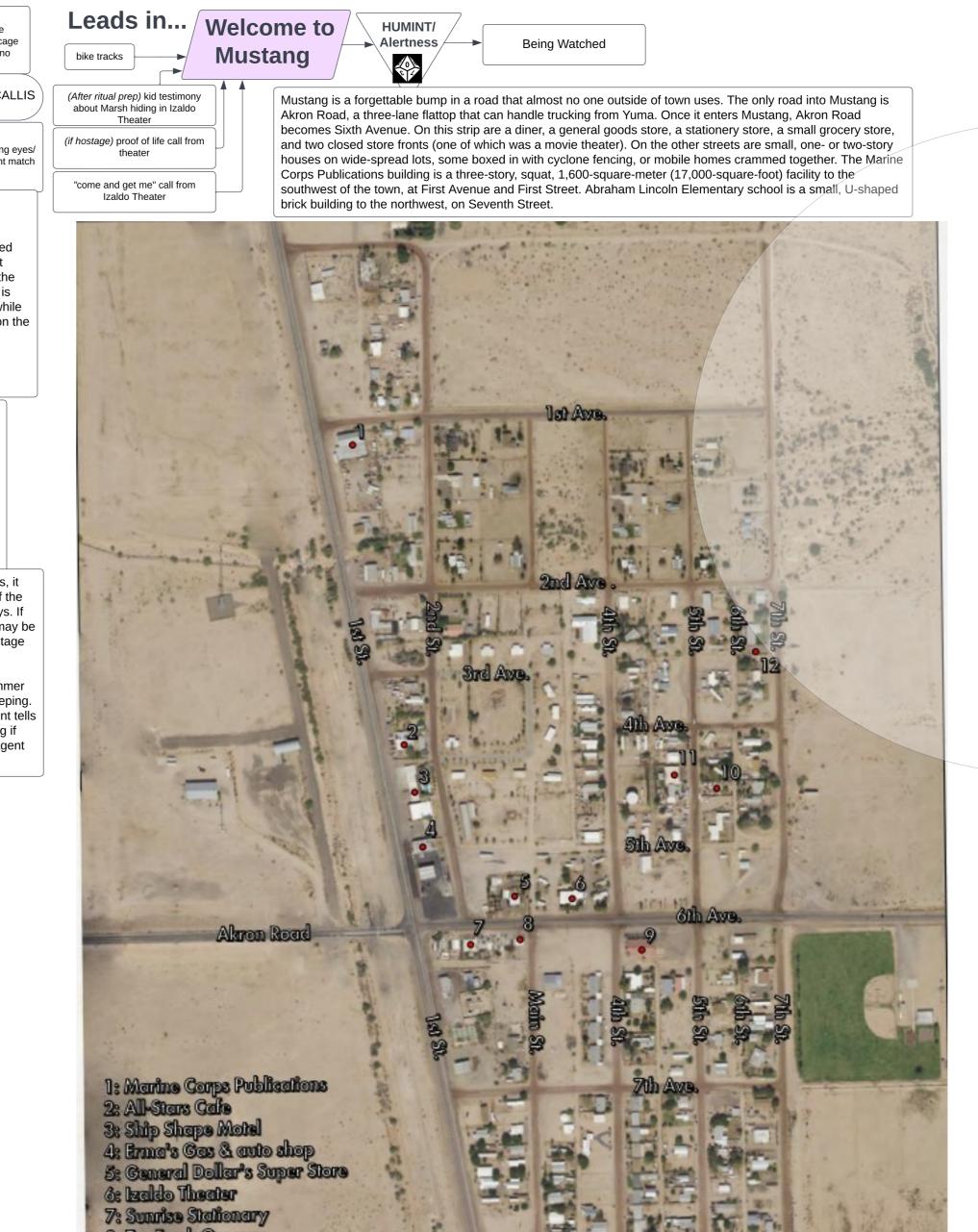


9: Indian Head Diner

O: Turquoise Turile Sarap Yard



First Shot: 1/1d4 SAN **Encounters** against Violence and Events Effigy Sacrifices: 1/1d8 SAN against Violence (p. 192) Self Sacrifices: 1/1d6 SAN against Violence

<u>Gunshots:</u> Distractions in the distance

<u>Car Trouble:</u>

sabotage the cars

Craft/ /—

Marsh puppets

**\ Mechanics /** 

Strange Animals

burning themselves alive 1/1d6 SAN unnatural

Spike Strips

Fire: Marsh puppets

<u>Snipers:</u> Fumble Luck, then

Child Suicide

<u>Skirmish</u> <u>Line/Posses:</u> Stealth vs Alertness 40%

Stealth vs Alertness 40%

<u>Bombers:</u> Lethality 10% 1/1d6 Violence

**DAMAGE AND ARMOR**: Each targeted Agent who fails a **Luck** roll takes 1D6 damage as one or more bullets slam into them, or 2D6 if the **Luck** roll fumbles. If the Agent's Luck roll is a critical success, the townfolk are distracted and the next Agent's Luck roll automatically succeeds.

The townfolk often aim for the Agents' legs. That has two effects. First, an Agent's body armor applies only if the damage roll is an even number. Second, a hit that inflicts **more than** half an Agent's current hit points disables a leg, reducing the Agent to a crawl until the Agent gets help.

ownfolk who get within reach attempt to restrain and capture Agents. In that case, an Agent who fails the **Luck** roll is pinned instead of taking damage, and cover offers no protection. An Agent who is pinned a second time before breaking free is tied up and dragged to await for sacrifice