

DIRK HEMLOCK AND THE BLACKFEL INCIDENT

By Matt Machell for 'Pulp!'

This is a quickstart scenario for Pulp! - a miniatures game of two-fisted action! It uses a stripped-down version of the rules. While they're not complete, they give you a feel for how the game plays. More importantly, they're fast and fun!

THE STORY SO FAR...

It's 1937, and on the shadowy island of Blackfel, strange things are afoot. Can Dirk Hemlock foil the dastardly Baron Eperman's plan?! Or will he fall foul of the sinister man-lizard hybrids!

You'll need:

Some glass beads or markers (some red, some of at least one other colour), some lumpy scenery, some D6s, some suitably pulpy miniatures and about half an hour.

FORCES

In Pulp! each player takes control of a group of heroes or villains. In this scenario, we have three plucky adventurers versus a mad genius and his bio-hybrids.

Each model has a trait: a special ability that gives them a bonus.

OUR HEROES:

Dirk Hemlock, grizzled adventurer		
Grit	Shoot	Fight
3	4	3

Trait: Quick reload (shoots twice per turn)

Sam De'Lane, trusty companion		
Grit	Shoot	Fight
2	2	2

Trait: Luck (start with +2 Pool, remove it if he dies)

Dr Janet Savage, hardy scientist		
Grit	Shoot	Fight
3	2	3

Trait: Two-fisted (fights twice per turn)

THE VILLAINS:

Baron Eperman, unnatural scientist		
Grit	Shoot	Fight
2	2	1

Trait: Villain (When you roll refresh, treat a roll of 1 as if you had rolled 2 instead)

3 x Hybrids		
Grit	Shoot	Fight
3	0	3

Trait: Tough (ignore the penalties for all wounds for one phase)

HOW TO PLAY

SETUP

"Dirk, I don't like this place. It gives me the willies."

Use a 20" square area. Take turns to place a figure, rolling a die to see who goes first. Place the Baron and his hybrids within 6" of the centre of the table. Place the heroes within 6" of the edge.

Take turns to place pieces of scenery. The general area is rubble, broken walls and such. Finally, the player controlling the Baron places three weird occult devices anywhere in the villain's deployment area.

POOL

Each player normally starts with 3 beads of Pool, but in this case, the heroes start with an extra 2 beads (for a total of 5) because of Sam De'Lane's Luck trait. Pool represents the ebb and flow of advantage in the game, and you can spend it to do cool stuff:

You can spend a point of pool to re-roll all the dice in a given roll.

You can spend a point to move a figure 1" further than normal.

You can spend a point to prevent a model becoming a casualty. Give the model a wound instead (use a red bead to represent this). A model always becomes casualty if it has *more* wounds than it has points of grit.

Each model can only have pool equal to the grit spent on it in a turn. When you spend a pool, describe what happens!

Play proceeds as follows:

PHASE I: REFRESH POOLS

"So, what you're saying, Doctor, is if that thing goes off, half of England gets scales? To work!"

Each player rolls a D6 and increases their pool by that amount.

The difference between the players' pools is the *advantage*. The player with the highest pool can use that many figures each phase before play moves to alternating turns. Advantage stays the same throughout the turn; it doesn't change between phases if someone spends pool.

So, if I have 4 pool and you have 2, this means I can move 2 figures in the move phase before you get to move any, then we alternate movement.

If no player has a higher pool, go by the refresh roll to choose who goes first. Roll dice to break the tie if those were equal.

PHASE 2: MOVE

"What was that? Dammit, those things are fast!"

Each figure can move 4 inches. This happens in advantage order.

However:

Rubble reduces move by 1 if crossed.

Each wound on a model reduces its move by one.

If you move into contact with another model, you engage it in fisticuffs.

If you're engaged and want to move away, roll dice equal to the model's grit. You need to roll 5s or 6s to succeed in breaking away.

PHASE 3: FIGHT

Each engaged model gets a chance to fight. You fight in advantage order. Roll a number of dice equal to the model's fight trait.

Roll an extra die if you are attacking from the side or behind.

Roll an extra die if your opponent is wounded.

If you're attacking a wounded opponent from the side, that means two extra dice!

Roll one die fewer for each wound your guy has.

The opposing model is removed from play if you roll any 5s or 6s. They've become a casualty! Remember your opponent can spend pool to prevent this.

PHASE 4: SHOOT

"Why, yes, it is an experimental electro-pulse impactor!"

Models that are not engaged shoot in advantage order. Models can shoot at any enemy that would be visible from their view of the table, in a 180 degree forward arc. Models can't shoot through scenery. The bio-hybrids don't have guns and can't shoot at all.

Roll a number of dice equal to the model's shoot trait.

Roll one more if your guy didn't move this turn.

Roll one fewer for each wound your guy has.

Roll one fewer if the target is 50% or more behind rubble.

Roll one fewer if you're shooting into a fight.

Any 5s or 6s? Remove the target model as a casualty.

When a model is shot at, its player rolls a number of dice equal to its grit. If you fail to roll any 5s or 6s, you cannot move that model towards the enemy next turn.

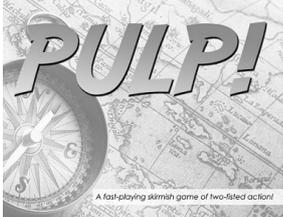
OBJECTIVES

"It's quite simple, Dirk. All we have to do is deactivate the doctor's bio-prism matrices while not getting chewed to death!"

If a hero is removed from play, the villains gain a pool. When all heroes are removed, the villains win the game.

If the heroes reach an occult device, they gain a pool. When all devices have been reached, they win the game.



	<p>Pulp! - Realms Publishing <i>Pulp! is currently in an Ashcan release, which means it's playable but seeking feedback. You can find out more at the Realms Publishing website.</i></p> <p>www.realms.co.uk/pulp</p>
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