

A DISASTER SHARK  
ADVENTURE FOR  
SAVAGE WORLDS



DOG HOUSE RULES PRESENTS

# TRAILER PARK

## Shark Attack

NO  
VACANCY



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# TRAILER PARK SHARK ATTACK!

## COMBAT OPTIONS & SITUATIONAL RULES



**Aim:** Ignore up to four points of ranged attack penalties, or +2 to attack roll if there are no penalties. Character may not move or take other actions.

**Area of Effect:** Targets touching template suffer damage. Treat cover as Armor. Missed attack rolls may deviate.

- **Without Minis:** SBT affects 2 targets, MBT or Cone 3, LBT 4.

**Bound & Entangled:** Entangled characters can't move and are Distracted until free. Bound characters are also Vulnerable, and cannot take physical actions other than trying to break free.

- **Breaking Free:** Victim makes Athletics (or Str-2) roll as an action (an opposed roll if held by a foe). Success improves Bound to Entangled, or Entangled to free. A raise frees the victim. Either may roll Str-2 instead.

**Breaking Things:** See Obstacle Hardness Table; Stationary items are Parry 2. No bonus damage or Aces are possible.

**Called Shots:** Limb is -2 / Hand -4 and may disarm. Head or vitals is -4 and +4 Damage.

**Cover:** Light -2, Medium -4, Heavy -6, Near Total -8.

- **Obstacles:** Obstacles add to Armor if attack misses by cover penalty. Sample values: heavy glass, doors (+2), sheet metal, heavy car door (+4), oak door, cinder block wall (+6), brick wall (+8), stone wall, tree (+10).

**Defend:** +4 Parry. Takes entire turn and character may not run.

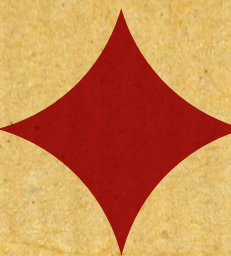
**Disarm:** Called shot to limb or weapon. If weapon, roll as object and target must make a Str roll  $\geq$  than the damage or drop it. If a limb, a Shaken or Wounded defender must make a Str roll at -2 (limb) or (-4) hand or drop the item.

**Distracted:** -2 to all Trait rolls until the end of the character's next turn.

**The Drop:** +4 to attack and damage if target is defenseless. If Shaken or Wounded, victim must make a Vigor roll (at -2 versus attacks to the head) or be KO'ed.

**Evasion:** Characters may avoid attacks that specifically say they may be evaded, by making an Agility roll at -2.

**Extreme Range:** Extreme Range is up to 4x a weapon's Long Range. Firing at such a great distance requires the Aim option. When used in this way, Aim doesn't reduce any penalties. The penalty is -8, or -6 with a scope.



**Fatigue:** -1 to all actions (-2 if Exhausted). Fatigue improves one level every hour unless the source says otherwise. Incapacitated victims fall unconscious for 2d6 hours.

**Finishing Move:** Instant kill to helpless foe with a lethal weapon.

**Free Attacks:** The character gets to make an attack with no special maneuvers or optional combat Edges such as Frenzy or Sweep.

**Ganging Up:** +1 Fighting per additional adjacent attacker to a maximum of +4.

**Grappling:** If the attacker succeeds at an opposed Athletics roll, the victim is Entangled if successful, or Bound with a raise and the grappler is also Vulnerable. Characters can't grapple creatures more than two Sizes larger than themselves.

- **Crush:** Once grappled, the attacker may take an action to make an opposed Strength roll, causing his Strength in damage if successful (those with the Bite Special Ability may bite instead).

**Hold:** The character "Holds" her Action Card to go later in the current or later round. She loses her Hold status if Shaken or Stunned. She may interrupt foe's actions with an opposed Athletics roll.

**Illumination:** Dim -2; Dark -4; Pitch Darkness -6.

**Improvised Weapons:** -2 to attacks.

- **Light:** Range 3/6/12, Damage Str+d4, Min Str d4;
- **Medium:** Range 2/4/8, Damage Str+d6, Min Str d6;
- **Heavy:** Range 1/2/4, Damage Str+d8, Min Str d8

**Innocent Bystanders:** Missed Athletics (throwing)/ Shooting rolls with a 1 (1 or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target.

**Mounted Combat:** Mount and rider act on same Action Card; Rider attacks with lower of Fighting or Riding; Shooting incurs -2 Unstable Platform penalty; Charging is +4 Damage but requires 6" of straight movement.

**Multi-Actions:** Subtract 2 from all actions for each additional action attempted beyond the first (maximum of 3).

**Natural Weapons:** Creatures with fangs, claws, horns, etc, are considered armed. Bite can be performed while grappling, claws add +2 to Athletics (climbing), and horns add +4 damage if the creature Runs at least 5".



# TRAILER PARK SHARK ATTACK!

## COMBAT OPTIONS & SITUATIONAL RULES, CONTINUED



**Nonlethal Damage:** Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated. Edged weapons suffer -1 to attack rolls.

**Off Hand Attack:** -2 to attack rolls with off hand.

**Prone:** Medium Cover from ranged attacks 3" or greater; -2 Fighting and -2 Parry. Standing cost 2" of movement.

**Push:** Attacker and defender make opposed Strength rolls (+2 if attacker moved more than 2"). Defender is knocked back 1" (2" with raise). Pushed victims make Athletics test (-2 if Pushed with raise) or be knocked prone. Both add their shield's Parry bonus.

**Range:** Short 0, Medium -2, Long -4, Extreme -8.

**Ranged Attacks in Melee:** Attacker may use power or weapon no larger than a pistol; Target Number is defender's Parry.

**Readying Weapons:** May ready up to two easily available items per turn as a free action. Additional items are actions.

**Recoil:** -2 Shooting if RoF is 2 or higher.

**Reload:** Nocking arrow or loading sling stone is a free action once per Action. Loading bolts, clips, magazine, or single bullets is an action.

**Shields:** Add to Parry; small +1, medium +2, large +3. and provide Cover against ranged attacks from the front and shielded side; medium -2, large -4. While worn, shields can be used to bash for Str+d4 damage.

**Shotguns:** +2 to Shooting. Damage is 3d6 at Short Range, 2d6 at Medium, and 1d6 at Long.

**Size/Scale:** Tiny -6, Very Small -4, Small -2, Large +2, Huge +4, Gargantuan +6. Add difference vs larger targets; Subtract difference against smaller targets.

### URNS/ ROUNDS

- **ROUND:** A "round" is an entire countdown of Action Cards, from the Ace to the Deuce (Two).
- **TURN:** A character's "turn" occurs when his Action Card comes up in the countdown.
- **ACTION:** A single attack, skill use, etc. Characters may take multiple actions on their turn by using the multi-action rules in Savage Worlds.

**Speed:** -1 (60 MPH+), -2 (120 MPH+), -4 (240 MPH+), -6 (Mach 1+), -8 (Mach 2+), -10 (near light speed)

**Stunned:** Victims are Distracted until they recover, fall prone, can't move or take actions, don't count toward the Gang Up bonus, and are subject to the Drop.

**Support:** Character describes using a skill in some way that helps an ally and adds +1 to his total with success and +2 with a raise. Critical Failure subtracts 2.

**Suppressive Fire:** Attacker places Medium Blast Template and makes Shooting roll. Each target hit by the attack total is Distracted, or hit for damage with a raise (up to the weapon's Rate of Fire).

**Surprise:** Ambushers start on Hold, victims make Notice roll or get no Action Card on first round.

**Tests:** Describe action and make opposed skill test versus foe's linked attribute. If successful, foe is Distracted or Vulnerable (attacker's choice), and Shaken with a raise.

**Touch Attack:** +2 to Fighting roll.

**Two Weapons:** +1 to Fighting if foe has a single weapon, no shield, or is unarmed.

**Unstable Platform:** -2 Shooting from a moving vehicle, animal, or other unstable surface.

**Vulnerable:** Actions against the character are made at +2 until the end of their next turn. (Does not stack with The Drop.)

**Wild Attack:** +2 Fighting, +2 Damage, but Vulnerable until the end of the attacker's next turn.

**Withdrawing from Combat:** Adjacent foes get one free attack at retreating character as long as they are not Shaken or Stunned.

### ENCUMBRANCE

Strength	Can Carry Weight up To...
d4	20 lbs
d6	40 lbs
d8	60 lbs
d10	80 lbs
d12	100 lbs
Each +1	+20 lbs

### SETTING RULES

**Beer Bottles and Tire Irons:** To follow suit in the shark movie genre where make-shift weapons are used regularly, there are no penalties for using improvised weapons.

**Gritty Damage:** Life is tough in the Park, especially when it's flooded with sharks. See **Savage Worlds** rules for more information.

### BULLETS PER RATE OF FIRE

Rate of Fire	Bullets Fired
1	1
2	5
3	10
4	20
5	40
6	50



# TRAILER PARK SHARK ATTACK!

## SAVAGE WORDS GAME MASTER SCREEN INSERTS



### BENNIES MAY BE USED TO...

- **Roll A Trait:** Bennies grant a hero a reroll on any Trait, and best of all, you get to keep the best total from all your rolls. The only exception is a Critical Failure, which ends the attempt and must be accepted. Such is the price of tempting fate!
- **Recover From Shaken:** This is instant and may be done at any time, even interrupting another's actions if desired.
- **Soak Rolls:** Bennies can also be used to prevent Wounds or recover from being Shaken.
- **Draw A New Action Card:** When the game is in rounds, a character can spend a Benny to get a new Action Card. This occurs after all cards are dealt and Edges or Hindrances like Quick, Level Headed, or Hesitant are resolved. Then players or the GM may spend Bennies for an additional card as many times as they like and take their choice of all their draws. Edges like Quick or Level Headed do not apply to these additional cards drawn with Bennies. This continues until everyone (including the GM) passes. Then the round begins and no further cards may be drawn.
- **Reroll Damage:** You may spend a Benny to reroll damage. Include any additional dice you may have gained for a raise on the attack roll.
- **Regain Power Points:** A character with an Arcane Background can spend a Benny to regain 5 Power Points.
- **Influence The Story:** This one is entirely up to the Game Master, who may allow your character to spend a Benny to find an additional clue if you're stuck, come up with some mundane but needed item, or push a nonplayer character into being a bit more agreeable.

### DAMAGE

If an attack's damage equals or exceeds a target's Toughness, use the difference as a result below. Otherwise there is no appreciable effect.

Result	Target (Not Shaken)	Target (Shaken)
0-3	Shaken	1 Wound
4-7	1 Wound & Shaken	1 Wound
Each +4 thereafter	+1 Wound	+1 Wound

### INJURY TABLE

The Dog House Gang also recommends the use of this new Injury Table in *Trailer Park Shark Attack!* so the characters suffer more injuries to their limbs like real shark attack victims.

d6 Wound	
2	Unmentionables
3-6	Arm (One Arm Hindrance)
7	Guts
	1-2 <i>Broken:</i> (Agility reduced a die type (minimum d4).
	3-4 <i>Battered:</i> (Vigor reduced a die type (minimum d4).
	5-6 <i>Busted:</i> (Strength reduced a die type (minimum d4).
8-11	Leg (Slow Hindrance Minor, or Major if already Slow)
12	Head

### ALLIED PERSONALITIES

d20 Personality	d20 Personality
1 Treacherous	11 Crude
2 Cruel	12 Agile
3 Old	13 Observant
4 Happy	14 Clueless
5 Experienced	15 Mysterious
6 Gung-Ho	16 Creative
7 Lazy	17 Artistic
8 Sneaky	18 Fearless
9 Bright	19 Cowardly
10 Young	20 Heroic

### TRAILER PARK NAME GENERATOR

1. Blessed	Creek	Chateau
2. Blue	Dream	Country Club
3. Breezy	Flamingo	Estates
4. Diamond	Gardens	Mobile Community
5. Evergreen	Haven	Mobile Manor
6. Golden	Heaven	Mobile City
7. Grand	Hills	Mobile Home Park
8. Holiday	Lake	Mobile Home Village
9. Honey	Lawn	Mobile Village
10. Lucky	Magnolia	RV Park
11. Pleasant	Meadows	Trailer Court
12. Royal	Oaks	Trailer Grove
13. Scenic	Orchard	Trailer Resort
14. Shady	Palms	Trailer Haven
15. Spring	Pines	Trailer Home Estate
16. Summer	River	Trailer Park
17. Sunny	Skies	Trailer Town
18. Sunshine	Star	Trailer Villa
19. Pink	Sunset	Trailerville
20. White	View	Village

### OBJECT HARDNESS

Hardness	object
8	Door, Light
10	Door, Heavy
8	Lock
9	Firearm (pistol or rifle)
12	Handcuffs
10	Knife, Sword, Medieval Shield
12	Modern Shield
4	Rope

# SHOT COUNTER & NOTES

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WOUNDS AND FATIGUE <sup>WOUNDS</sup> -1 <sup>WOUNDS</sup> -2 <sup>WOUNDS</sup> -3 **ING** <sup>FATIGUE</sup> -2 -1

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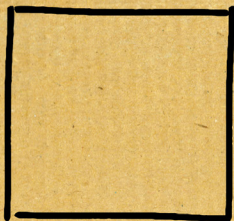
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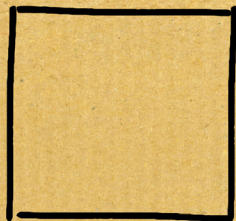
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**TOUGHNESS**



**PARRY**

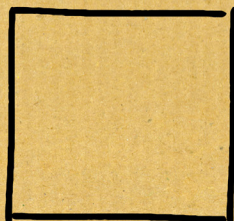


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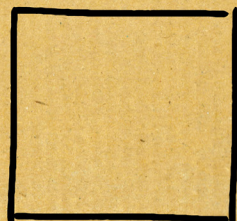
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**TOUGHNESS**

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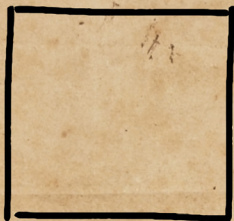


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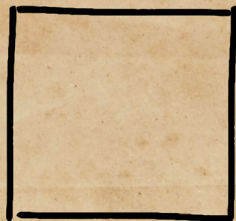


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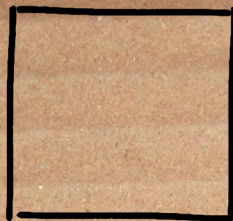
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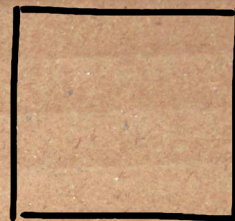
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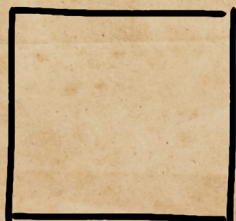


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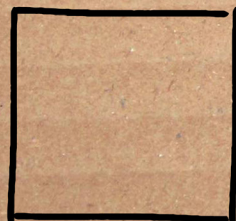
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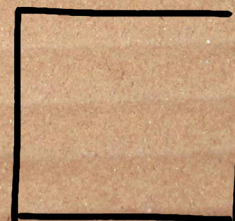
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Billy Ray  
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BoDean  
Boyd  
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Bubba  
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Bud  
Buford  
Carson  
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♠ range penalties: Short 0, Medium -2, Long -4, Extreme -8

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## GAL NAMES

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Becky Jo Lynn  
Bertha Lorena  
Bernice Lou  
Betty Luanne  
Billie Lucille  
Birdie Lyla  
Blanche Mabel  
Bobbie Mae  
Bobbie Ann Magnolia  
Bobbie Jo Maizie  
Bobbie Sue Marge  
Britney Marlene  
Candi Mary Lou  
Caroline Mavis  
Charisma Misty  
Charlene Charlene  
Chastity Pearl  
Crystal Peggy Sue  
Daisy Porsche  
Dawn Precious  
Destiny Quinn  
Doris Rebel  
Faith Rhetta  
Florence Savannah  
Flo Scarlett  
Georgia Sissy  
Georgina Sue Anne  
Ginny Tammy  
Gretchen Tiffani  
Mattie Thelma  
Hope Velma  
Ida Violet  
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