determined that the artefact is probably on its way to Lampedusa. The Princess suspects that it could be coming in through a boat of refugees and requests the party to go there and intercept the human traffickers before the person carrying the artefact can land and hide among the myriad Africans and Middle Easterners occupying the refugee camps. She flies the party to Malta with a charter plane, where she has rented a powerful motorboat which Leif is tasked to pilot.

RESUPPLYING

The Princess provides the player characters with some weird pieces of equipment. The first one is a couple of medieval broadsword replicas (Narrator's note: these are to provide Jacques and Sacha with melee weapons, so they appear only if these two characters are present). The second is a wooden shaft that looks very much like an axe handle, with some pieces of hi-tech equipment near one tip. If Leif tries it on his runic axe head, which the Narrator should suggest if the player does not think of it by himself, the enhanced tip projects some peculiar hooks that secure the handle to the blade in the most accurate way, generating a perfectly balanced battleaxe with a weird look halfway between the magic item and the hi-tech gadget. The party is now able to fight in Close Combat.

It is up to the Narrator whether to allow the player characters to find more equipment in Malta. We recommend that you make it a Conflict between the CHA of the searching character and a difficulty proportional to the rarity of the supplies, to make use of the characters' Communication skills.

Sacha also receives a warm recommendation to activate his external drive if danger is in sight.
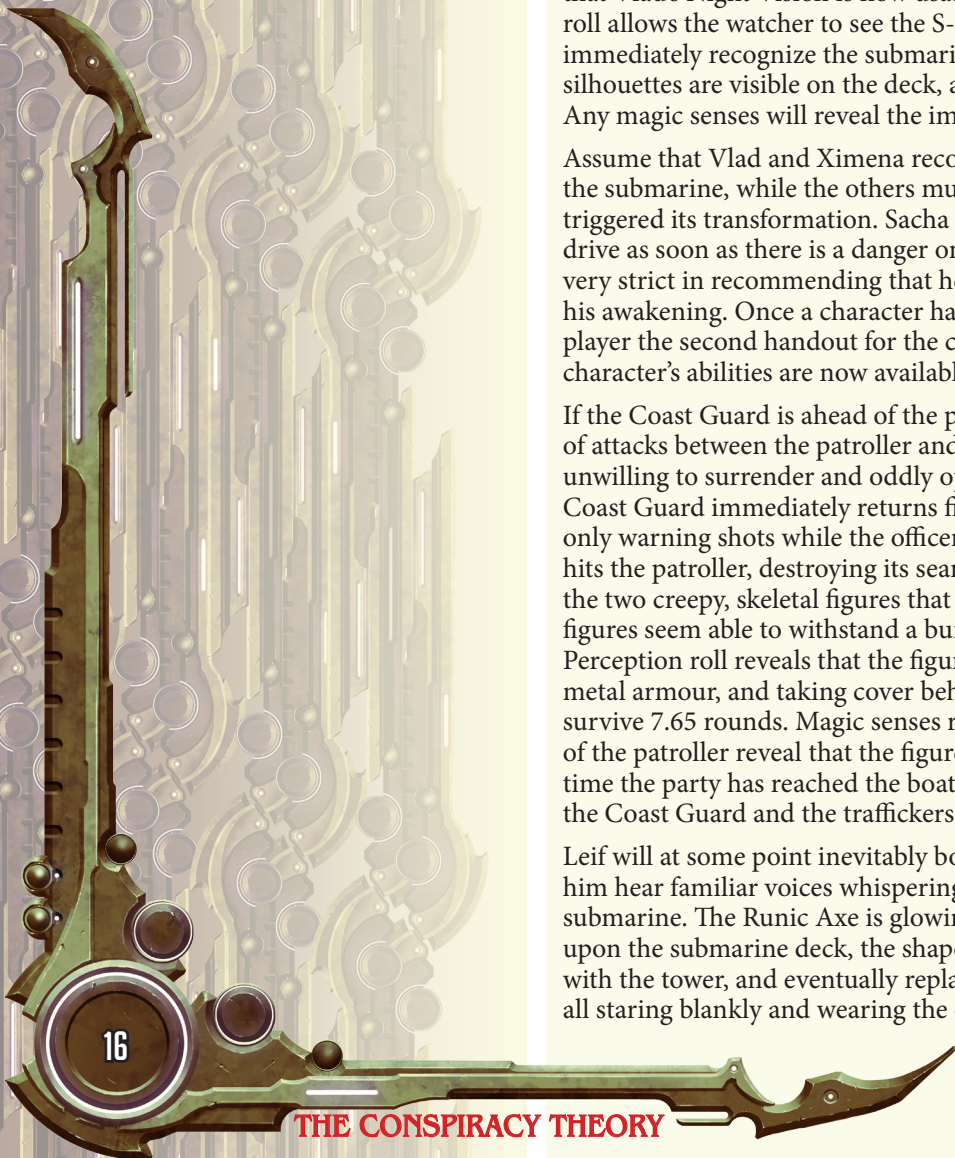
NIGHT INTERCEPTION

During the night, the party reaches the area where the approaching boat is supposed to be. They expect to find only Tunisian fishing boats in the area, but unfortunately this is not the case. A patroller of the Italian Coast Guard is in the area, too, evidently looking for the same target as them. The ship is a Super 200 class patroller with 8 armed crewmen and a 7.65 machine gun mounted on the stern, superior in combat to any civilian boat, but it has a top speed of just 30 knots so the player characters' speedboat can outrun it with a little seamanship skill. If Leif is a player character, you can stage a Conflict against the Coast Guard to find the human smugglers before them. The opposition has 15 points and a skill of 50% and fights against Leif's INT and Pilot skill. Taking advantage of Vlad's Night Vision or other appropriate actions by different player characters may be of use in the conflict.

Whether the party arrives before the Coast Guard or not, as soon as they see a boat that might match the description of the one they are after, someone sees the silhouette of a ship between them and their target. If Leif won the conflict, he will see it first and remain petrified for the surprise, otherwise it may be that Vlad's Night Vision is now usable in full. In the latter case, a Night Vision roll allows the watcher to see the S-309 id on the ship side, while Leif will immediately recognize the submarine as the KNM Ulfgar, his own. Human silhouettes are visible on the deck, and a strange mist surrounds the submarine. Any magic senses will reveal the image of a knorr superimposed over the S-309.

Assume that Vlad and Ximena recover their capabilities in full just by seeing the submarine, while the others must wait until Leif has boarded it and triggered its transformation. Sacha has been instructed to access his hard drive as soon as there is a danger on the horizon and the Narrator should be very strict in recommending that he do so, as it is the hard drive that triggers his awakening. Once a character has uncovered his or her "true self", give the player the second handout for the character and inform him or her that all the character's abilities are now available, including the asterisked ones.

If the Coast Guard is ahead of the party, then the heroes witness an exchange of attacks between the patroller and the boat, with the human traffickers unwilling to surrender and oddly opening fire on a better-armed ship. The Coast Guard immediately returns fire with the 7.62 machine gun, initially firing only warning shots while the officers take cover. Then a mysterious projectile hits the patroller, destroying its searchlights, and the machine gun is aimed at the two creepy, skeletal figures that seemed to have fired it. Surprisingly, the figures seem able to withstand a burst from the powerful weapon. A successful Perception roll reveals that the figure on the front is protected by a shield and metal armour, and taking cover behind the ship flanks, yet it is odd that it can survive 7.65 rounds. Magic senses reveal unnatural protections, and the lights of the patroller reveal that the figure on the back is firing flaming arrows. By the time the party has reached the boat, the two figures have successfully repelled the Coast Guard and the traffickers are rejoicing.

Leif will at some point inevitably board the S-309. If the player is reluctant, let him hear familiar voices whispering "Captain, Captain…" coming from the submarine. The Runic Axe is glowing very intensely. As soon as Leif jumps upon the submarine deck, the shape of a Norse Knorr becomes superimposed with the tower, and eventually replaces it. Viking seamen appear on the ship, all staring blankly and wearing the clear marks of having been dead under the

sea for some time, but apparently still able to operate the ship and steering it unerringly towards the boat. Leif and any player characters that dare jump on the ghost ship now have a quick and effective way to board the boat and face the traffickers and their two armoured skeleton minions. Anyone firing bullets at the skeletons will soon discover that they have little or no effect on the pain and impale immune skeletons, leaving boarding and hand to hand combat as the sole effective options against these enemies.
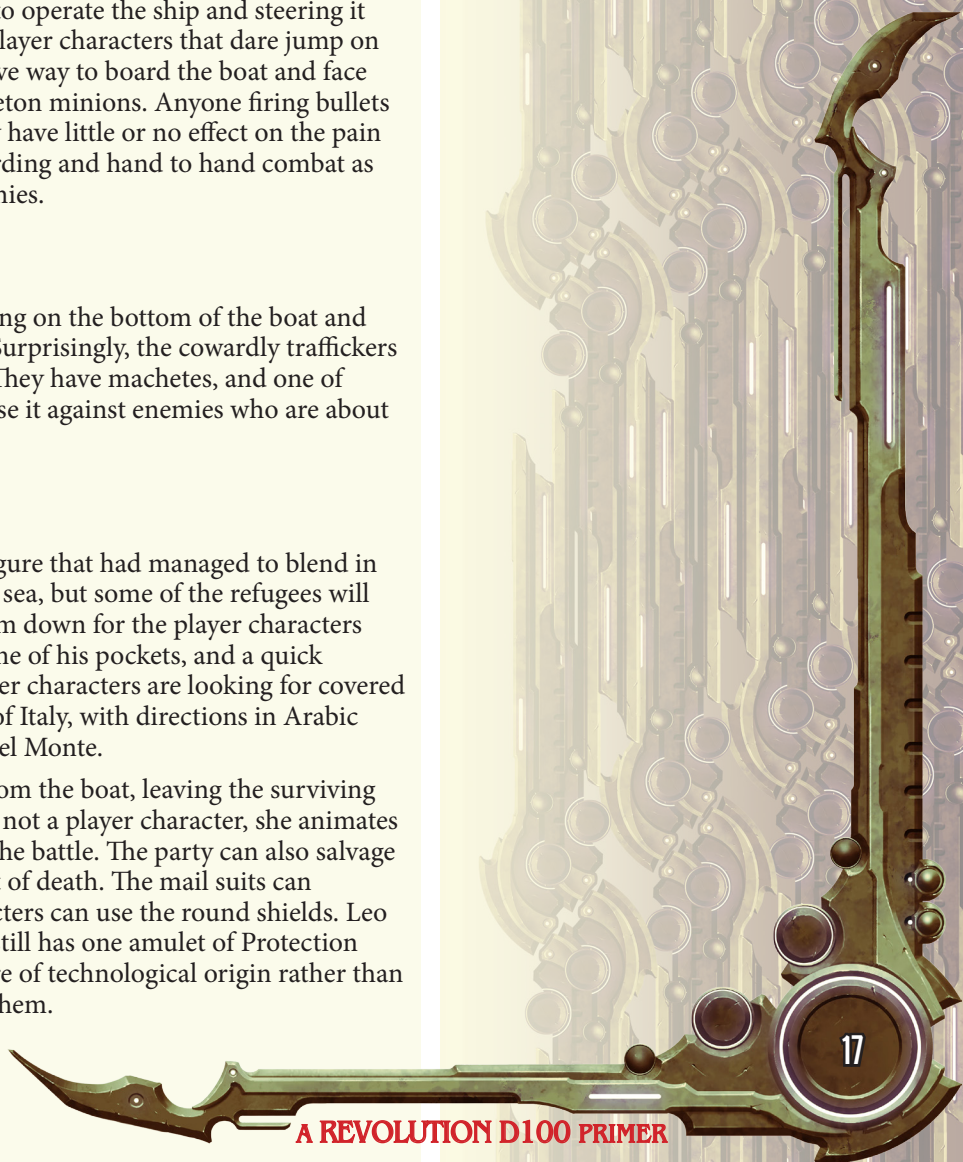
BOARDING MELEE

During the battle, all the refugees are ducking on the bottom of the boat and are supposed to remain out of harm's way. Surprisingly, the cowardly traffickers will not try to use them as human shields. They have machetes, and one of them has a handgun although he will not use it against enemies who are about to engage him in hand-to-hand combat.

AFTERMATH

Once all the opponents are subdued, one figure that had managed to blend in among the refugees will try to dive into the sea, but some of the refugees will grab him before he can escape, and hold him down for the player characters to interrogate. A bright glow comes from one of his pockets, and a quick investigation reveals the sword hilt the player characters are looking for covered in glowing runes. The man also has a map of Italy, with directions in Arabic showing several alternate routes to Castel del Monte.

The player characters can now disengage from the boat, leaving the surviving traffickers to the Coast Guard. If Ximena is not a player character, she animates the defeated skeletons to clear all traces of the battle. The party can also salvage skeleton equipment, although it smells a bit of death. The mail suits can certainly be of some use, and several characters can use the round shields. Leo will immediately notice that each creature still has one amulet of Protection with one charge left, and that these items are of technological origin rather than magic like the undead creatures that wore them.

SECOND ENCOUNTER COMBAT RULES

This encounter forces the player characters to challenge the skeletons in hand-to-hand combat. We will thus introduce the rules for Close Combat.

CLOSE COMBAT

A combatant who starts a round within five metres of an opponent is considered engaged in Close Combat and receives a different amount of starting Readiness, that is his or her Melee Readiness plus the reach of the main Close Combat weapon used (zero if unarmed). This value is also noted as "Ready" in the weapon entry for all melee weapons, so it is not necessary to recalculate it each time. The first action an engaged character must perform is an attack or defence with the main weapon, or a Ready Item to prepare a weapon if unarmed, after which the character can divert his or her attention to other issues.

A Close Combat attack always costs the Readiness listed for attack in the weapon entry. When striking in Close Combat, you must not add +2 to the unit die roll to determine if armour protected the target.

DEFENDING IN CLOSE COMBAT

A combatant targeted in Close Combat can either Dodge (but in this case Dodge is rolled against the Close Combat skill and not Agility) or parry with a ready weapon or shield by rolling the Close Combat Skill with the appropriate Weapon Trait. The cost in Readiness for a defence is listed on the weapon entry in the character sheet, and it is usually lower than the five Readiness cost for Dodge. All other rules and the Combat Matrix are the same as for Ranged Combat.

FIRING IN MELEE

Once Close Combat has started between a firearm user and a hand weapon user, the firearm user receives a Penalty to all attacks, and the hand weapon user gets a Bonus until the opponent switches to a Close Combat weapon. No one can fire at a target engaged in melee with someone else, as it implies the risk of hitting an ally. The full rules provide a procedure for

SHIELDS

Shields are off-hand defensive weapons useful in both Ranged and Close Combat. The first parry with a shield in a round does not cost any Readiness, while the following ones cost the amount listed for defence in the weapon entry. A shield can also attack, but does so with a Penalty.

You can also use a shield as an additional piece of armour when defending against a ranged attack. In this case, add the value listed as Coverage in the weapon entry to the unit die roll when checking for armour. This modifier is cumulative with other modifiers for ranged combat or cover. Any roll above 9 means that the projectile hits the shield and is blocked.

BOWS

Unlike handguns, bows must be reloaded after each shot. Reloading an arrow is a generic Ready Item action so it costs 5 Readiness. Arrows are easier to Dodge than bullets and bestow only one Penalty when defending against them. You can Parry arrows with a shield at no Penalty.

COMBAT EFFECTS IN CLOSE COMBAT

Close Combat weapons have more Damage Combat Effects in addition to Maximum Damage and Impale, which we introduced in the previous encounter. Unlike the Impale effect that you apply before subtracting armour, the Slash effect is applied only to the residual damage. You can apply only one of the two to any given attack.

In Close Combat Aimed Blow is not an Advantage Combat Effect but a regular one, so you can use it more often.

Close Combat also allows a wide variety of Tactical Effects. It is almost impossible to not find a valid Effect for a melee strike: if nothing else applies, Anticipate will come handy for the next roll. In fact, the key to a successful Close Combat is accumulating Tactical Effects against your enemy until he or she misses a Defence.

MULTI-LAYERED ARMOUR

In this encounter, some armour is made of more than one piece. Each piece has its own rating, for instance a mail suit (5/5+) with a helmet (8/9+). When a character with such armour is hit, apply modifiers and check against all pieces: if more than one piece is involved, use the highest protection value available.

If a character is protected by both armour and the Protection power, the Protection value is always subtracted from damage. If armour is hit, subtract both armour and Protection. The statistics for the skeletons already include Protection as this effect is activated before combat.

> **ℹ AUTOMATIC EFFECTS**
>
> Some weapons allow their user to apply a certain Combat Effect automatically without using up an Effect among those the combat matrix granted. This is noted in the weapon entry. In some cases, the weapon user must have a specific Trait (called a Stunt) for the effect to be automatic.

CLOSE COMBAT EFFECTS

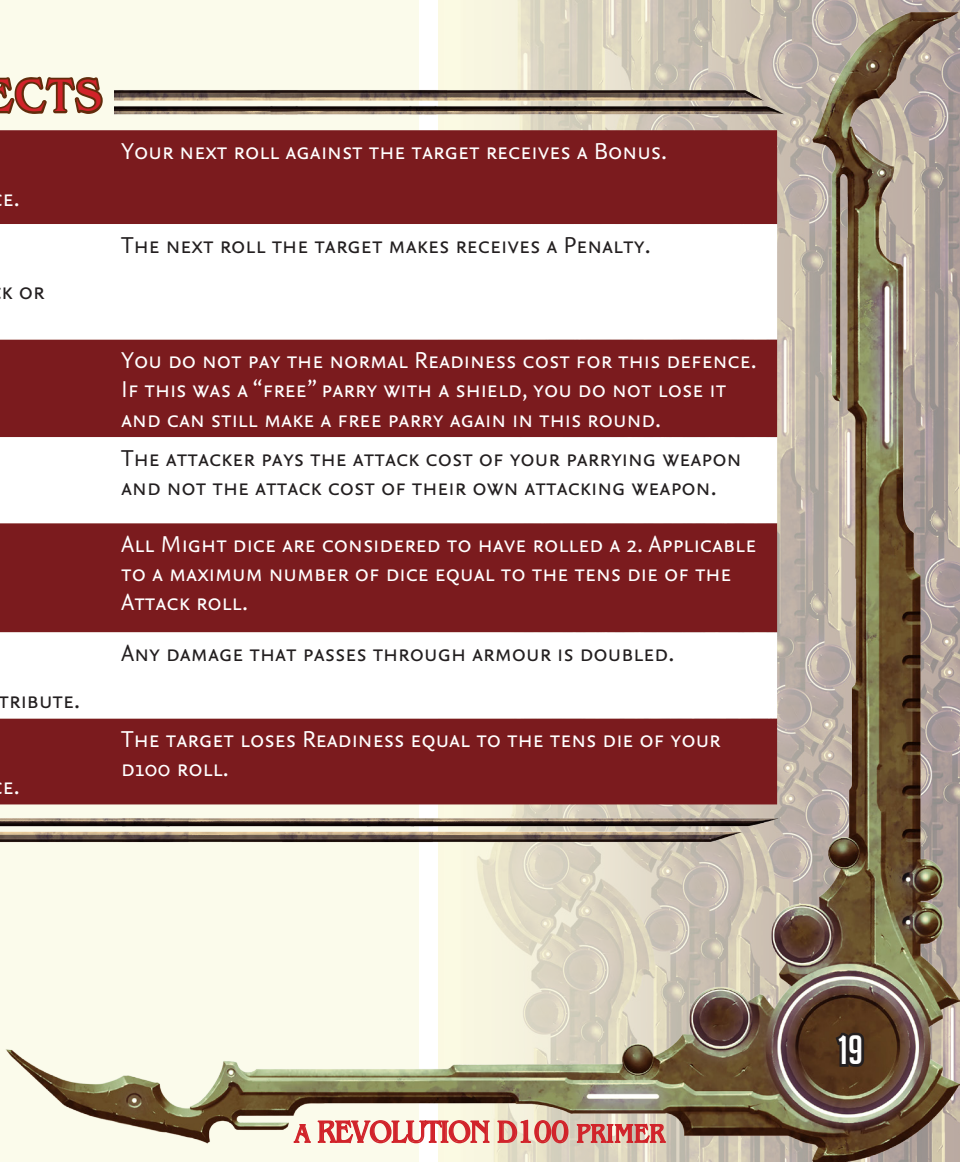|	
Anticipate Tactical, any close combat attack or defence.	Your next roll against the target receives a Bonus.
Daze Tactical, Advantage, any close combat attack or defence.	The next roll the target makes receives a Penalty.
Instinctive Defence Tactical, any close combat defence.	You do not pay the normal Readiness cost for this defence. If this was a "free" parry with a shield, you do not lose it and can still make a free parry again in this round.
Keep Distance Tactical, any close combat defence.	The attacker pays the attack cost of your parrying weapon and not the attack cost of their own attacking weapon.
Mighty Blow Damage, any close combat attack.	All Might dice are considered to have rolled a 2. Applicable to a maximum number of dice equal to the tens die of the Attack roll.
Slash Damage, the weapon must have the Slash attribute.	Any damage that passes through armour is doubled.
Take Initiative Tactical, any close combat attack or defence.	The target loses Readiness equal to the tens die of your d100 roll.

SHIMMER ⓘ

Leo's Shimmer gadgets are powerful protective tools. This scenario only includes Shimmer 4, which means that the protected character can inflict a Penalty on an attacker (not necessarily the same attacker) twice per round. A shimmering character can always use Dodge or Take cover against ranged attacks, too, regardless of the availability of cover, and can move while taking cover as if protected by smoke.

MAGIC ⓘ

Starting with this encounter, Ximena can use attack magic. Jacques and Sacha will also be able to cast healing and combat-enhancing magic for a limited amount of times. The procedures for casting are described in the character handouts, and are different between the two warriors' Divine Blessings and the sorceress' Arcane Spells. All spells require the expenditure of one or more Concentration Actions (cost 5 Readiness each). The effects of Protection have been explained before. Weapon-enhancing magic adds its Might to the base damage of the weapon.

SKELETAL ENEMIES ⓘ

Skeletons feel neither pain nor fatigue, so they do not lose Readiness when hit and cannot suffer from Negative Effort Points. They have no flesh, so the Impale and Slash Combat Effects cannot be applied when striking them. They are also immune to all paralyzing effects. However, they have a low Toughness and cannot roll Endurance: any damage through armour that surpasses their Toughness immediately shatters the skeleton.

GADGETS

Both the skeletons and Leo have gadgets that can be activated and bestow a spell-like power on the wearer. The skeletons have them already active at the start of the battle, while Leo must decide whether to activate them or to give some to his allies. You can activate a gadget either before combat by simply saying so or during combat with a Use Item action (cost 5 Readiness). The effect will last until the end of the battle. Any gadgets activated are spent for the duration of the adventure, unless listed as having multiple charges.

SECOND ENCOUNTER OPPONENTS

HUMAN TRAFFICKER

STR 11 · CON 9 · DEX 11 · INT 10 · WIL 11 · CHA 8

Effort 20 · Might 0 · Readiness 11 · Toughness 6

SKILLS

Agility 50% [Dodge, Take Cover], **Close Combat 52%** [Brawl, Machete], **Communication 48%** [Language (Arabic), Intimidate], **Perception 51%** [Hearing, Vision] , **Ranged Combat 52%** [Handgun], **Survival 51%** [Streetwise]

Weapon	Skill	Ready	Att/Def	Damage	Range	Notes
Brawl	52%	11	3/2	1d2		
Machete	52%	15	4/2	1d4		slash (effect)
9mm pistol	52%	16	4/-	1d8+2d2	S	impale (effect)

Notes: Only the leader has a pistol

ANIMATED SKELETON

STR 11 · CON 9 · DEX 11 · INT 10 · WIL 11 · CHA 8

Effort n/a · Might +1 · Readiness 13 · Toughness 4

SKILLS

Agility 50% [Take Cover], **Close Combat 55%** [Axe, Shield], **Ranged Combat 50%** [Bow].

EQUIPMENT

Mail hauberk (5/3+) and helm (8/9+). Protective amulet of Might 4 brings armour total to 4/0+, 9/3+, 12/9+.

POWERS

Science gadget with two charges of Protection 4 (one already activated before the battle, one left), Immunity to pain, fatigue, slash, impale and paralysis (see sidebar).

Weapon	Skill	Ready	Att/Def	Damage	Range	Notes
Axe	55%	17	8/4	1d6+2d2		slash (effect)
Shield	53%	15	4/2	1d2+1d2		coverage +1
Bow	62%	16	5/-	1d6+1d2	M	impale (effect)

Notes: Each skeleton has an axe, and either a shield or a bow. All have armour, and Protection 4 active. The shield and the ranged modifier provide a total of +3 to the roll for armour against any ranged attacks, which becomes a +5 when in cover behind the boat sides. Any unit die roll of 9 or more after applying the modifications means the shield is hit, making the skeletons almost impossible to take over with ranged attacks.

THIRD ENCOUNTER

As everyone knows, the night of August 10th marks the moment when Earth enters a cosmic field of debris that produces shooting stars in the night. In the world of conspiracy theories, of course, the shooting stars are connected to Something Else, and the covenant of Reptilian cultists that is behind these machinations will try to use the peculiar star alignment of this night to call Something from the gulfs of space. The absence of the artefact has slowed their work, but not stopped it.

AT THE CASTLE AGAIN

The party arrives at the castle two hours after sunset, and can immediately see that something is not right. Pillars of intense light come from the eight towers, going straight upwards and fading in the distance into the sky. The weird octagonal shape of the castle reveals itself for what it was meant for: a beacon to guide extra-terrestrial visitors towards Earth. Anyone with an Occult Trait can guess that something not of this world is about to appear. Magic sight will detect a gate about to open from another place.

Several patrols of Carabinieri have surrounded the building, but do not dare to come closer because of arrow fire coming from the roof. Several officers have already been wounded. Unless someone with contacts in the military (Jacques or Leif) can persuade them to let the party pass, the heroes must succeed in a Conflict to sneak up to the castle. Luckily the INT of the Carabinieri is still 7, and night gives the heroes a Bonus to all Stealth rolls, while they have plenty of powers allowing them to navigate the darkness.

Two more skeletons are on top of the castle and constitute the first obstacle. The player characters can try and sneak into the castle after passing the Carabinieri, but the skeletons can perceive things in the dark and this time the player characters have no bonus against them. The players can also fight their way to the castle gate, which is open, trying to survive the arrow fire. In this case remember that the skeletons are in cover because of their superior position on castle walls. The more the player characters stay outside, the more likely it becomes that a cultist comes out to investigate, or that the Thing from Beyond arrives. Leo's smoke grenades can block the skeletons' unnatural senses and be used to move undercover or to prevent arrow fire altogether. Leo also has a glider that he can use for a stealth approach or even to drop smoke grenades on the skeletons from above, effectively stopping all arrow fire on a direct hit.

FINAL CONFRONTATION

No scenario set in the world of conspiracy theories can be complete without a confrontation with the source of all evil: Reptilians. They, and not simple human criminals, are the power behind these machinations, and their ultimate goal is the completion of a ritual involving the Castle and the unleashing of something unearthly on the plains of Apulia.

Once the party is inside the castle, a battle against the Reptilian cultists ensues. If the heroes have not been very quiet in their approach, the Reptilians are alert and their protective gadgets have all been activated. Otherwise, they will try to activate them once they see the player characters, giving the latter precious a precious Readiness advantage during which they can try to dispatch as many enemies as possible. The skeletons, unless destroyed in the first part of the battle, will also come down from the roof in two rounds' time, and join the battle with either bows or axes and shields, depending on the tactical situation. The Reptilians have just their scimitars, and their teeth if disarmed, but the Priest has a weapon enhancing gadget which makes him more dangerous, particularly if Slashing at an unarmoured

character. Remember that scimitars apply the Slash damage effect automatically, so being hit in an unarmoured location is really dangerous.

Once more, the labyrinthine layout will provide plenty of tactical opportunities for the battle. This time, most opponents will try to engage the PCs in Close Combat, and the PCs themselves are now confident with historical weapons. The skeletons, again, are very difficult to take out with gunfire, and axes and swords will be necessary to deal with them. The battle will probably feature a mix of gun fighting and swordsmanship, according to the players' preferences. If necessary, the castle itself has axes and swords hanging from the walls, and plenty of shields to grab.

You may use darkness as an obstacle to overcome for this battle. All opponents can see in the darkness and they might have cut off electricity in the castle. The light from the towers illuminates the central courtyard, but the rooms are another story. Night Vision or Second Sight might be necessary to avoid a Penalty to all combat rolls.

All opponents fight to the death, and any wounded character left behind if the party retreats will suffer a fate worse than death, becoming the first meal of the entity which the Reptilians are trying to summon. However, if the player characters are careful and think ahead they should be able to defeat their enemies and save the day… sorry, the night.

THE THING

But what happens if the player characters fail to disrupt the ritual? If the Carabinieri detain them for too long to check their documents? Or if the Narrator just feels nasty and decides that they have arrived too late?

In this case, the player characters will have to face the Threat from Beyond the Stars directly. The entity may be one of the classic monsters from the Cthulhu mythos – you can find game statistics for percentile-based RPGs for plenty of these critters in one of the myriad roleplaying games or supplements devoted to Lovecraftian horror. Or it may be an alien race coming from space to aid the Reptilians – in this case the castle is in fact nothing more than a huge interstellar landing platform, and indeed its shape seems to suggest such a purpose. Use your imagination and wrap up a scary looking monster of your liking.

The default creature proposed here is a Spawn of Yot-Sothoth adapted from the classic Lovecraft short story "The Dunwich Horror". It is also a good excuse to introduce a couple of new rules like different Size Classes or entangling attacks. Use it if you think that the players would appreciate an improved challenge, but before introducing it make sure that the player characters have some decent weapons to deal with it. Remember that all damage below the monster's huge Toughness threshold does not add up, so there is no way to take it out with attrition tactics like you would do in other games. Ximena's lightning bolts may be the most efficient way to dispatch the creature, but if you want to make it tough give it one or two points of Absorb Electricity which will decrease the number of dice of the Lightning Bolts and prepare yourself for a scene resembling the classic sci-fi movies of the last century, like "Forbidden Planet", where everything the human heroes throw at the monster is only good at slowing and infuriating it. Perhaps the heroes need to impale it with a sword and then have Ximena use the metal blade to get her lightning past its defence?

AFTERMATH

Assuming the heroes managed to defeat all the monsters in the castle, the Princess will manage to persuade the Italian security forces to let them go without further questioning. All items found on the Reptilians and their skeletal minions are recoverable, and Leo can find a way to recharge them if given enough time. If requested, the Princess will arrange another, suitable reward for them, although she might not be willing to forfeit her newly found sword.

THIRD ENCOUNTER COMBAT RULES

The Stun/Crush combat effect may be useful to bypass the skeleton heavy armour, as the mere Might of some characters may be enough to break their bones. It is also a main asset of the Spawn creature, along with Entangle.

ADVANCED COMBAT EFFECTS

ENTANGLE Tactical, any attack with a weapon with the Entangle attribute.	The weapon does no damage but remains attached to the enemy body or parrying weapon. An entangled weapon cannot attack or parry, and an entangled combatant suffers a Penalty to all actions.
STUN/CRUSH Damage, any close combat attack.	You cannot roll the weapon damage die, but the damage from your own Might ignores any armour.

THIRD ENCOUNTER OPPONENTS

REPTILIAN CULTIST

STR 12 · CON 11 · DEX 11 · INT 7 · WIL 10 · CHA 10

Effort 21 · Might 0 · Readiness 12 · Toughness 6

SKILLS

Agility 50% [Dodge, Take Cover], **Close Combat 58%** [Bite, Scimitar], **Communication 54%** [Language (Reptilian, Latin)], **Perception 58%** [Hearing, Night Vision] .

EQUIPMENT

Heavy robe over scaly skin (2/1+).

POWERS

Science gadgets, require one Use Item Action to activate: Shimmer 4. Already active if the party did not manage to sneak in unobserved.

Weapon	Skill	Ready	Att/Def	Damage	Range	Notes
Scimitar	55%	17	5/3	1d6+1d2		slash (auto)
Bite	55%	12	5/-	1d6+1d2		slash (effect)

REPTILIAN PRIEST

STR 9 · CON 15 · DEX 15 · INT 20 · WIL 17 · CHA 12

Effort 32 · Might 0 · Readiness 12 · Toughness 7

SKILLS

Agility [Dodge, Take Cover] 50%, **Close Combat** [Bite, Scimitar] 58%, **Communication** [Language (Reptilian, Latin)] 54%, **Perception** [Hearing, Night Vision] 58%.

EQUIPMENT

Heavy robe over scaly skin (2/1+); with Protection active, armour changes to 4/0+, 6/1+.

POWERS

Science gadgets, require one Use Item Action to activate. Damage Enhancement 4, Protection 4 and Shimmer 4. Already active if the party did not sneak in undetected.

Weapon	Skill	Ready	Att/Def	Damage	Range	Notes
Scimitar	58%	17	5/3	1d6 (+4)		slash (auto)
Bite	58%	12	5/-	1d6		slash (effect)

SPAWN OF THE STARS

Size Class XL, Move 7

STR 12 · CON 11 · DEX 11 · INT 7 · WIL 10 · CHA 10

Effort 31 · Might +5 · Readiness 12 · Toughness 13

SKILLS

Close Combat 54% [Claw, Tentacles], **Perception 51%** [Hearing, Night Vision], **Survival 66%** [Endurance].

ARMOUR

Scaly, gooey skin (8/0+).

POWERS

Night Vision., gooey skin (8/0+).

Weapon	Skill	Ready	Att/Def	Damage	Range	Notes
Tentacle	54%	17	5/3	5d2		entangle (effect), crush (auto vs. entangled target)
Claw	54%	12	3/-	1d6+5d2		slash (effect)

Notes: All human sized enemies who start a round engaged with the Thing suffer a -4 to their Readiness. The creature can parry dangerous opponents with tentacles, but is too massive to Dodge or Take Cover from ranged attacks. The creature has many tentacles, so it can continue striking with others after entangling a creature with one. The first time a tentacle hits a target it applies the Entangle Effect, doing no damage. On subsequent rounds the creature will Crush the entangled opponent on a successful hit, doing 5d2 damage that ignores all armour.

BASIC HANDOUTS

LEO CANDIVI
Retired Italian thief

You have pursued a successful career as an art thief, which may be rather profitable in a country where artistic treasures to steal are always in supply. The police forces of half of Europe would be very happy to get their hands on you, if only they knew your real identity. However, your greatest feat is unknown to anyone else in the world. Five years ago, you broke into the Louvre and stole the Monna Lisa, leaving a perfect copy in its place. No one realised what had happened, and you would have had trouble selling the painting if you had tried to. You have become so enamoured with the Monna Lisa that you could never part with her. Yet one year ago a wicked woman called Yasmine von Hohenstaufen somehow managed to discover the existence of your treasure and steal it. Since that moment you have been her slave, committing crimes on her behalf in exchange for being allowed to spend brief moments in Monna Lisa's presence. But what will happen if this woman one day asks you too much, trying to coerce you into taking the lives of innocent people?

Combat notes: Some characters might want to move under fire by using Move Action. Normally, only characters with the Roll stunt can move safely while using the Take Cover defence against incoming fire. However, if a smoke curtain is available, any character can Take Cover in the smoke while moving. You have some smoke grenades that you can use to fill a zone with smoke for six rounds with a successful Throw roll, or 1d6 rounds if the Throw roll is failed. Throwing a grenade is a non-combat action that costs five Readiness. Smoke also gives an additional Penalty to ranged attacks beyond close range.
Your paralysing bullets are a very effective weapon, too. Anyone hit by one of them cannot act for the current round, plus three more. Unfortunately, you cannot use the other gadgets yet. If only you could remember how you got hold of all this strange equipment…

Unavailable memories: All abilities and items preceded by an asterisk on your character sheet are not available for now. Your character has a sensation of familiarity when thinking of them but cannot remember how to use the ability or item.

LEIF ERICSSON
Norwegian security contractor, former commander of the S-309 Ulfgar submarine

A long time ago, you used to be a Captain in His Norwegian Majesty's Navy, and the commander of the submarine Ulfgar. During a mission in the waters around Iceland, you found a mysterious volcanic island and disembarked to investigate, finding a surprisingly well-preserved axe head covered in etched runes. While you were playing the archaeologist, your ship hit an underwater reef and sunk, leaving you with the shame of being the sole survivor. You were eventually rescued before starving, but the submarine and the corpses of the crew could not be recovered. Overcome with dishonour, you quit the Navy and started working as a contractor for private security forces. You kept the runic axe head with you, uncertain about what to do with it, until a few weeks ago a woman called Yasmine von Hohenstaufen contacted you claiming to know the secret of the weapon and how it is related to the death of your crew. Devoured by your own guilt, you accepted to work for her on a dangerous mission in exchange for the truth.

Combat notes: Leif's special Trait (stunt) of Roll allows him to Take Cover while moving, by rolling on the ground while firing at his opponents, unlike other characters who require one of Leo's smoke grenades for this purpose.

Unavailable memories: All abilities and items preceded by an asterisk on your character sheet are not available for now. Your character has a sensation of familiarity when thinking of them but cannot remember how to use the ability or item.

XIMENA DIAZ
SPANISH OCCULTIST

A renowned occultist, you are aware that supernatural forces are a reality and not just a myth. In fact, you can command some of them yourself. Although you are mainly active in the Kingdom of Spain, you have contacts almost everywhere in Europe. One of them is Yasmine von Hohehstaufen, and you know that her claims to be the descendant of the Holy Roman Emperor Frederick von Hohenstaufen are true. She has called upon you for important matters, and if she is so eager to have your help, then the situation at hand must be of the utmost importance.

Combat notes: Ximena is the only character that can cast magic during the first encounter. At the start of the adventure she has Protection 8 and Second Sight 8 active on herself and keeps them active all the time. Second Sight allows the user to see paranormal effects and negates the effect of darkness. Once combat begins, she can cast Protection on any one ally at any distance or Heal on herself or a wounded comrade she is touching.

In order to cast magic in combat, Ximena must spend one or more Concentration Actions (at a cost of five Readiness each), for each of which she must make a successful Concentration roll with the spell as a Trait. Ximena's spells are progressively charged, which means that for each Concentration Action she spends in the casting she can charge the spell with points of Might or Range. The points with which she can charge the spell with each Concentration Action are equal to the tens die of the Concentration roll, plus 2 for her high INT. Once Ximena has reached the maximum charge for the spell, which is equal to her Channelling score of 7, or she is satisfied with the charge accumulated so far, she can unleash the spell, which takes effect with the last Concentration Action spent. A single failed roll disrupts the casting process and forces Ximena to restart the casting from scratch. Note also that:

- Any spell has an intrinsic Might of 1, so the final Might of a spell is one point higher than the points of Might with which Ximena has charged it.

- On the contrary, Ximena must charge a spell explicitly with all points of Range she requires: 1 point for Close Range, 2 points for Short Range and 3 points for Medium Range.

- Heal is a touch-only spell, so Ximena can only charge it with Might points.

   Example: Ximena wishes to cast Protection on Leo, who is in an adjacent room (Short Distance, 2 points of Range) . She rolls 43, which means she can charge the spell with 6 points. She is forced to use 2 of them for Range, which leaves her with 4 points for extra Might. Since using an extra action would allow her to add at most one point, Ximena decides to unleash the spell as it is, and thus casts Protection 5 on her ally.

Unavailable memories: All abilities and items preceded by an asterisk on your character sheet are not available for now. Your character has a sensation of familiarity when thinking of them but cannot remember how to use the ability or item.

VLAD TARESCU
Boss of the Rumanian Mafia

During the past few years, you have worked for the Rumanian Mafia, acquiring several good contacts in Northern Italy, too. However, there are secrets in your past that even your fellow bosses are not meant to know, and this self-styled Princess Yasmine of Swabia seems to know far too much about them. She has asked you politely to help her sort out important matters, and since this allows you to take care of other business in Italy you have accepted her invitation in exchange for her discretion about your origins. As she is aware of information that is best kept hidden from anyone else, you cannot count on any of your underlings in this mission.

Combat notes: Your character can see in the dark, and his wounds heal completely once combat is over. The reason why will become clearer in the next encounters.

Unavailable memories: All abilities and items preceded by an asterisk on your character sheet are not available for now. Your character has a sensation of familiarity when thinking of them but cannot remember how to use the ability or item.

JACQUES MOLINET
Private eye, former officer of the Gendarmerie Nationale

You lived a life of hard work in the Gendarmerie Nationale in Paris, but this did not save you when a crooked colleague framed you for a bribe he had taken. You were discharged with a dishonourable accusation and barely escaped conviction. Unable to harbour resentment against the Law, from that moment on you have been working as a private detective, sometimes accepting consultant work for Europol. But your heart is still with your gendarme comrades, and you would do anything to be reunited with them. Then suddenly, this Yasmine woman appears who claims she is the Holy Roman Empress and who says she can help you prove you were framed. Indeed, she is aware of a lot of secrets that no one is supposed to know, which gives you some hope. Strangely, she continues to say that "both of you" were framed by people who were supposed to be good guys. The craziness of this expression puzzles you, but the stakes are too high, and you have accepted to perform one important mission for her in Italy.

Combat notes: Jacques's special Trait (stunt) of Roll allows him to Take Cover while moving, by rolling on the ground while firing at his opponents, unlike other characters who require one of Leo's smoke grenades for this purpose.

Unavailable memories: All abilities and items preceded by an asterisk on your character sheet are not available for now. Your character has a sensation of familiarity when thinking of them but cannot remember how to use the ability or item.

SACHA NOVITSKIJ
Russian hacker

You are one of the best Russian hackers and have participated in the hacking of several Russian and international agencies. You had never been caught until a British consultant of the Russian cyber security forces identified you through a spyware originating from the Illuminati network. Instead of reporting you to the Interpol for apprehension, he forced you to perform covert operations for his Illuminati friends. He also gave you some very strange software on a hard drive. For reasons unknown, you can no longer part from the hard drive, although you seem unable to remember what exactly the software does when you run it. Your current mission involves a lady called Yasmine von Hohenstaufen, whom you are supposed to meet in Italy.

Combat notes: Nothing to remark... for now.

Unavailable memories: All abilities and items preceded by an asterisk on your character sheet are not available for now. Your character has a sensation of familiarity when thinking of them but cannot remember how to use the ability or item.

ADDITIONAL HANDOUTS

LEONARDO DA VINCI (LEO CANDIVI)
Artist, genius and inventor

Astonished, you are now aware that you mind hosts the memories, personality and abilities of Leonardo da Vinci, the greatest genius of the Renaissance and perhaps of all times, although they usually remain dormant in your subconscious. This must have something to do with your "acquisition" of the Monna Lisa, which might be linked to Leonardo's consciousness persisting until modern times. Once Leonardo's genius is unleashed and in possession of your knowledge of modern science, as limited as it may be, there is virtually no invention that he cannot devise if given enough time, and even a rushed project might have surprising properties. You realise that you must have built your bag of weird tricks by yourself during a previous period when Leonardo's personality took over. Once you remember how to read their instruction manuals (you just need to use a mirror), you can use all your gadgets, as well as pilot various aircraft.

Combat notes: Your character can now use all his items and abilities. Your gadgets use up one charge whenever activated, but you have multiple copies of them.

- **Paralyzing gloves** have the same effects as Paralyzing bullets if you roll a Brawl attack against your target (even if it parries). You only have one set of gloves and they use one charge whenever they hit.
- **Bracelets of Shimmer** confuse the wearer's image, providing a Penalty to hit the wearer twice per round, as well as allowing him or her to Dodge or Take Cover while moving or when no cover is available.

Additional Motivations:

- Knowledge is everything, and my knowledge must know no limits.

LEIF ERIKSSON
Viking jarl, discoverer of America

The runes on your axe start glowing, making you feel dizzy. Once the dizziness subsides, you realize that someone else now shares your body with you. The spirit of your homonymous ancestor, the Icelandic Jarl who founded the first European outpost on American soil, apparently inhabited the axe, and his consciousness is now fused with yours, making you the most dangerous combatant who has ever existed, a mixture of an 11th Century Viking thane and a 21st Century special forces operative.

Combat notes: Your character can now use all his items and abilities. This means that you can finally use that glowing runic axe, which seems eager to split some skulls (+2 to damage, as noted in the weapon entry), or defend yourself with a sturdy wooden shield like your ancestors used to do. The axe is the only weapon in this scenario that can be used two-handed, and if you decide to do so, forfeiting any shield use, then you can add 1d2 to your Might when hitting with the Axe.

Additional Motivations:

- Although a Christian, I still honour and fear the Norse gods.

VLAD TEPES (VLAD TARESCU)
"Dracul", Prince of Wallachia

The secret that you want to keep from your fellow criminal masterminds is that you were born as Vlad Tepes the Impaler, Prince of Wallachia, the feared "Dracul". While you were dying at the hands of an assassin, you recited a formula from a forbidden book, calling upon the blood of all those you had killed to sustain your life. This saved you, and gave you eternal life, but it came with a cost. You must continue to spill blood to remain in your current state of unlife. You are, essentially, what imaginative writers would call a vampire, although the thing is less romantic and less gruesome than they usually make it. You do not know exactly what will happen to your soul if your undead form is destroyed, nor whether the entities whom you called upon to achieve eternal unlife will one day ask for an even greater price to pay. But this does not bother you so much. For the time being, you are content with the pursuit of your contingent plans.

Combat notes: Your character can now use all his items and abilities. As an Undead, your character is immune to the effects of Negative Effort Points even if wounded and succeeds automatically in any Endurance roll. He fears only total dismemberment, wounds that inflict a total damage equal to double his Toughness. Vlad also knows a special Trait (Stunt) called Fencing that allows him to use the Stab attribute of his sword cane. Once he has performed a successful attack or parry with the sword, the cost for attacking the same target with the weapon becomes equal to the cost of a Parry for the duration of the current round. Attacking or defending with the weapon against another target cancels the Stunt effect against the first one, although it can transfer it to the second target if successful.
The only Damage Effect allowed for a stabbing attack is Impale, while Slash, Stun and Entangle are forbidden

Additional Motivations:

• I drink blood to stay alive, but I take no pleasure from it.

XIMENA DIAZ
Lady of Valencia, necromancer, Widow of "El Cid"

The sight of the walking dead awakens memories usually kept dormant in your subconscious via self-hypnosis. More than eight centuries ago, you were the Lady of Valencia and the wife of Rodrigo Diaz, "El Cid Campeador". And a practitioner of the arcane arts, which you learned from Moorish sorcerers when you and your husband were in exile in Muslim lands. To save Valencia from the infidels, you used the arts of Necromancy to animate your dead husband's body to lead one last charge. The trick worked, and you saved the city, but you also lost your soul. Now you are cursed to never age or die until you have paid for your sacrilege in full. The power of Necromancy is still at your command, but you know that resorting to it again will delay the moment of your release.

Combat notes: Your character can now use all her items and abilities. This means that she can now cast Project Lightning at enemies. The procedure for casting is the same used for Heal and Protection in the previous encounter, and the spell must be progressively charged with both Range and Might points. Each point of Might in the spell does 1d6 damage and ignores metal armour (but not the Protection spell or the natural armour of creatures). Thus, if she imbues the maximum possible charge in the spell, Ximena can unleash bolts doing 7d6 damage at Close Range, 6d6 at Short Range and 5d6 at Medium Range. The target of the discharge can Take Cover normally, or Dodge with a Penalty.
Ximena can also animate bodies by controlling their dead bones and remaining concentrated, but she does not like to use this necromantic power and will not use it unless forced to.

Additional Motivations:

• Make amendment for using forbidden magic on my dead husband.

ALEKSANDR NEVSKIJ (SACHA NOVITSKIJ)
Prince of Novgorod, noble son of Mother Russia

Once the software on your external hard drive terminates to run, you realize that it uploaded someone else's consciousness to your brain. You now possess the memories, personality and abilities of Aleksandr Nevskij, Prince of Novgorod and greatest of Russian heroes. If you have been called upon, certainly Mother Russia must be in great peril: there is no time to waste.

Combat notes: Your character can now use all his items and abilities. He can use his Divine Blessings in combat by spending one Concentration Action (five Readiness cost) per Blessing, or simply decide to activate them before a dangerous situation. No Concentration roll is required. Each Blessing will last for one hour or more, until all danger has passed. Once a Blessing has expired you cannot regain its use until the end of the adventure, but note that you have several uses of some Blessings. Unlike gadgets and arcane magic spells, some Blessings have more than one effect.

- **Fiery Sword of St. Mikhail** affects one sword and bestows +12 to its damage (see Damage Enhancement), plus 1d6 of fire damage that armour cannot stop.
- **Shield of St. Yuri** provides a character with the same effects as Protection 7 (not cumulative with Ximena's Protection), and protects him or her from any enemy magic (2 uses).
- **Heal Wound** cures 16 points of wounds taken and restores 16 Effort Points, but cannot be pre-activated: it must be cast on a wounded character after the damage is taken (2 uses).

Additional Motivations:
- Loyalty to Bozhe and Rodina (God and Motherland).

JACQUES DE MOLAY (JACQUES MOLINET)
Last Grand Master of the Templars

What Yasmine meant with "both of you" is now clear. The spirit of Jacques de Molay, last Grand Master of the Order of the Temple, has reincarnated in you. Philip the Handsome forced the Grand Master to confess to the most hideous sins under torture in order to seize the Templar's' possessions, but Jacques retracted his confession at the cost of being burned at the stake. For this reason, he was given the opportunity to redeem himself for yielding to torture, and each century his soul reincarnates into a knight who has been unjustly accused, giving him a chance to make amends. It is only through uncompromising struggle for the good of the Christian lands that Jacques will clear his name and restore his honour.

Combat notes: Your character can now use all his items and abilities. He can use his Divine Blessings in combat by spending one Concentration Action (cost five Readiness) per Blessing after declaring a Power Use Opening Move, or simply decide to activate them before a dangerous situation. No Concentration roll is required. Each Blessing will last for one hour or more, until all danger has passed. Once a Blessing has expired you cannot regain its use until the end of the adventure, but note that you have several uses of some Blessings. Unlike gadgets and arcane magic spells, some Blessings have more than one effect.

- **Holy Sword of St. George** affects one sword and bestows a Bonus to use it and +12 to its damage (see Damage Enhancement).
- **Shield of St. George** provides a character with the same effects as Protection 7, and protects him or her from any enemy magic (2 uses).
- **Heal Wound** cures 16 points of wounds taken and restores 16 Exertion Points, but cannot be pre-activated: it must be cast on a wounded character after the damage is taken (2 uses).

Additional Motivations:
- A true knight protects the souls of people, not just their bodies (and so should a gendarme).
- I have finally realized why fire always gives me the creeps.

Combat Summary

Start of Round	At the Start of each Round, reset your Readiness to its initial value, using the value given in your weapon entry if engaged in melee, DEX +5 otherwise.
Effort Points	Negative Effort Points are subtracted from a combatant's Readiness at the start of each round.
Action Sequence	The combatant with the highest Readiness is always the one who acts. Each Action or Reaction decreases Readiness, determining who acts next, until no one has Readiness left.
Acting without Readiness	A combatant who cannot pay the full Readiness price for an Action or Reaction suffers a Penalty to Skill and loses one Effort Point.
Actions and Movement	A combatant can combine movement up to his or her Move score with actions or attacks that cost at least five Readiness. Moving further requires a Move Action (cost 10 Readiness).
Exchanges	An Attack action triggers a Combat Exchange. Attacker and defender roll the dice and compare the results in an Opposed Skill Roll. The winner gains one or more Combat Effects.
Tactical Effects	If the defender made the roll, the winner of an exchange can only use Tactical Combat Effects to gain an advantage in future exchanges, or to try to circumvent the opponent's success.
Damage Effects	If the defender failed the roll, the attacker can roll for damage and use either Tactical Combat Effects or Damage Combat Effects, which can alter the nature and amount of damage dealt.
Armour	The unit die of the attack roll determines whether to subtract the defender's armour value from the rolled damage.
Toughness	A damage total below or equal to the defender's Toughness causes a Minor Wound, and is subtracted only from current Readiness. Minor wounds are not cumulative.
Wounds	A damage total exceeding the defender's Toughness constitutes a Major Wound, which immediately brings the defender to Negative Effort Points and forces him or her to roll Endurance or be incapacitated.

Power Summary

Damage Enhancement	Adds its Might to weapon damage.
Heal	Removes one point of damage per Might point, once per wound.
Paralyse	The target cannot act or react until the end of the round, plus three more rounds (at Might 6).
Project Lightning	Does 1d6 damage per Might. Target can Take Cover, or Dodge with a Penalty.
Protection	Adds its Might to the armour of the target, regardless of the unit die roll.
Second Sight	The target can see the magical aura of things and see creatures in the dark.
Shimmer	Bestows one Penalty to attacks against the target, twice per round (at Might 4).

EFFECT SUMMARY

Anticipate

Tactical, any close combat attack or defence.

Your next roll against the target receives a Bonus.

Aimed Blow

Damage, Advantage for ranged attacks

Any damage beyond Toughness is cumulative with existing Major Wounds. Alternatively, decrease the unit die roll by two when checking for armour.

Daze

Tactical, Advantage, any close combat attack or defence.

The next roll the target makes receives a Penalty.

Entangle

Tactical, any attack with a weapon with the Entangle attribute.

The weapon does no damage but remains attached to the enemy body or parrying weapon. An entangled weapon cannot attack or parry, and an entangled combatant suffers a Penalty to all actions.

Glancing Blow

Tactical, any ranged attack

You can ignore any enemy defence except Take Cover and roll damage, but your attack loses any positive Might from the weapon.

Impale

Damage, any weapon with the Impale attribute.

An impaling blow adds 1d8 to its total damage.

Instinctive Defence

Tactical, any close combat defence.

You do not pay the normal Readiness cost for this defence. If this was a "free" parry with a shield, you do not lose it and can still make a free parry again in this round.

Keep Distance

Tactical, any close combat defence.

The attacker pays the attack cost of your parrying weapon and not the attack cost of their own attacking weapon.

Maximum Damage

Damage, Advantage, any attack.

One of the weapon dice does maximum damage. This effect can be applied more than once to a weapon with more than one damage die.

Mighty Blow

Damage, any close combat attack.

All Might dice are considered to have rolled a 2. Applicable to a maximum number of dice equal to the tens die of the Attack roll.

Return Fire

Tactical, any ranged defence.

You can fire back at your attacker immediately. The target of Return Fire loses any benefits of being in Cover except the +2 to the unit die to determine whether armour is hit.

Slash

Damage, any weapon with the Slash attribute.

Any damage that passes through armour is doubled.

Suppress

Tactical, any ranged attack with an automatic weapon.

The target loses Readiness equal to the tens die of your d100 roll. When firing bursts from a submachine gun, this effect is automatic and subtracts Readiness even when you miss.

Take Initiative

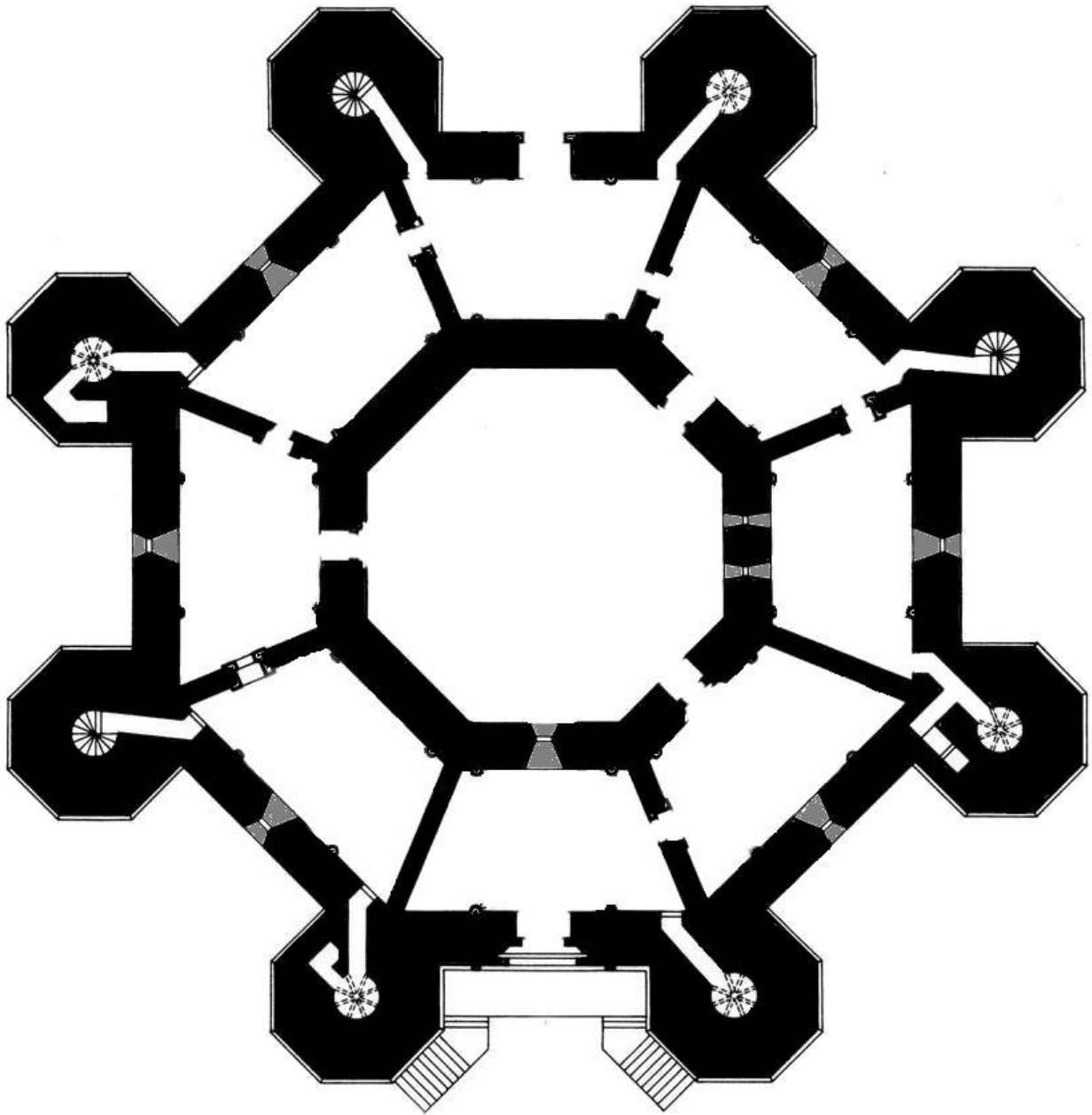Tactical, any close combat attack or defence.

The target loses Readiness equal to the tens die of your d100 roll.

Stun/Crush

Damage, any close combat attack.

You cannot roll the weapon damage die, but the damage from your own Might ignores any armour.

FIRST FLOOOR