

Dirk Hemlock and the Eye of Ra

A Pulp! scenario.

Egypt 1937. Dirk Hemlock and his trusty companions have snatched the mysterious Eye of Ra from under Baron Melchett's nose. Escaping across the treacherous ruins towards their waiting riverboat, they realise the Baron has sent his men after them...

Setup:

A valley filled with temple ruins, fallen obelisks and broken walls. On one side is the river where Shahid's boat awaits and the land is a bit swampy. The overall playing space is approximately 3 foot square.

Dirk and co start on the side farthest from the river, within 8" of the edge. The river should be at least 20 inches away from them. The Baron and his men start within 8" of either edge.

New Traits

Spotter - Pick an opposing model within line of sight of this one. If the spotter doesn't fight or shoot for the turn, other models within 6" of this one get +1 dice to shoot the chosen opponent.

Force 1 : Dirk & Co. 35pts

Dirk Hemlock, treasure hunter, 12pts

Move	Grit	Shoot	Fight
5	2	4	2

Traits: Hero, Quick reload, Tough

Notes: Initially carrying the Eye of Ra

Shahid Besh, mechanical genius, 8pts

Move	Grit	Shoot	Fight
4	3	0	3

Traits: Two-fisted, Traps

Emma DeWinter, photographer, 8pts

Move	Grit	Shoot	Fight
6	2	1	1

Traits: Stealth, Spotter (new trait!)

Sam De'Lane, trusty companion, 7pts

Move	Grit	Shoot	Fight
4	3	2	3

Traits: Luck, Follower (Dirk)

Objectives:

Win : Get to the river with the eye.

2 Pool - First character to reach the boat.

1 Pool - When all characters reach the halfway point

Force 2 : The Baron's Men

Baron Melchett, suspicious character, 10pts

Move	Grit	Shoot	Fight
7	2	1	3

Traits: Leadership, Mounted(Horse)

Luca, the hunter, 6pts

Move	Grit	Shoot	Fight
5	2	2	1

Traits: stealth, long range

Andreas, the Giant, 9pts

Move	Grit	Shoot	Fight
4	2	0	4

Traits: large, tough, fierce

Thugs x 2, 10pts

Move	Grit	Shoot	Fight
4	1	2	2

Traits: tough, late arrivals

Objectives:

Win: Prevent all the characters reaching the riverboat

1 Pool - every time a character is removed as a casualty.