

COGS

&

DOGS

A DISCWORLD GURPS GAME

BY IAN POWER

With much thanks to Aonghus Collins for taking a joke waaaaay too seriously,
Niamh 'Noodles' Carey for impromptu advertising (Despite my protests)
David "Heck" Smyth for drawings
& Janet O'Sullivan for Plot input that made me actually think it was possible

Blurb 100 Words

What do you do if your very way of life were threatened? How do you face an enemy no one has defeated, an enemy that comes in the night and leaves nothing but screams and blood and heartache? What do you do? You gather your friends, the people you trust, and with nothing but blood and courage, you go out and save your people.... Oh... And you build a giant machine of steam and metal....

Every little helps.

Cogs and Dogs, A Discworld Gurps Game in which a group of dwarfs bring a battlemech to a wolf fight.

Blurb 50 Words

Legs!!! Full forward!!!!... Right Arm!!!! Pull Back!!! *We Can't Captain!, that last attack tore out the elbow actuator!* By Agi I need more steam!! Lets give these Mongrels Hell!

Cogs and Dogs, A Discworld Gurps Game in which a group of dwarfs bring a battlemech to a wolf fight.

This is a Game set in Terry Pratchetts Discworld using the GURPS System

The World:

(can be read out if players are unfamiliar)

The Discworld is a flat circular world on the back of four elephants that stand on a giant space turtle. If you have trouble accepting that, perhaps you should leave... now... anybody? .. last chance.... And we'll continue. There are a few things to remember when dealing with the Discworld.

Dwarfs exist and are basically short, hairy, long lived humans. Both genders of dwarfs have beards, and in fact Dwarfs are very secretive about their gender. Dwarf courtship mostly consists of finding out, in a low key circumspect way, what sex your intended actually is. Dwarfs are notoriously literal minded, they don't understand or use metaphor or simile. Almost all dwarfs are miners or smiths, there not being many other options. The head of a mine is called the King, but there is also a Low King who is the head of all dwarfs.

Werewolves and Vampires exist, and in the region of Überwald where our story is set, they are the ruling classes. They are barons and lords and they see themselves as better than everyone, both in station and species. It should be noted that Werewolves think Vampires are spineless leeches, and Vampires think Werewolves are filthy mongrels. Werewolves in Überwald are classic Bi-Morphs, they can be Human or wolf shaped. They retain extra strength and agility while in human form and all their cunning and wits when in wolf form. They can be pretty bloodthirsty and violent at times.

The driving force on the Discworld is narrative causality, the power of the story. i.e. The butler ALWAYS did it, the big scary castle ALWAYS has a vampire/mad scientist/ werewolf living in it, and NEVER trust a Grand Vizier. Actions that fit the story are more likely to succeed.

The System:

GURPS is a 3 D6 roll under system. Actions have a difficulty (Your skill or attribute, STrength for physical activities INTelligence for mental PERception to notice things etc.) adjusted by modifiers (bashing down normal door? roll under your strength. Reinforced door? your strength -2). You roll to match or get under the resulting difficulty.

Modifiers can be plus or minus, GM's should gauge modifiers loosely. 1- un/favourable, 2-3- Very Un/favourable, 4-5- Easy/Hard, 6-7- Very Easy/Hard.

Rolling a 3 or 4 is always a success with spectacular results, a 17 or 18 is always a failure with... undesirably spectacular results.

The only rolls that don't subscribe to this are damage and each weapon should list the damage in the 1D6-1 format. Damage is taken directly off HP, losing half your HP or suffering a head blow knocks you unconscious (players can resist with HT roll). If your HP reaches 0, you must make a HT roll every round to stay conscious.

Combat:

Once combat begins, characters act in order of their basic speed (highest goes first). To attack, roll a skill to see if you hit. Player

Characters get a chance to dodge or parry (roll under the dodge or parry values shown on Character sheet).

If you hit, roll the damage for your weapon, take away damage resistance (Natural or Armor), What's left is your penetrating damage.

Multiply this by 1.5 for cutting damage and 2 for impaling damage.

Mech Operation and combat:

So, the dwarfs have a battle mech, isn't life wonderful?

The Mech is approximately 12 foot tall and it's mostly iron and steel. It has a steam boiler which gives it power, it has an automatic stoker so as long as they keep the chute full of fuel they can keep going, until they run out of water. The Mech has 3 control positions (One for the Driver and one for each arm) two steam Harpoon positions on the shoulders and an engineers position in the body .

Movement of the Mech is determined by the Mech Pilot Skill rolls of the Dwarfs in the Control Positions. The dwarfs at the arm controls can only see out of small slits, so it is up to the Dwarf in the drivers seat to direct them. Full Description sheet for the mech including a drawing can be found in Appendix I. I recommend you get something to use as tokens for steam power. 20 tokens in total will be required.

GM Plot Overview

Deep in the region of Überwald there is a dwarf mine. Near this dwarf mine, there is a Castle. In this Castle... live Werewolves. A huge sprawling clan of werewolves. And that would be the end of the story, except for the fact, that once, long ago, the head of the werewolf clan decreed that every werewolf that came of age would have to hunt down one of the dwarfs from the mine, and bring back it's head. So, every generation, some dwarfs are lost, usually more dwarfs than there are cubs, as the cubs get over enthusiastic.

Just under 18 years ago, a bumper litter of 8 cubs was born. The mine cannot stand a cull the likes of which they will bring. So it's time to do something. The elders are meeting.... And meeting... and meeting... and nothing seems to be being done. It's time for fresh blood to take the reins, and give these wolves a battle that B'hrian Bloodaxe himself would be proud of. 6 young dwarfs in their 40's (barely adults in dwarf terms) have decided to do something, they're going to build a weapon like none have seen before. A giant monster of Iron and steel that runs on steam and spears wolves' hearts. With ancient hearts of bravery, and modern minds of ingenuity, they aim to bite back.

Our adventure begins on a chilly winters night, 3 days from full moon, the Metal warrior is complete, and the band of friends sneak out of the mine, and set out towards,,,,, The Castle!!!!

Major NPC's

The Mine King – Apparently old and dodderly, the Mine King is in fact quite astute, and is well aware of the party's plans. He turns a blind eye because part of him believes they might have a chance. He is also aware of all there genders (Dwarfs do keep records you know) and wishes they would all just accept each other and move one (he's seen too many loves lost to stand in anyone's way)

The Baron – The Head of the Wolf Clan is ruthless, he killed his own Son for standing up to him. He dresses like a gentleman and kills like an animal. His Grandsons are his main enforcers, obeying out of loyalty, or fear. All except Adolphus, who, despite several close "Accidents" lives on to disapprove of his grandfathers ways.

Adolphus – Adolphus watch his Father be killed. For standing up for what he thought was right. Adolphus hates his Grandfather with a passion. He longs to lead the pack towards a brighter future, one of tolerance rather than hatred and bloodshed. He's willing to give his life in an attempt to find a better future.

Sharrow – Sharrow is a vampire, she appears to be a young girl of 12, but she is no innocent. She is steeped in hate and rage. She despises all werewolves and would gladly dance in their entrails like a child in a mud puddle. She has a taint of evil about her, she will side with the dwarfs to further her aims but she is not a nice person.

Player Character Roll Call

Harken Hushrunner – When they were growing up, Harken was always the leader, he was the one who got them into trouble, and got them out of it again, he was the dwarf with the plan. When the rubble hits the mineshaft, everyone turns to Harken. Harken is destined to lead, he's always calm cool and collected. Adit is Harken's right hand dwarf, the two of them are inseparable, though Harken's been spending a lot of time with Ox lately. It was Harken who decided they needed to do something about the wolves, it was Harken who went to Hamish and started working on the plans, and it will be Harken, brave and fearless, who will lead them to Victory. And if Harken has anything to say about it, all this will be accomplished without anyone finding out she's a girl.

“Ask not what your Mine can do for you, but what you can do for your Mine”

Adze Treefeller- Adze is a woodcutter, just like his father, he works hard getting the lumber the mine needs, or shaping planks and props. He's one of the strongest dwarfs (Apart from Ox), he's a hard worker and a talented carver. There has been more than one quiet conversation had with his parents by the parents of another dwarf seeking a possible match, but nothings ever come of it, and of course Drab has been seen openly flirting with Adze. A lot of dwarfs feel that would be a good match, Adze and Drab have been close all their lives, and Drab is (to the annoyance of the older dwarfs) quite openly a girl. But Adze has grown cold and distant, and nothing has happened. Because Adze has a terrible secret, after years of angst, he's come to realise, he's a boy dwarf, that likes other boy dwarfs.

“You gotta ask yourself one question “Do I feel Lucky?”, well... do ya... trunk?”

Drab Downcast – Despite his name, Drab Downcast is one of the cheeriest dwarves in the mine. He once painted all the minecarts pastel blue because he thought it would make people smile more, all his chainmail is tailored, and he has a flower garden at the entrance to the mine. A lot of the dwarfs look down on Drab for flouncing his femininity, I mean you hear about dwarfs in the cities that wear.... Skirts... but... well it's not like the old days, women should be seen and not realised. Drab, while being girly and flirting with all the big strong boys, has one small problem.... He's a boy too.

“ Oh. My. Ancestors. What are you doing wearing that chainmail? It's so last season!!”

Hamish Smith - It isn't easy being different. Hamish's Father moved to the Mine when the old smiths family were killed in a culling. With a thick accent, and foreign ways, it was a while before Hamish fit in. Hamish never knew his mother, and the rumours of his Mixed Heritage didn't help. Sure He's a little shorter than most, and his beard isn't as full, and when he gets drunk he's been known to shout “Crivens!”, but he's still a dwarf, through and through. Any worries about his breeding was quickly put aside when he started working in the forge, His hands, not much smaller than other dwarfs but twice as nimble, were made to tinker. It was Hamish who came up with the water powered lift design and the clockwork bellows.

“I just cannae do it Harken, I dunnay hae the Steam!!”

Adit Longwall - Adit is an orphan. His parents were killed in the last cull. All four of his Grandparents died in the cull before that. Adit has no family, except the one he's made with his five friends. People in the Mine tend to avoid Adit, they think he's cursed, and no one expects him to survive the next Cull. Adit acts out by flaunting danger, he's doomed to die, why should he care? He's run into a shaft full of fire damp to rescue miners, he happily volunteers for the most dangerous of jobs. He's faced death a dozen times and screamed defiantly in its face. When Harken told him he wanted to take the wolves out, Adit jumped at the chance. The werewolves took everything from him, left him cursed and alone. Adit thirsts for their blood.

“My name is Adit Longwall, you took my everything, prepare to splatter”

Ox Goldsmith – Being the son of the Mine jeweller, Ox like all the other boys, is expected to follow in his fathers footsteps. Unfortunately Ox is called ox for a reason. Almost tall enough to be mistaken for human and built of muscle and clumsiness, he's a terrible jeweller, his ham fists making a mess of whatever delicate piece he's been let loose on. He did learn enough to plate metal with silver. Something which may come in useful.

“I made you a necklace but I broked it”

The Plot

Player Brief:

You all know why you're here, The werewolves rule this region of Überwald, (It's the reason it's illegal to mine silver). Every time a group of werewolves reach their majority, they raid the mine, killing dwarfs, mutilating bodies, destroying lives. Just under 18 years ago, a bumper litter of 8 werewolves was born. The mine cannot survive a culling the likes of which they will bring. The elders have met... and met some more... and nothing seems to be happening. Well it's time for somebody to do something. And today, you're somebody. Harken has a plan, Hamish and Ox have built a giant dwarf of metal, that runs on steam. They've been training you all how to operate it. Together you will take the machine, get to the Castle, and massacre every last wolf there.

You leave tomorrow, Harken has called a meeting to go over the plan and take on any last minute ideas, for the plan or the machine. Harken goes over the Machine designs: Ox and Drab are operating the arms, Adit and Adze are firing the steam spears, Harken is driving and Hamish is operating the boiler. Harken goes over the plan, you have two avenues of attack, there's a road through the woods that leads to the back of the castle, and the main road through the village that leads to the front of the castle. The Village road will be much easier to travel, but the front of the Castle is more heavily fortified. Either road will take over a day and a half to get to the castle.

----- **A.1 In the beginning**

Allow our plucky dwarves time to settle, and have Harken call the meeting to order

Two things have to be decided, which route are they going to take to the castle? And what modifications are they going to make to the mech. (You can show them the Mech Drawing at this point)

The most obvious modifications are getting Ox to use the secret stash of silver to silver plate parts of the mech. The players should decide for themselves what to do, but some options they might come up with are:

- Silver plating the steam spear cages to protect the operators
- Silver plating the metal plates on the fist of the mech to deal more damage with punches
- Silver plating the tips or shafts of the steam harpoons (double damage, plus a werewolf suffers 1 d6 damage a turn that they are in contact with silver and cannot change forms)
- My beta test group used the leftover silver to make a very fine silver powder which they then stuffed into a small hole at the front of the Mech, mid battle they vented steam through this hole creating a large cloud of silver filled steam. Should a werewolf find itself in a similarly themed situation, they will collapse to the ground as they burn all over, and from the moment they take a breath it's just a matter of time before they die.

Your group might come up with anything so be on your toes and be ready to determine the effects of their tinkering as if you totally expected them to do that.

Once they decide what to do with the silver they have to do it. Someone has to go get the parts of the Mech to bring to the jewellers cave to plate (all the chemicals and equipment are there). Bearing in mind that Hamish is probably the only one who knows how to take it apart and put it back together.

Whoever goes to get the pieces to be plated runs into the Mine King on their way to the Jewelers cave. He's just standing in the middle of the tunnel, holding his ceremonial axe like a walking staff, no guards, no retainers, it's almost like he was waiting for them. He asks them what it is they're up to and seems to accept whatever lame excuse it is that they come up with, he talks slowly and seems distracted, almost as if his old age is getting to him. He shuffles around them and bids them on their way but to get to bed soon.

If Harken is present, the King speaks to Him(her) directly:

"Harken Hushrunner.... I know.... Do you really think you could get away with such an undertaking in my Mine? ... I know it was you that turned Spigots last batch of beer pink... did you think it was amusing? I will be having a word with your parents you mark my words"

Before shuffling off.

A.2 Preparations

Once the parts are in the jewellers cave it's up to Ox to silver plate them.

There are five bars of silver, this gives him 5 tries.

1 success -
1 fist plated or
1 Steam spear cage plated or
4 steam harpoons plated or
1 one significant contraption or
The edges of all their axes plated or
1 (thing you had no way of knowing they would come up with)

Failing his metallurgy roll means he screws up and turns that bar into useless impure silver slag. Critical success on his metallurgy roll means that he does so well he gets 3 successes out of two bars (if he only has one bar left he gets 2 successes from it).

Once the parts are plated, they need to be brought back to the mech and any further modifications made (adding spikes on fists? or a blade to the front?). Then the dwarfs can turn in for the night (or head to bed by way of the mine bar).

If any of our plucky dwarfs go to the bar they are smiled at and served their beer in smaller 'Youngster' mugs.

A.3 Departure

Harken awakes to find a piece of paper by his bed, it says, in very neat script "Leave as dawn breaks, the entrance guards will be distracted."

Harken and Adit are the first to wake, and they make their way to the smithy to bump into each other Cue awkward silence. Give the two lovebirds a minute or so to screw things up even more than they have, and if they haven't started waking the others, have them arrive.

The Mech hitches up like a cart and with a tarp covering it, it looks almost like a very large load of coal or ore. They make their way through the mine, Ox and Adze pulling the Mech slowly and working up a sweat, (Be sure to describe their tense muscles, glistening with sweat to Drab). They see the entrance in the distance, along with the guards, the rest of the group realise that Harken never said how they were going to get past them.... But before the spark of worry has time to blossom a shadowy figure runs up to the two guards and mutters something to them, before they all run off into a side shaft.

The entrance is unguarded and the way is clear.

When they group get to the entrance they find the pony pasture with the pit ponies all fresh and ready for a days work, it is but the work of a few minutes to get them hitched up and pulling the mech away from the mine.

The group journey away from the mine, marvelling at the countryside around them, some of them don't get out of the mine much and it's unusual to be out in the open air with trees and animals and snow.

They come to the fork in the road, to the left is the road to the village, well made and well travelled, the road to the right leads up hill toward forest, and is in less good condition. If they head to the village, run scene B.1, if they head to the forest, run C.1

Route 1 – B.1 Into the village

If the group chooses the road to the village, it takes them most of the rest of the day to reach the outskirts of the village. The most exciting thing that happens is that a bird tries to land on Ox's head, and since he's never seen a bird before he panics and falls off the cart, thinking that the roof is falling.

Into the tavern

The dwarfs rumble into the village as night falls, it's not much of a village, there's a main street with some stores and the blacksmith, the biggest building is the inn, which is a stopping point for the mail coaches, it has two stories and some stables and everything.. As they approach the ponies smell oats from the stables and try to pull in that direction, the players will also notice the strong scent of good beer and the unmistakable sound of carousing. And... they are going to have to find somewhere to sleep tonight.

(If your players absolutely insist on camping somewhere outside instead of taking a room at the inn then run the C.5 encounter with Adolphus from the Route 2 thread and then skip to B.4 Setting off, You'll have to run the C.7.1 encounter with the front of castle map, (Page 261)

The Inn Goes quiet as the dwarfs enter. But conversation soon resumes, the innkeeper sorts them out with a room for the night and stabling for the ponies and the dwarfs settle down to a good solid drink.

B.2 Encounter with the vampire girl

Half way through the evening, after about the third beer, Cue perception check, anyone making their perception check notices the empty circle. It is a circle devoid of people, and it seems to move slowly through the room. As it gets closer, they can see that the empty circle is occupied by a small figure in a blood red cloak, with a deep shadowy hood.

People are standing away from the figure and seem to be very studiously ignoring it. The figure sits at the dwarfs table and pulls back it's hood, revealing a pale human girl with jet black pigtails, very Wednesday Adams. Except for the full blood red lips.

She looks directly at Harken and says, "I believe we have a common goal, and I have a proposition for you"

Allow perception checks at a minus 2 to see that she's a vampire. An air of evil and malice floats around her.

If they attack the vampire, she throws a couple of them around the room and then skedaddles, the collateral damage starts off the Basic Bar Brawl™

If they listen to her, she tells them that her name is Sharrow, and she is the last of her family, the werewolves have killed her parents and siblings, she is alone, with only one mission in life, to kill those filthy mongrels. But she can't do it alone. She suggests they delay tomorrows attack until dusk, just as the sun goes down. That way when the fight kicks off, she can be there to thin out the pack, all she asks is that she be the one to kill the baron. She's very matter of fact, and basically explains that if they have any hope of surviving, they should let her help. But they can see an evil gleam in her eyes when she talks of killing the baron, and her fangs glisten when she smiles.

She elicits their answer. If they agree, she arranges to meet them near the castle at Dusk the next day. If they refuse, she demurely leaves, looking back to wish them luck, and departs.

B.3 Basic Bar Brawl™

Once the vampire girl has departed (Or if they at anytime attack her) we move on to the Basic Bar Brawl™. If the players have not initiated anything, then when Adit is returning from the bar with the next round, he's jostled by one of the more drunken patrons, causing him to spill the round all over his front, the offending drunkard, upon looking down proceeds to say something unwise:

"Here, watch it short arse, you almost made me spill my drink, what you need all them for anyway? Little guy like you? You must have to take a piss after every pint."

We're going to assume that it all kicks off somehow, possibly with some witty comebacks, the drunk is belligerent and looking for trouble so he won't back down. Your Basic Bar Brawl™ has 4 simple rules:

- Someone **must** hit someone else with a chair
- Someone **must** swing from some sort of lighting fixture
- There **must** be lots of collateral property damage
- No One will be seriously injured

Assign random drunken opponents, let the players have fun, let your imagination run wild, this is more of a distraction than an actual obstacle. Eventually it will die down, with everyone staggering off assuming their side won and telling tall tales about how they totally punched out this big fella, they swear.

Note: I am aware, that somewhere out there, in some parallel universe, there exists a set of players that won't start a fight in these circumstances, and will in fact make polite apologies and offer to buy the man a drink. If you live in this universe and are GM'ing these players, let us just assume that they go to bed and have a nice sleep. (Also, is yours the universe composed entirely of shrimp? Because that would explain a lot.)

B.4 Setting Off

Our party awakes some time Mid Afternoon, they assemble themselves, eat a hearty meal, settle their bill (with money Harken... Liberated, from the Mine coffers). It doesn't take long to hitch up the ponies and set off towards the castle.

The day is clouded and the mood is grim. Shadows pool between the trees, darkening the snow, crows caw in the distance, their guttural croaks sounding portentous. It is not a sunny day in the neighbourhood.

The Dwarfs can power forward to the castle, or take it slow to rendezvous with Sharrow.

B.5 Attacking the castle

B.5.1 Attacking with Sharrow

The Dwarfs come to a small clearing before the last bend in the road to the Castle. This is the point where they have arranged to meet Sharrow. Perception checks at a -2 for everyone, if nobody succeeds then no one notices Sharrow on top of the Mech until she starts speaking:

"I would prepare your man of metal if I were you, any closer and they'll hear you"

It only takes about 10 minutes to uncover the Mech and light the chemical soaked starter logs in the boiler, they burn hot and fast, quickly bringing the temperature up to full steam. Hopefully someone has remembered to tie off the ponies or else it's going to be a long walk home... Should they live.

Once the mech is powered up and everyone is at their stations, they can start driving the mech towards the castle. At this point the Mech has a full reservoir. A Mech (Drive) roll is required to get around the corner, a failed roll sends them crashing through the forest instead, cutting the corner and alerting miles around to their presence.

They will eventually arrive at the castle, the road leads to a bridge, over a river with the castle gates on the opposite side. The castle is big and grey and imposing... very castley in a castlesque kind of way.

As they approach the bridge 8 figures appear through the castle gates. The Baron and 7 of his grandsons. If they have crashed through forest or otherwise announced their presence, all are in wolf form except the Baron, if they've been (relatively) quiet, all are in human form.

(The Map on Page 26 shows the Front of the castle, yes the Mech just fits onto the bridge, blocking it completely, this can be shown to players)

The Baron is quite an elderly gentleman, with silver streaks in his jet black hair, his trousers and shirt are midnight black, his waistcoat and cravat blood red. His air is pompous and superior.

His Grandsons wear nothing but tattered cut off trousers. They all look alike, tall wide and muscled, and not burdened with an overabundance of schooling. (In wolf form they are giant wolves, mean and ugly looking)

(The following exchange happens but can be interrupted by the players making a move at any time)

The Baron leads the way with his grandsons spread out beside him, he calls out:

"Sharrow dear, how lovely see you, I was so disappointed to have lost such a delicate morsel as yourself, and what have you brought us... a Tsortean Dwarf is it? You know you really should be on the inside, this is the problem with modern education, not enough emphasis on the classics."

Sharrow sneers at him from her perch on the head of the Mech and responds:

"Are you so afraid of little old me that you need 7 pups to back your word?"

The Baron responds with a growl low in his throat, a growl that is taken up by his grandsons.

If the players have not taken the initiative at this point, tell them the good news, They get a surprise round because the werewolves are not expecting the Mech to attack.

Once the Mech attacks everything becomes unpredictable but here are some guidelines:

- The turn order is: Sharrow, Baron, Grandsons, Mech. (But the Baron will hold his action till after his grandsons, no point in him being hurt if they can take the blow)
- The bridge will collapse with three direct spear strikes or direct punches
- The Mech is as wide as the bridge and blocks it
- Sharrow will start taking the grandsons apart from left to right, roll a d6, divide by 2, round up, that's how many rounds it takes her to disable one on one. If there's two on her it takes 1 d6 rounds to disable one of them, if there's 3 or more on her she can only stand her ground.
- The Baron will stand imperiously while his lackeys fight, he won't attack until at least four wolves are down.
- It takes a full round for a werewolf to shapeshift (The Baron can shift as an instant action)

The fight ends with the Baron, once he goes down, any other werewolves that are left start backing off, they're easy pickings, some may shift back and beg for their lives, once the bridge is clear Sharrow heads for the castle, the Dwarfs, locked tight in their cosy shell, listen as the screams begin, the first few are screams of men, young and old, sometimes overlaid with mournful howls, then women,

high pitched wails of pain and torment, and finally.... The heart wrenching cries of children, calling out in pain and confusion, cut off abruptly. A chilling silence descends upon the castle. (Everyone rolls willpower -2 anyone who fails... cries, realising the price they've paid to enact their vengeance)

Sharrow appears at the gates of the castle, she is almost unrecognisable, her dainty form drenched from head to toe in blood. Her shoulders heaving with laboured breathing. She calls out to them.

"I claim this castle and it's lands!!! Little ones, you have served me well this day, as payment I give you your lives, and the lives of every dwarf now living in your mine. Go back to your mine... celebrate... the big bad wolf is dead.

There is a gust of wind and she disappears.

The party are pretty much all in shock, they barely think as they roll the Mech back, power it down, hitch up the ponies, and head home in a daze.

(If they've totalled the Mech there's enough ponies to ride home on)

Run D.1 Homecoming

B.5.2 Attacking Alone

The Dwarfs come to a small clearing before the last bend in the road to the Castle. This is the perfect place to power up the Mech. It only takes about 10 minutes to uncover the Mech and light the chemical soaked starter logs in the boiler, they burn hot and fast, quickly bringing the temperature up to full steam. Hopefully someone has remembered to tie off the ponies or else it's going to be a long walk home.... Should they live.

Once the Mech is powered up and everyone is at their stations, they can start driving the Mech towards the castle. At this point the Mech has a full reservoir. A Mech (Drive roll is required to get around the corner, a failed roll sends them crashing through the forest instead, cutting the corner and alerting miles around to their presence.)

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The baron leads the way with his grandsons spread out beside him, he takes one look at the Mech and starts laughing uproariously

"What on earth, a giant metal dwarf? Well now I have seen everything, oh well, what a nice toy you'll make for my boys"

With growls low in their throats the grandsons begin to stalk forwards

If the players have not taken the initiative at this point, tell them the good news, They get a surprise round because the werewolves are not expecting the Mech to attack.

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- The Baron will stand imperiously while his lackeys fight, he won't attack until at least four wolves are down.
- It takes a full round for a werewolf to shapeshift (The Baron can shift as an instant action)

The fight ends with the Baron, once he goes down, any other werewolves that are left start backing off, they're easy pickings, some may shift back and beg for their lives, they're joined by younger boys and older men from the castle, then women and children, all bowing and scraping, pleading for mercy, they fill the bridge, kneeling pleading, promising never to hurt another dwarf, Blaming it all on the Baron. A Yong male approaches the head of the group. He has long curly back hair, he is tall and broad and incredibly well muscled. It is easy to see this since all he is wearing is shorts. He stands, head held high and addresses the Mech:

"Noble dwarfs!!! Thank you for killing my Grandfather, he was a cruel tyrant and we all suffered under him at one time or another, though no one suffered as much as your people. Leave my family in peace, I beg you, and I swear no more violence shall be visited upon your Mine, and Goods and gold will be sent as reparation for the lives that have been lost"

Hopefully the party will posture and accept, returning peacefully to the mine. They back the Mech Out, hitch up the ponies, and head on home. (If they've totalled the Mech there's enough ponies to ride home on)

Unfortunately they may try and kill everyone, in which case it is a costly victory, the able bodied werewolves tearing the Mech apart even as they're mowed down. Roll a d6, that's how many of the party don't make it, torn apart by the dying Werewolves, even as the women and children scatter into the woods. The Journey home is less than joyous. Run D.1 Homecoming

Route 2 -

C.1 Towards the forest

The road to the forest is a little worn but serviceable. The forest starts to thin out as the road moves up, the terrain more rocky. A gentle susserance emanates from up ahead, it slowly increases in volume as they approach, until it is a low roar. Soon the party can see a bridge ahead. The bridge is old and rickety, barely wide enough to take the Mech, little more than thick planks spanning a large crevasse, the sound of a rushing river echoing up from below.

C.2 Over the bridge

The bridge is the only way across, the chasm extends off unspanned in both directions. The wood of the bridge is slick with ice and there seems to be large chips of wood missing in places. As soon as they start to cross it, it starts to creak... groaning ominously beneath the weight of the Meeh, if they keep their nerve and move at a steady pace, the bridge continues to groan but holds.

If they panic and start to speed up, the bridge starts to shake and shudder, the more they speed up the more it shakes till it starts to lurch beneath them. The bridge shakes apart as they reach the other side, the wood clattering and smashing against the sides of the ravine.

C.3 The deep dark forest

The road continues deeper into the forest, the trees growing closer on either side, they start to press against the sides of the Meeh, making it hard going. The party can hear the chirping of birds and the movement of larger bodies in the undergrowth. The forest starts to get even darker, the shadows thickening as the sun sets, until eventually the road widens into a Convenient Clearing™

C.4 The Convenient Clearing™

Aha, a Convenient Clearing™ the perfect place to camp for the night. Let the players set up camp. If they are in anyway sensible they will set up watches. Each Dwarf on watch gets a perception check. If they succeed, they see the figure in the trees at the edge of the clearing. The figure is a young male, with long curly back hair, he is tall and broad and incredibly well muscled. It is easy to see this since all he is wearing is shorts. He is standing on a tree branch, looking down on the camp.

(If they fail to set up a watch and instead decide to all curl up in a strange clearing in a strange wood and go to sleep, simply take a rolled up newspaper, smack them over the back of the head, and say loudly "Bad Players! No Plot Point!". Alternatively have them wake in the morning to find Adolphus staring down at them and run C.5, but have them leave immediately instead of agree to meet him later [Personally I prefer the first approach, spare the dungeon traps spoil the role-player, that's my motto])

C.5 Encounter with Adolphus

If hailed he comes down out of the tree (in a graceful somersault, landing perfectly). Adolphus warns the Dwarfs off, saying that they need to go home, that his brothers and grandfather will kill them all. If (When) they refuse, he asks them how they hope to stand against a pack of werewolves. He continues to warn them off until they explain about or show him the Mech.

(Adit may try to rend Adolphus limb from limb, Adolphus deftly jumps out of the way avoiding all his attacks, if given the chance Adolphus swears that he has never taken the life of a Dwarf or Human, and that he is sincerely sorry for the grief his family has wrought upon Adit)

Once he realises what they intend, he grows thoughtful. He asks if they intend to kill all the werewolves. He has an alternate proposition. His grandfather is the patriarch of the clan. It is he who insists that the young must bring home the head of a Dwarf when they reach their majority. Adolphus' father tried to stand against the Baron, but he was killed. Adolphus hates his grandfather,

and his bully brothers. If the dwarfs help him take out his grandfather and establish himself as pack leader, he will end the cullings and bring peace to the mine.

If they refuse to help him, he points out that they could use all the help they can get, and with his plan they only have to take out his grandfather and those of his brothers who are loyal to him, instead of the entire pack. If they absolutely refuse to ally with him, he leaves them be and departs.

C.6 Sneaking up on the castle

The Dwarfs come to a small clearing before the last bend in the road to the Castle. This is the perfect place to power up the Mech. It only takes about 10 minutes to uncover the Mech and light the chemical soaked starter logs in the boiler, they burn hot and fast, quickly bringing the temperature up to full steam. Hopefully someone has remembered to tie off the ponies or else it's going to be a long walk home.... Should they live.

If they are allying with Adolphus, he asks to ride on the head of the Mech and to act as if he is in charge, hoping to get some of the were wolves to back down.

Once the mech is powered up and everyone is at their stations, they can start driving the mech towards the castle. At this point the Mech has a full reservoir. A Mech (Drive roll is required to get around the corner, a failed roll sends them crashing through the forest instead, cutting the corner and alerting miles around to their presence.)

C.7.1 Attacking the castle with Adolphus

As the Mech rolls up to the castle, Adolphus standing atop it like a conquering hero, the Baron and 7 of his grandsons approach from the back of the castle. If they have crashed through forest or otherwise announced their presence, all are in wolf form except the Baron, if they've been (Relatively) quiet, all are in human form.

The Baron is quite an elderly gentleman, with silver streaks in his jet black hair, his trousers and shirt are midnight black, his waistcoat and cravat blood red. His air is pompous and superior.

His Grandsons wear nothing but tattered cut off trousers (If in human form). They all look alike, tall wide and muscled, and not burdened with an overabundance of schooling. (In wolf form they are giant wolves, mean and ugly looking)

(The Map on Page 27 shows the back of the castle, this can be shown to players)

The Mech rumbles to a stop and Adolphus shouts out:

“Grandfather!! You are not fit to lead this pack, Yield to me and you might save us all some bloodshed on this day”

The Baron louts out a low evil laugh, dripping with hate and scorn.

“Yield!! To you, runt? I don't care what ridiculous toy or contraption you've brought along, that will never happen. I think it's high time we put you in a sack and dropped you in the river”

The Baron growls low in his throat and his grandsons begin to advance.

If the players have not taken the initiative at this point, tell them the good news, They get a surprise round because the werewolves are not expecting the Mech to attack.

Once the Mech attacks everything becomes unpredictable but here are some guidelines:

- The turn order is: Baron, Grandsons, Adolphus, Mech. (But the Baron will hold his action till after his grandsons, no point in him being hurt if they can take the blow)
- Adolphus will try to hold the high ground on top of the mech, but will try and take the Baron out if he sees a chance
- The Baron will try to take out Adolphus if he can
- The Grandsons will try to attack the obvious weak points of the Mech, the spear cages and the driver partition.
- The Baron will stand imperiously while his lackeys fight, he won't attack until at least four wolves are down.
- It takes a full round for a werewolf to shapeshift (But the Baron can shift as an instant action)

The fight ends with the Baron, once he goes down, any other werewolves that are left start backing off. Adolphus approaches the defeated Wolves,, they cower before him, he moves to each one, delivering a blow as they cower, staring them down. Then he stands and addresses the castle, where eyes are peering out through shutters and cracked doorways.

“I Adolphus, claim leadership of this pack, come forth any who oppose me”

The silence is broken only by the whimpering of the defeated as they try to prostrate themselves further, pressing themselves into the ground.

Adolphus resumes his address:

“Then I am Pack Leader and you will listen to my decree, from this day forth, there will be no more cullings. We will live at peace with the mine, and we will make reparations for sins past. Any wolf who opposes me on this will die.”

Slowly people come out of the castle, hesitantly, slowly, some in wolf form, some human, all with their heads down, their shoulders hunched, all crawled forward to prostrate themselves before Adolphus.

Adolphus looks out over them.

“Now go to the great hall, every one of you, and await me there”

There are scuffles as they all race to obey, the wounded being helped.

Adolphus waits until they are all gone, cocks his head to the side as if listening, and then turns to the Mech.

“I owe you a great debt My friends, and I will seek to repay it, carts of goods and payments of gold will be sent to the mine, and I will make sure that you are not threatened again. But I must ask you one last thing, depart, quickly, the more mystery that shrouds this day, the less bloodshed there will need to be to retain my power.”

The party can back the Mech Out, hitch up the ponies, and head on home. (If they've totalled the Mech there's enough ponies to ride home on)

Unfortunately they may (At some point) try and kill everyone, in which case it is a costly victory, the able bodied werewolves tearing the Mech apart even as they're mowed down. Roll a d6, that's how many of the party don't make it, torn apart by the dying Werewolves, even as the women and children scatter into the woods. The Journey home is less than joyous. Run D.1 Homecoming

C.7.2 Attacking the castle Alone

As the Mech rolls up to the castle, The Baron and 7 of his grandsons approach from the back of the castle. If they have crashed through forest or otherwise announced their presence, all are in wolf form except the Baron, if they've been (Relatively) quiet, all are in human form.

The Baron is quite an elderly gentleman, with silver streaks in his jet black hair, his trousers and shirt are midnight black, his waistcoat and cravat blood red. His air is pompous and superior.

His Grandsons wear nothing but tattered cut off trousers (If in human form). They all look alike, tall wide and muscled, and not burdened with an overabundance of schooling. (In wolf form they are giant wolves, mean and ugly looking)

(The Map on Page 27 shows the back of the castle, this can be shown to players)

The baron leads the way with his grandsons spread out beside him, he takes one look at the Mech and starts laughing uproariously

“What on earth, a metal Giant dwarf? Well now I have seen everything, oh well, what a nice toy you'll make for my boys”

With growls low in their throats the grandsons begin to stalk forwards

If the players have not taken the initiative at this point, tell them the good news, They get a surprise round because the werewolves are not expecting the Mech to attack.

Once the Mech attacks everything becomes unpredictable but here are some guidelines:

- The turn order is: Baron, Grandsons, Mech. (But the Baron will hold his action till after his grandsons, no point in him being hurt if they can take the blow)
- The Baron will stand imperiously while his lackeys fight, he won't attack until at least four wolves are down.
- It takes a full round for a werewolf to shapeshift (The Baron can shift as an instant action)

The fight ends with the Baron, once he goes down, any other werewolves that are left start backing off, they're easy pickings, some may shift back and beg for their lives, they're joined by younger boys and older men from the castle, then women and children, all bowing and scraping, pleading for mercy, kneeling, pleading, promising never to hurt another dwarf, Blaming it all on the Baron. Adolphus approaches the head of the group. He stands, head held high and addresses the Mech:

"Noble dwarfs!!! Thank you for killing my Grandfather, he was a cruel tyrant and we all suffered under him at one time or another, though no one suffered as much as your people. Leave my family in peace, I beg you, and I swear no more violence shall be visited upon your Mine, and goods and gold will be sent as reparation for the lives that have been lost"

Hopefully the party will posture and accept, returning peacefully to the mine. They back the Mech Out, hitch up the ponies, and head on home. (If they've totalled the Mech there's enough ponies to ride home on)

Unfortunately they may try and kill everyone, in which case it is a costly victory, the able bodied werewolves tearing the Mech apart even as they're mowed down. Roll a d6, that's how many of the party don't make it, torn apart by the dying Werewolves, even as the women and children scatter into the woods. The Journey home is less than joyous. Run D.1 Homecoming

D.1 Homecoming (where all or most of them make it home after successful mission)

The Journey home seems longer than before, the party is weary by the time they reach the mine, so it is with heavy hearts that they see the Mine King and the entire senior council standing outside waiting for them. As they pull up, the Mine King calls out:

"Harken Hushrunner!!! Well... this is another fine mess you've got your friends into. All of you, my chambers, NOW!"

The Mine King stomps of, significantly more lively than when last they saw him.

The party are hustled along by guards, and shown into the kings chambers:

The King looks at the guards:

"Leave us"

They seem unsure but they file out, closing the doors behind them.

The party is alone with the Mine King.

A deathly silence haunts the room, broken only by a gentle wheezing.

The wheezing grows louder and they realise it's laughter.

The Mine King is laughing.

"Did you really think you could get away with building a giant machine in my mine and I wouldn't know about it?"

He smiles at them

"You see, old men grow cautious, which is all well and good, but then there are times to throw caution to the wind. The senior council was torn apart trying to decide what action to take about the werewolves. So I Overlooked... your endeavour, in the hope that young blood would forge a path forward, and it seems that it has. Don't look at me so strangely young ones, I have my ways and I know all you have done these past few days."

(If Sharrow killed most of the wolves)

"The Bid Bad Wolf is indeed dead, though I fear we may have just replaced him with a wolf in different clothing. But we have peace for now, and time to prepare, should we need to one defend our mine again"

Perhaps it is best that we try to forget what happened, and get on with our lives.

The party return to their lives, nothing really resolved, nothing really changed, except the nightmares that haunt them, they used to be the screams of their loved ones, now their the screams the echo through the blood soaked corridors of the castle.

The End

(If they killed all the wolves unassisted)

"It is unfortunate that there had to be such carnage, but perhaps we had no choice, I pray it will bring peace to our mine, even if it cost so much blood"

"Perhaps we can take some solace from the little victories we have.... I do so hope this journey has thought you much about yourselves and each other, and about honesty.... Honesty with those we care about... in that vein... is there something somebody would like to say?"

If no one volunteers, The King assures them that nothing said today will escape these walls and encourages Adit and Harken to confess their love for each other, and Drab and Adze to confess their love (and the fact that they're gay).

He informs Drab that in a great misfortune, his birth records have been entirely lost (he hands Drab a parchment with his birth records on it, it lists him as male). No one can find a single copy, so he can choose to live however he wants to, no one outside this room will know.

And they all lived, contentedly, ever after.

(If they managed Peace with Adolphus as new Pack Leader)

"I never thought I'd see the day when the pack would not only stop their slaughter, but apologise. Carts of goods beat you home, There will be a feast tonight I am sure, and, if we are very very lucky, a lasting peace to follow. You have succeeded beyond what I thought possible. Your people owe you the greatest debt imaginable."

"I do so hope this journey has thought you much about yourselves and each other, and about honesty.... Honesty with those we care about... in that vein... is there something somebody would like to say?"

If no one volunteers, The King assures them that nothing said today will escape these walls and encourages Adit and Harken to confess their love for each other, and Drab and Adze to confess their love (and the fact that they're gay).

He informs Drab that in a great misfortune, his birth records have been entirely lost (he hands Drab a parchment with his birth records on it, it lists him as male). No one can find a single copy, so he can choose to live however he wants to, no one outside this room will know.

He then informs them that there will be a double marriage at the next full moon. Adze and Drab, Harken and Adit. They've been beating around the coal seam too long, it's time they did something about it. Gold arrived with the cart of goods, and it is to be split between them. It is more than enough to buy each other from their parents.

The King appoints Hamish as his personal Smith, and looks forward to seeing what other interesting inventions they come up with.

And Ox gets a new room, and new clothes, and he never has to work if he doesn't want to.

And they all lived, as happily as they could, ever after.

X.1 TPK (Or close)

If they fail, if they all die, or most of them, and they haven't killed the Baron. Before the survivors can return to the Mine, the entire wolf pack descends upon it, Not one Dwarf, not one child, is left alive. The Mine is emptied, save for the ghosts that stay, to lament the day that 6 plucky dwarves.... Didn't make a stand, and doomed them all.

Character

Harken Hushrunner

The Mission:

Cometh the Hour, Cometh the.... Dwarf. The Mine needs a hero, a saviour, a leader. All your life you knew that you could be that Dwarf. Now a culling that could end your people is on the way, Dwarfs startle at every sound, families are quiet, some have already left. Not You. Not Your friends, you will not go gently into that... bad thing. You will rage against the dying of the.... Dwarfs. You were always the dwarf with the plan, and you have one now. Hamish can build you a weapon, and with the help of your friends, you can use it. Those dogs will rue the day they threatened you and yours.

Your secrets:

You're the best strategist this Mine has ever seen. You've seen you and your friends through more capers than you can count. They look to you with confidence. You are this mine's last hope.... You're also a girl. It's not your fault, you were just born that way. And in the olden days it wouldn't have made a blind bit of difference, but now you have girl dwarfs coming out, and you just know that if people find out you're a girl they're going to start expecting you to wear... skirts... and... makeup... eeugh. No Offence to Drab, you're happy that she can be herself, and you do hope her and Adze manage to get together. But you could never be that Dwarf.

You know for a fact that Ox's Father has Silver hidden somewhere in his workshop, for all that it's illegal.

Your Friends:

Adit Longwall – Adit has always been your closest friend, your confidant, your trusted second. You've never felt closer to anyone than him. You used to day dream of the two of you making a life together. Not long ago, you were arguing with Adit about Drab, you got very angry and let slip that you couldn't afford to act like her. Now he knows you're a girl and things have got weird. You're pretty sure he hasn't told anyone, but you're still avoiding him. This is why you never tell anyone, it ruins everything.

Ox Goldsmith – Ox is huge (for a dwarf) and quite stupid. You've always had a soft spot for Ox, always protected him. Now that you're avoiding Adit you've been spending more time with Ox, helping him with metal work. Or just sitting, in silence, Ox is just happy to sit and enjoy your company... it's sweet really. He doesn't ask you to fix things, or expect you to lead, he just smiles when he sees you and frowns when you have to go. Spending time with Ox is..... easy.

Adze Treefeller – Adze is solid and reliable, a hard worker, and pretty much the only one of your friends that the elders truly smile upon. He and Drab have been friends for life, though Adze is more distant now that Drab has become all girly, it's a pity, they'd make a lovely couple.

Drab Downcast – About a year or two ago, Drab started changing, painting things pretty colours, growing flowers, wearing tailored chainmail. Nobody talks about it, but she's obviously a girl, and you do hear about this sort of thing happening in modern times. You've distanced yourself from Drab a little, for fear of gender by association, but you are happy for her, you've seen her flirting with Adze, and even though Adze seems to ignore it, you can't help but hope they work out.

Hamish Smith – Hamish is weird, but you can't help but like him, his short stature and weird accent make him stand out, but he's the best smith the mine has ever seen. He can make anything, without him, your plans would never succeed. Sometimes you catch him smiling at you, with a knowing smile.

Quirk:

- Your favourite colour is purple and sometimes you think you could stare at sunsets for hours

Harken Hushrunner

Stats

Height: 3'8"	
ST	12
DX	9
IQ	14
HT	11
HP	11 <input type="checkbox"/>
Will	14
Per	12
FP	11

Armor: 5

Axe Damage:

1d+4cutting/piercing

Brawl Damage:

1d-1

Dodge: 8

Parry: 7

Speed: 5

Move: 5

Skills

Mech (Drive)	(13)
Melee (Axe)	(14)
Brawl	(12)
Mining	(13)
Fast Talk	(15)

Items

Mining Axe
Small pouch of coins

Mech Operation

You are the driver of the Mech, you are also in command. At the start of the Mechs go there is a shout out round, you should use this round to shout out your orders, in the hopes that someone will listen. The Engineer then goes, so hopefully he'll listen to you on where to send steam. The engine puts out 10 points of steam a turn and can hold 10 points in a reservoir.

Each round you can drive the Mech forward, drive the Mech backward or turn it to face a different direction. You can only do one.

Moving at normal speed costs 5 points of steam a turn

Moving at Full speed costs 10 points of steam a turn

There's a big red button beside Hamish's station in the Mech, it's got a wire cage latched over it. It's the button of last resort. If all hope is lost, Hamish can push the button, all power in the mech will be diverted, and once it hit's 30 units of steam, a hundred sharp spiked rivets will explode from all over the Mech, shredding anything outside. The spikes will be followed by thin spouts of super heated steam, boiling anything that's left. Hamish estimates the attack will have a range of 100ft in every direction (except straight up, no spikes on the head), but he's not sure if the Mech would survive it, or indeed if the dwarfs inside would survive. **Only you and Hamish know what the button does.**

Character

Adit Longwall

The Mission:

So Harken wants to go up against a pack of werewolves? What the hell, You haven't got anything better to do. You've run into shafts full of firedamp, you happily volunteer for all the dangerous jobs. Every other member of your family as been taken in cullings, your parents, your grandparents, everyone who ever loved you. What's the point in living? People think you're cursed anyway, marked to die. But recently you've been given two reasons to live. The first is a chance to kill every filthy Mongrel in that werewolf pack, to slaughter them like the animals they are. To show them what it's like to hear your families screams as they die. The second... well...

Your Secrets

You love Harken, you'd been beginning to think there might be a spark there, a reason to live and hope for better. But you couldn't be sure Harken was a girl, I mean you had your suspicions, you two have been friends for life, you pick up on these things. You started dropping hints, talking about Drabs new feminine ways, you said how good it was she could express herself, you brought it up often, but you pushed too far, Harken snapped, and shouted at you, saying it wasn't fair because Drab got to be open and she couldn't, she had to be the leader, she had to be strong, she couldn't be a girl. Now she's avoiding you, she won't look you in the eye, she's spending all her time with Hamish and Ox, working on the machine. You had a best friend, and in one swift argument, you realised you love her, and you may have lost her.

Your Friends

Harken Hushrunner – Harken has always been your closest friend, your confidant, your trusted Leader. You've never felt closer to anyone than Harken. You used to think... maybe... there might be something between you both. Now you know that she's a girl and things have got weird. You haven't told anyone, but she's avoiding you, you desperately want to talk to her. You've found your true love, and now she won't even talk to you.

Ox Goldsmith – Ox is huge (for a dwarf) and quite stupid, but harmless and with a good heart. Now that Harken is avoiding you she's been spending more time with Ox, helping him with metal work. Part of you wonders if you should be worried... if the two of them could be... but no.. I mean... it's Ox for Agi's sake!

Adze Treefeller – Adze is solid and reliable, a hard worker, and pretty much the only one of your friends that the elders truly smile upon. He and Drab have been friends for life, though Adze is more distant now that Drab has become all girly, it's a pity, they'd make a lovely couple.

Drab Downcast – About a year or two ago, Drab started changing, painting things pretty colours, growing flowers, wearing tailored chainmail. Nobody talks about it, but she's obviously a girl, and you do hear about this sort of thing happening in modern times. And it gave you an opportunity to drop hints with Harken. If only Harken had been more open, you wouldn't be in this mess

Hamish Smith – Hamish is weird, but you can't help but like him, his short stature and weird accent make him stand out, but he's the best smith the mine has ever seen. He can make anything. Sometimes you catching him smiling at you, with a knowing smile.

Quirk:

- Adit carries a small leather bag hanging from his belt, in it is a beautifully made chainmail pouch, with a small padlock, the pouch is lined with soft purple lining (Harkens favourite colour), and an inscription is sewn into the lining. It simply says "Forgive Me". it's a present for Harken, but it never seems like the right time to give it to her

Adit Longwall

Stats

Skills

Items

Height: 3'11"	Armor: 5	Mech (Steam Spear)(15)	Mining Axe
ST 14	<u>Axe Damage:</u> 2d+2 cutting/piercing	Melee (Axe) (15)	Delicate chainmail
DX 13	<u>Brawl Damage:</u> 1d	Brawl (14)	Pouch (Present for Harken)
IQ 9	Dodge: 9	Mining (10)	
HT 12	Parry: 7	Acrobatics (12)	
HP 12 <input type="checkbox"/>	Speed: 6.25		
Will 14	Move: 6		
Per 11			
FP 10			

Mech Operation

You are in charge of the steam spear on the Mech's left shoulder.

The entire cage is on a swivel so you can turn 360 degrees to aim and have good up and down movement.

It takes 3 Units of steam to fire the steam spear

It takes 1 Unit of steam to load a new spear

There is just enough time in one turn to complete both of the above actions

The reload can also be hand cranked, but this takes a full turn

By doubling the steam used to fire the spear (6 points) you can increase the damage it does.

The engine puts out 10 points of steam a turn and can hold 10 points in a reservoir, it's up to the engineer to decide where these points go



*Character
Drab Downcast*

The Mission:

OOOOOccccccclllllllllllllll the excitement!!! Harkens organised all your friends and your going to go out and do something about those evil evil wolfies. This will unfortunately require more effort than you're used to expending, but as long as you don't end up with cil all over you you'll be fine (You still haven't quite forgiven Hamish for getting cil all over your brand new boots with the slightly raised heel, I mean does he have AN idea how much they cost ???).

Your Secrets:

This adventure will mean you get to spend some time with Adze Treefeller, you two were inseparable when you were younger, but lately as you've been growing up, you've grown apart. You've realised that you really do like Adze, You like spending time with him and you want to do it more. Sometimes you watch as he works in the woods, watching the way his muscles move as he tears trees apart. You've tried to flirt a little but he doesn't seem to notice. Which is probably for the best.. because well.. you think you love him.. like really love him like in the old songs where they defy gods and climb mountains just to bring their love gold and things, and that's a big problem. Because you know for a fact that Adze is a boy, and despite your love of pastels and determination to bring fashion into mining... You are too. Even if he was interested, he'd bolt as soon as he found out, and then he'd tell everyone and... You wish there was a way for the two of you to be together.. but you can't see it.

Your Friends:

♥ Adze Treefeller ♥ - Adze is just... amazing. So strong and hunky, he's a studcrumpet. You two were always the closest of friends, but since you've discovered... The new you... well, Adze has grown distant. He doesn't want to spend time with you, he ignores your flirty comments. You miss him, terribly. You've tried to tell yourself to cheer up and stop moaning, but you just end up sitting in a lonely corner of the mine, scratching love hearts in the walls.

Harken Hushrunner - Harken can be bossy at times, but he's always been there for everyone. He's in charge of this adventure and you'll follow his lead. You admire him, but you can't help but wonder why he's been so distant lately. Have you done something wrong?

Adit Longwall - Adit is a bit crazy, always running off into danger and coming back with his clothes ruined. It's all to do with all his family dying in cullings, people say he's cursed. Adit is Harkens best friend but they haven't been seen together much lately. I wonder what happened?

Ox Goldsmith - You've nothing against Ox, other than the fact that the lumbering LummoX once tripped in your flower garden and crushed all your petunias. You feel sorry for the poor guy. And he's always happy to sit and listen to you gossip.. though you don't think he understands half of it.

Hamish Smith - If that cranky little boy mutters at you one more time you'll show him where Agi stuck his hammer. He's always looking at you weird and you swear he's calling you names... what is a Jesse anyway?

Quirks:

- ❖ Drab always orders beer with a slice of lemon, even though he's never even seen a lemon, and doesn't know what one looks or tastes like. He just feels sure that drinks should come with a slice of lemon. When he orders in the mine they usually put in a slice of potato instead



Drab Downcast

Stats

Height: 3'7"	
ST	8
DX	12
IQ	10
HT	12
HP	12 <input type="checkbox"/>
Will	14
Per	14
FP	10

Armor: 5

Axe Damage:

1d cutting

Brawl Damage:

1d-3

Dodge: 9

Parry: 6

Speed: 6

Move: 6

Skills

Mech (Arm)	(13)
Melee (Axe)	(10)
Brawl	(8)
Gardening	(12)
Artist (Painting)	(12)

Items

Double Axe (Delicately carved blade, dyed leather bound handle)

Paints

Mech Operation

You are in charge of the Mech's Right shoulder.

The arm is mostly used for punching but can move up and down at the shoulder and elbow

It takes 4 Units of steam and a full turn to deliver a standard punch

It takes 8 Units of steam and a full turn to deliver a super punch

It takes 1 point of steam to rotate a joint (e.g. to rotate the shoulder back so that the fist is pointing at the ground takes one point) You can make two rotations per turn

The engine puts out 10 points of steam a turn and can hold 10 points in a reservoir, it's up to the engineer to decide where these points go

Character

Adze Trefeller

The Mission:

You've always been the dependable one in your group. You work hard, you keep your helmet down and you don't make trouble. Well, except for all those times with your friends, but that was Harkens fault. He always seems to be able to talk you into doing crazy things. This Mission is a prime example. Going up against an entire clan of werewolves? It's crazy.. it's suicide. But then what choice do you have, every dwarf in the mine is at risk. Besides... Drab is going, and you won't let Drab go alone.

Your secrets:

You and Drab used to be best friends, but that's all started to change, as you grew up you grew apart, you became focused on carpentry and woodsmanship, Drab started painting everything in pastels, wearing tailored chainmail and generally broadcasting to everyone what used to be kept secret. So your best friends a girl, that you could cope with, until he... she... whatever... until Drab started flirting with you. It's not that you don't like Drab, you miss your time together, and you wish you could go back to how it was, and if things were different.... But things aren't different. It's obvious from Drabs behaviour that she's a girl, and it's also obvious that she likes you, but that's just never going to happen, because... well... after a lot of thinking and angst, you've realised something.... **You're a male dwarf, that likes other males.** Even if Drab hadn't turned out to be a girl, it wouldn't have worked out. How can you ever expect another dwarf to return these crazy feelings?

Your Friends:

Drab Downcast – Your childhood friend, the only dwarf you've ever loved, why in Agi's name did he have to turn into a girl?

Harken Hushrunner – Harken has always been the ring leader of your little gang. You can't condone the amount of trouble he's gotten you all into over the years, but you do respect him. Harken is determined, courageous, and above all... Loyal. If anyone can save the mine, it will be Harken.

Adit Longwall – You worry about Adit, all his family died in Cullings, people think he's cursed. He's always rushing screaming into danger, trying to spit in death's eye. Adit is... was... Harkens right hand Dwarf. But they seem to be avoiding each other lately, Adit is acting weird and Harken is hanging round with Ox more.... strange

Hamish Smith – You have a fondness for Hamish despite his accent and strange ways. He's a hard worker just like you, and it's bloody amazing what he's cooked up in the smithy this past few years. Once Harken told you what Hamish was building, you thought you might actually have a chance.

Ox Goldsmith – Ox... well... Ox suits his name. Huge for a dwarf, crazy strong and not the brightest Davy lamp in the mine. But dependable.... Just so long as you get him to repeat instructions back to you.

Adze Treefeller

Stats

Height: 3'10"
ST 14
DX 12
IQ 10
HT 12
HP 12 <input type="checkbox"/>
Will 10
Per 11
FP 13

Armor: 5

Axe Damage:
2d+2 cutting

Brawl Damage:
1d

Dodge: 9

Parry: 7

Speed: 6

Move: 6

Skills

Mech (Steam Spear)(14)
Melee (Axe) (15)
Brawl (13)
Carpentry (13)
Artist (Carving) (12)

Items

Woodsmans Axe

Carpenters Tools

A perfectly carved, delicately painted wooden petunia, petunias are Drabs favourite flower

Mech Operation

You are in charge of the steam spear on the Mech's Right shoulder.

The entire cage is on a swivel so you can turn **360** degrees to aim and have good up and down movement.

It takes **3** Units of steam to fire the steam spear

It takes **1** Unit of steam to load a new spear

There is just enough time in one turn to complete both of the above actions

The reload can also be hand cranked, but this takes a full turn

By doubling the steam used to fire the spear (**6** points) you can increase the damage it does.

The engine puts out **10** points of steam a turn and can hold **10** points in a reservoir, it's up to the engineer to decide where these points go

Character

Hamish Smith

The Mission

Ach well this is might fine mess and noo mistake. Oh Aii Harken's always been there for you, and you wouldn't change your friends fur the wurled. But Why is that whenever you all land in a great big pile o' jobbies it's your job to get them oot? Sure it's Harken that comes up with the plan, but it's invarriably your nimble fingers that are needed. Ah well, you've learned to prepare fur the wurst. And if you're going up against those mangy mutts it's not going to get much worse.

Your secrets:

Most dwarfs think you're strange. With a thick accent, and foreign ways, you don't really fit in. You never knew your mother, and the rumours of your Mixed Heritage don't help. Sure you're a little shorter than most, and your beard isn't as full, and when you get drunk you've been known to shout "Crivens!", but you're still a dwarf, through and through.

You know the Gender and inclinations of all your friends, it's not that you're nosy you just... know.... Maybe you get it from your mother, but where every other dwarf is ignorant of the gender of those closest to them, you just... know. **You don't say anything of course**, it's just not done in dwarf society. But you do find some of the situations quite strange.

There's a big red button beside your station in the Mech, it's got a wire cage latched over it. It's the button of last resort. If all hope is lost, you can push the button, all power in the mech will be diverted, and once it hit's 30 units of steam, a hundred sharp spiked rivets will explode from all over the Mech, shredding anything outside. The spikes will be followed by thin spouts of super heated steam, boiling anything that's left. You estimate the attack will have a range of 100ft in every direction (except straight up, no spikes on the head), but you're not sure if the Mech would survive it, or indeed if the dwarfs inside would survive. The only other Dwarf who knows about it is Harken

Your Friends

Harken Hushrunner (Female)– Harken has always been the ring leader of your little gang. Harken is determined, courageous, and above all... Loyal. If anyone can save the mine, it will be Harken. Sure she's a girl, but there's nothing wrong with a girl being in charge, or at least that's what your instincts tell you. Besides, Harken believes in you. Harken's the one who encouraged you to build the Mech, to shape your dreams in Metal and Steam. Harken is obviously in love with Adit (even if no one else sees it), but something seems to have happened and they don't talk anymore, she's been hanging around with Ox instead, helping with the Mech.

Adit Longwall (Male) – Adit is crazy, but then, you have a lot of time for crazy. All Adits parents were killed in culls and people say he's cursed. He's always rushing screaming into danger, trying to spit in deaths eye. Well fair bullocks to him, that's what you say. Now if he'd only get up off his crazy arse and make a move on Harken.

Ox Goldsmith (Male) – Ox is a big dumb lump, but a useful lad. Strongest dwarf you know, you couldn't have put the Mech together without his help. He's solid, reliable... as long as you get him to repeat instructions back to you to be sure he remembers.

Adze Treefeller (Male – Gay)– Adze is solid and reliable, a hard worker, and pretty much the only one of your friends that the elders truly smile upon. He and Drab have been friends for life, though Adze is more distant now that Drab has become all girly, which is ridiculous, as they're both boys. They obviously love each other. And you're not one to call another strange for something they can't help. With those two is where you have to bite your tongue the most. You just want to tell them to have at it.

Drab Downcast (Male – Gay) – Drab is a great big Jesse. Prancing about pretendin ta be a girl with all his pastels and flower gardens. Gets on your rivets. As if all this gender hidin isn't confusin enough as it is. You've seen Drab flirtin his arse off to Adze, and you wish the two of them would just hook up and get it over with, it's not like any one but you would realise what was going on.

Hamish Smith

Stats

Height: 3'1"	
ST	10
DX	14
IQ	14
HT	8
HP	8 <input type="checkbox"/>
Will	14
Per	8
FP	12

Armor:2

Axe Damage:

1d+2 cutting

Brawl Damage:

1d-2

Dodge:8

Parry: 6

Speed: 5.5

Move: 5

Skills

Engineering (Mech) (15)
Melee (Blunt) (12)
Brawl (14)
Magyver (13)
Smith (12)

Items

Wrench

Set of tools

Mech Operation

You are in charge of the steam production and distribution.

The engine puts out **10** points of steam a turn and can hold **10** points in a reservoir, it's up to the you to decide where these points go. (If there is room in your reservoir, you can of course refill it with new steam)

There will be a shout round where everyone gets to say something and Harken gets to issue orders. Then you get your ten tokens of steam for the round and you get to give them out (and anything in your reservoir) Below is the breakdown of power requirements:

Harpoon functions:

Fire Harpoon: 3 units

Automatic Reload: 1 unit

Doubling the units put into a harpoon doubles the damage done.

The player can hand crank a reload but it takes them a full action

Arm Functions:

1 unit per movement. The arms have an elbow and shoulder joint. Each rotate, to rotate each clock wise at the same time (for instance if you were bringing down the fist as hard as you could) costs 2 points. Doubling the points put into a movement doubles the speed and the damage of the blow.

Pre set motions:

Standard punch 4 points of steam 1 round action

Mega Punch 8 points of steam 1 round action

Driving Functions:

Movement of the Mech takes 5 points of steam per round. This movement can then be used to go forwards, backwards or turn. Only one of these actions can be made per turn. Doubling the units used doubles the speed at which the manoeuvre happens

Character

Ox Goldsmith

The Mission:

Harken wants you to go on a mission to kill wolfies. You like Harken but it is bad to kill people. But everyone says that the wolfies is not people and that dey deserves a roight kickin. Also all your friends are goin and you don't want to be left behind.

Harken is always nice to you, even when other Dwarfs call you Big Dumb Ox. Harken taught you to work the arm of the big Metal toy and it is fun. Harken and Hamish are yur best friends and let you help them workin on the toy.

Secrats:

Sometimes when you think of Harken your skin gets all hot and red under your beard. You wish you could live with Harken and Harken would be nice to you and you would do nice things for Harken and you could both be happy

Your daddy is the jeweller, you wus supposed to learn how to make the sparkly things too, but your brokeed everything you work on. You likes using the special chemicals to dip things and makes them all shiny though... Daddy calls it Silfer Plading. He says knot to tell any one bout the silfer plading or about the special shiny bars of metal in the secret compartment at da back of da workshop.

Yur Friends:

Harken Hushrunner - Everione does what Harken says cause Harken is in charge. But harken is not like other in chargy people, Harken is really nice to you.

Adit Longwall - Adit is angry a lot, you think it is cause all his family is deaded. You try not to annoy him, Adit used to be harkens bestest friend but now dey don't talk no more

Drab Downcast - Drab is different from udder dwarfs, he wears pretty clothes and grow flowers (You tripped once and brokeded his flowers buut you wus very sorry) Drab likes to sit and make lots of talking at you and you don't mind because it's nice to sit sometimes.

Hamish Smith - Hamish is good to you, he lets you work on the big toy and he never shouts at you or calls you names. Hamish is always careful to make you repeat what he asks you to do because sometimes you gets confused.

Adze Treefeller - You don't see Adze Much because Adze likes to be up top where he kills tress. He brings in the dead bodies and chops them up to make things. It's a little creepy really.

Quirk:

- Ox has a tendency to repeat what is said to him, sometimes as it's being said, his voice running just a word or two behind the speakers

Ox Goldsmith

Stats

Height: 5'3"	
ST	16
DX	7
IQ	6
HT	12
HP	14 <input type="checkbox"/>
Will	8
Per	8
FP	12

Armor: 6

Axe Damage:

2d + 4 cutting

Brawl Damage:

1d+1

Dodge: 7

Parry: 6

Speed: 4.75

Move: 4

Skills

Mech (Arm)	(11)
Melee (Axe)	(12)
Brawl	(15)
Metallurgy	(12)

Items

Double Axe (half again as big as everyone else's)

Mech Operation

You are in charge of the Mech's left shoulder.

The arm is mostly used for punching but can move up and down at the shoulder and elbow

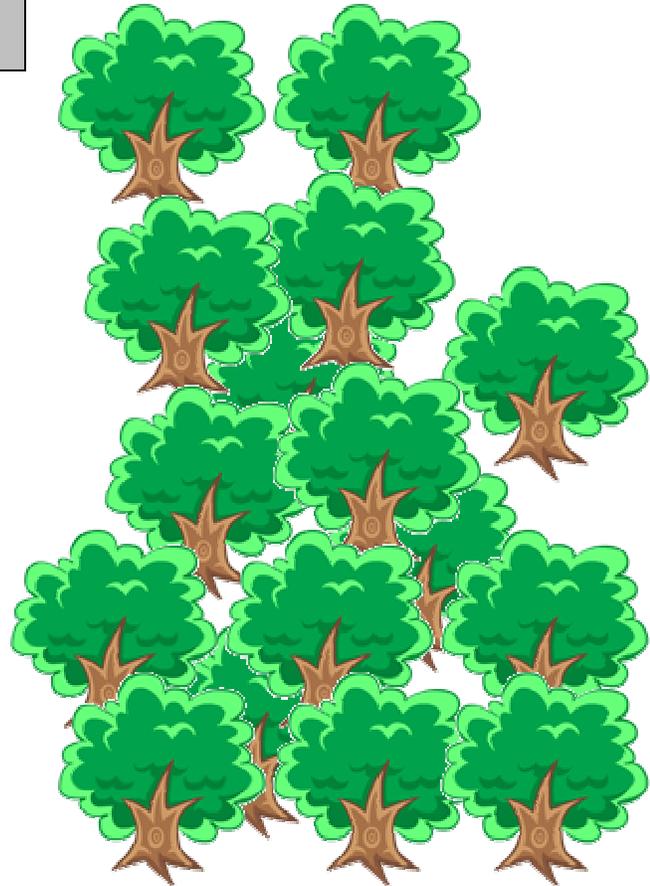
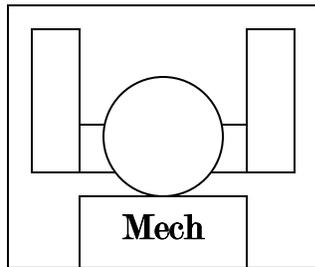
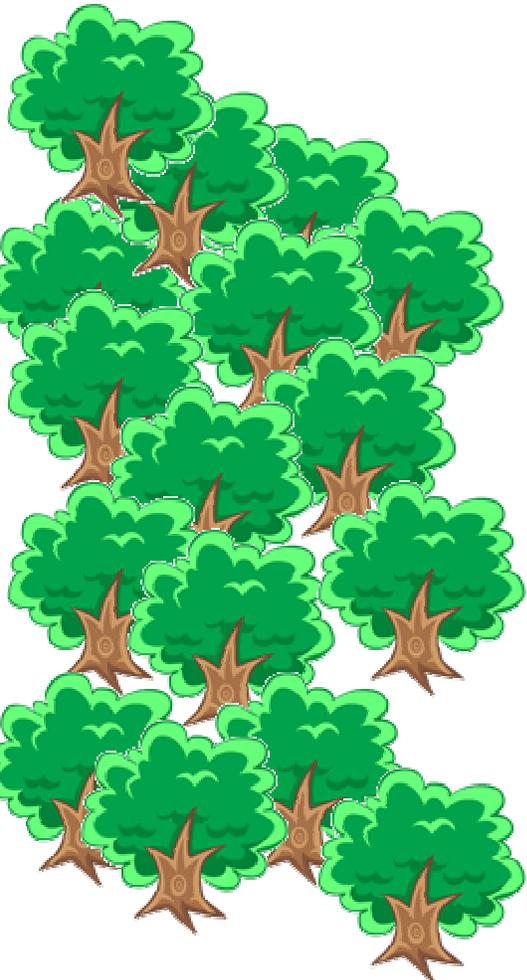
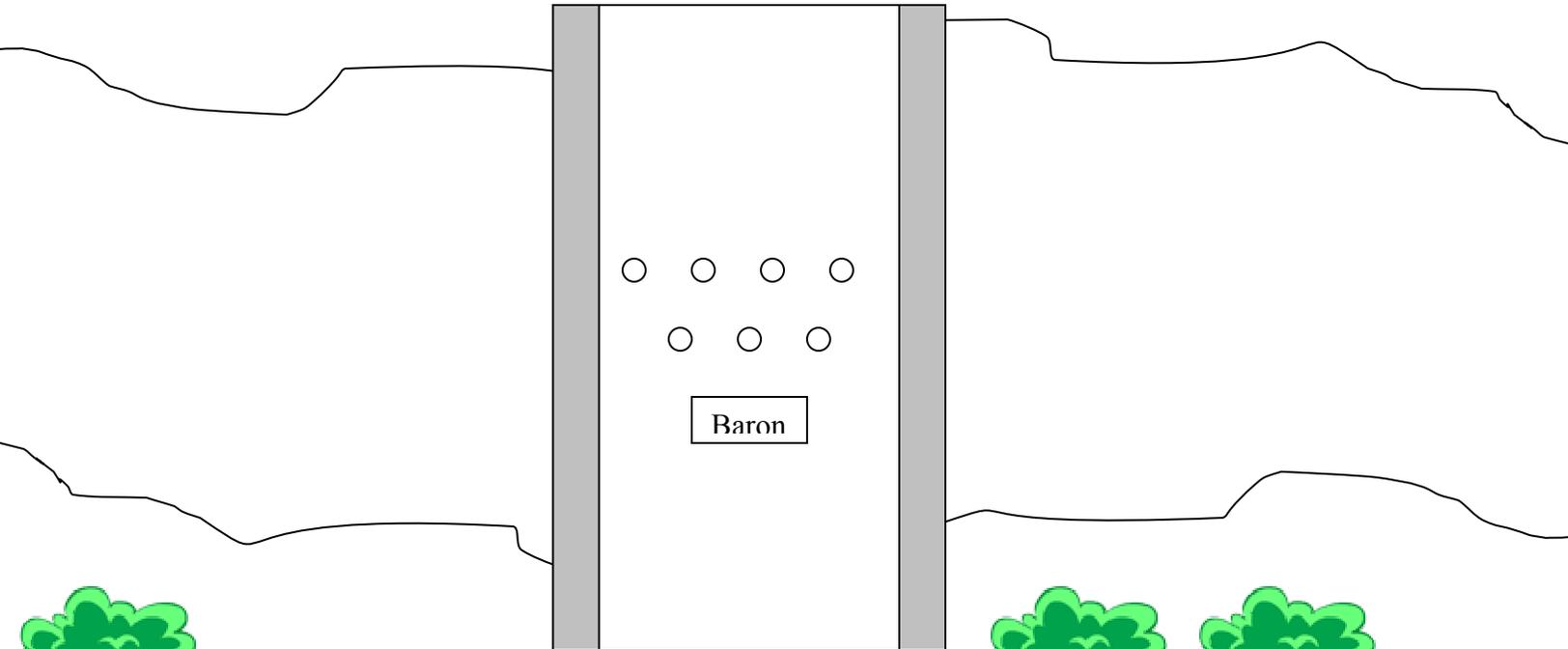
It takes 4 Units of steam and a full turn to deliver a standard punch

It takes 8 Units of steam and a full turn to deliver a super punch

It takes 1 point of steam to rotate a joint (e.g. to rotate the shoulder back so that the fist is pointing at the ground takes one point) You can make two rotations per turn

The engine puts out 10 points of steam a turn and can hold 10 points in a reservoir; it's up to the engineer to decide where these points go

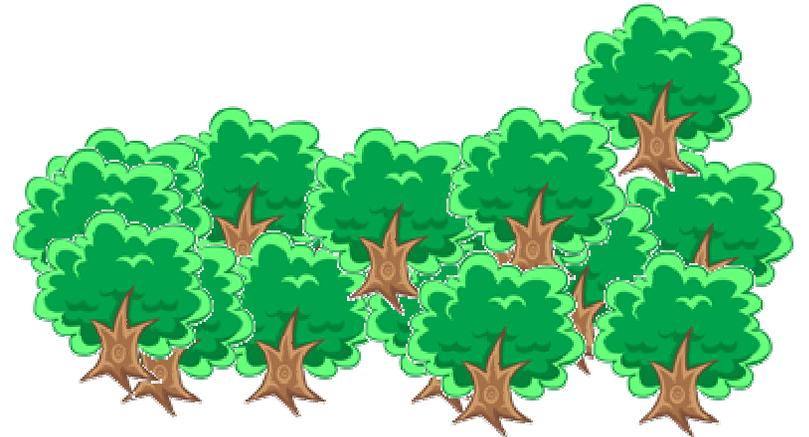
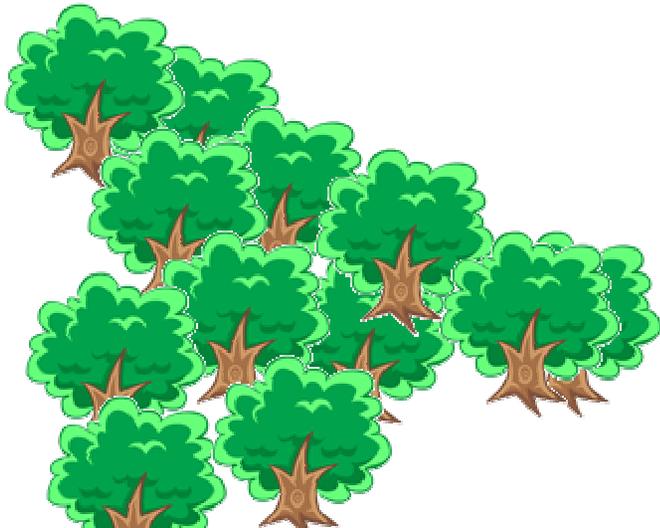
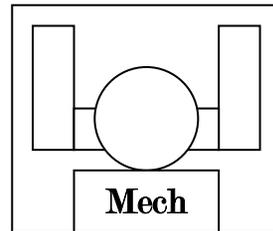
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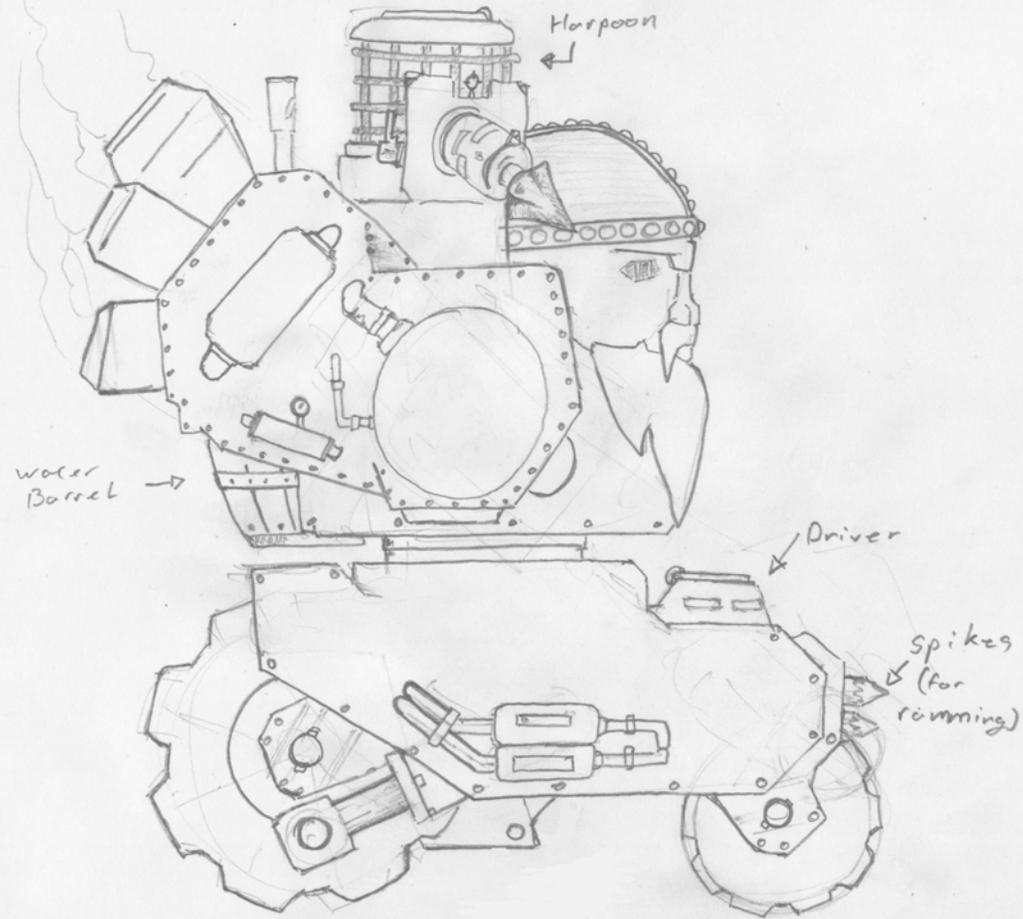
Castle



Baron



Mech Design



Appendix I

Everything you ever wanted to know about GM'ing a battlemech, but were afraid to ask (And so you should be)

The boiler puts out 10 units of steam a turn, with storage for 10 units. The Engineer can divert units from the boiler to storage or from the boiler or storage to function areas.

Function areas:

Harpoon functions:

Fire Harpoon: 3 units

Automatic Reload: 1 unit

Doubling the units put into a harpoon doubles the damage done.

The player can hand crank a reload but it takes them a full action

If a player thinks of it a harpoon can be fired at reduced power, but firing with 2 units halves the damage. A harpoon cannot be fired with 1 unit.

In play test a harpoon was fired empty at point blank range, target suffers 2 d6 of burn damage from the steam, this only works at point blank or very close range.

Arm Functions:

1 unit per movement. The arms have an elbow and shoulder joint. Each rotate, to rotate each clock wise at the same time (for instance if you were bringing down the fist as hard as you could) costs 2 points. Doubling the points put into a movement doubles the speed and the damage of the blow.

Pre set motions:

Standard punch 4 points of steam 1 round action

Mega Punch 8 points of steam 1 round action

Driving Functions:

Movement of the Mech takes 5 points of steam per round. This movement can then be used to go forwards, backwards or turn. Only one of these actions can be made per turn. Doubling the units used doubles the speed at which the manoeuvre happens

The Big Red Button:

There is a big red Button on the Mech, It has a latched Cage around it and Hamish doesn't let anyone near it. Executing the function of the big red button requires a full reservoir and takes a full two rounds to execute, during which time the Mech can take no action. If all hope is lost, the button can be pushed, all power in the mech will be diverted, and once it hit's 30 units of steam, a hundred sharp spiked rivets will explode from all over the Mech, shredding anything outside. The spikes will be followed by thin spouts of super heated steam, boiling anything that's left. The attack will have a range of 100ft in every direction (except straight up, no spikes on the head), it's not certain if the Mech would survive it, or indeed if the dwarfs inside would survive. Only Hamish and Harken know what the Big Red Button does.

If the party uses the Big Red Button, roll a d6, 1-2 the party is all fine, 3-4 they suffer minor burns from steam and hot metal (Lose 3 HP), 5 they are almost broiled alive (lose 5HP). If you roll a 6, the party dies an agonising painful death as the steam cooks them.

Whatever the outcome for the party, everything within 100ft is shredded and broiled and the mech is rendered useless.

Turn Sequence for the Mech:

The bad News is, the Mech goes last, always, the good news is, when it goes, it really goes.

Once everything else has had it's go, the Mech goes.

First there is a shout round, every player gets a chance to shout one sentence, this is an opportunity for people to demand steam for their area or give important information, Harken goes last and should use this opportunity to issue orders (which will, with some luck, be followed)

Next, Engineering round:

Give Hamish 10 tokens to account for the ten points of steam output. He can then distribute these tokens and his reservoir to the other players as he wishes.

Then:

Left Spear (Adit)
Right Spear (Adze)
Right Arm (Drab)
Left Arm (Ox)
Drive (Harken)

Mech Damage:

Steam Spear

1d6 Bashing/Impaling (depending on whether it's a glancing blow or impales the target)

2d6 if it's silver plated

Punch

1d6 + 2 Bashing damage (Treat as cutting for silver plated punch)

Mega Punch

2d6 + 2 Bashing damage (Treat as cutting for silver plated punch)

Damage to the Mech is Narrative, but it will take at least two rounds for a werewolf to start bending metal and doing damage

Appendix II

NPC Stats

Adolphus	
ST	14
DX	16
IQ	14
HT	12
HP	18
Will	12
Per	10
FP	10
<u>Bite Damage:</u> 1d+1 cutting	
<u>Claw Damage:</u> 1d -3 cutting	
<u>Punch Damage:</u> 1d -3 Bashing	
Brawl: 14	
Dodge: 10	
Speed: 7	
Move: 7	

Grandsons	
ST	16
DX	14
IQ	8
HT	14
HP	20
Will	8
Per	12
FP	12
<u>Bite Damage:</u> 1d+4 cutting	
<u>Claw Damage:</u> 1d -2 cutting	
<u>Punch Damage:</u> 1d -2 Bashing	
Brawl: 14	
Dodge: 9	
Speed: 6	
Move: 6	

The Baron	
ST	14
DX	15
IQ	12
HT	16
HP	20
Will	8
Per	12
FP	10
<u>Bite Damage:</u> 1d+2 cutting	
<u>Claw Damage:</u> 1d -3 cutting	
<u>Punch Damage:</u> 1d -3 Bashing	
Brawl: 15	
Dodge: 9	
Speed: 6.25	
Move: 6	

Sharrow	
ST	13
DX	18
IQ	14
HT	20
HP	30
Will	20
Per	15
FP	20
<u>Bite Damage:</u> 1d+4 cutting	
<u>Claw Damage:</u> 1d cutting	
<u>Punch Damage:</u> 1d Bashing	
Brawl: 16	
Dodge: 10	
Speed: 7	
Move: 7	