

It's a battle of the bad guys in the seedy pits of the Big Apple. A gritty adventure recommended for mature players only. Use the attached characters or make your own using the Test Drive.

The Setup

Alexy Petrovich has a problem. A big problem. All he had to do was make sure a certain container from the Motherland slipped through customs. Alexy is a thorough man and got his cousin, Gennedy Nikolovich, a job at the docks months ago. Gennedy was in the perfect position to pull off the job, but something happened. The freighter *Chernobyl Mect* was due in over an hour ago and Alexy has heard nothing. Worse, Gennedy isn't answering his cell.

Alexy doesn't know what's in the mysterious container, but he knows the rest of his "family" will bleed if he doesn't get that container to a secure location by 6am tomorrow morning.

You'll find complete character descriptions for Alexy and his crew attached to this One Sheet Adventure™.

Setting Rules

Savage Worlds is known for its larger-than-life pulp action. But sometimes you want bloody, gritty, modern action.

That's what Setting Rules are for. We want damage to be more gritty than usual in this scenario, so we just add in a few rule changes and get right back to playing the game.

Attached to this One Sheet is a different way to handle damage that will result in significantly more nasty wounds. Check out the attached Gritty Damage rules and give them a big, bloody whirl.

Getting Started

Alexy puts together a crew of the people he trusts most (the attached player characters) and starts off toward the docks. Click on the map below to get a link directly to Google Maps. The dock lies off 1st Avenue in Brooklyn. Alexy isn't too familiar with the area, but he's had lunch down here with Gennedy a few times.

Alexy has a black 2005 Ford Tahoe outfitted with a navigator, DVD player, and best of all—armored plates in all four doors. It gets lousy mileage, but in Alexy's line of work, stopping bullets is more important than saving his ill-gotten gains.

Show the players the map via the link here. Alexy parks on the pier to the southwest with all the cars on it. The group then climbs out of the Tahoe and begins poking around. It's 11:30 at night. There should be night watchmen here, but a Notice roll doesn't reveal a soul walking about. No bouncing flashlights, no sleeping guards—just silence.

Let the group poke around a bit, jumping at shadows. As they approach the ship the group can see the *Chernobyl Mect* sitting in its berth (the ship at area 2). All of the characters speak Russian, so they know the name of the ship means "Chernobyl's Revenge."

Trouble starts as soon as the group reaches area 1 on the GM's map below.

1) Guard: A 50-some year old night watchman sits slumped in his chair. He's been shot at point-blank range. A Common Knowledge roll reveals it was likely a medium caliber pistol of some sort.

2) Chernobyl Mect: The gang-plank to the ship is still down, and the bodies of several dock workers lie along or beside it. Most have been hit with one or more rounds, and a few were finished off at close range after they were wounded. Common Knowledge detects medium-caliber weapons. A raise on the roll determines some of the attackers had fully automatic weapons from the shot groupings of the wounds.

A Notice roll also detects shell casing around the dock workers that indicate they were armed as well, though their weapons are nowhere to be found now.

There's little else to be found on the ship. A few more bodies lie among the containers up top, but the rest of the crew seems to have fled into the night after the attack.

3) The Warehouse: A Tracking roll (or Notice at -2) eventually detects fresh spots of oil—still warm to the touch—leading southeast toward this warehouse. If the group doesn't make that roll, they eventually hear someone trying to start a truck in that area.

Alexy's bunch should approach with caution, because the container is still very close and very well guarded.



Warehouse 23

As the team approaches the warehouse, they hear strange voices speaking over the hum of a diesel engine just inside the warehouse loading dock. The engine cuts on and off periodically—the occupants are trying to get it to work properly.

Let Ivan Petrovich, Alexy's younger brother, make a Common Knowledge roll. If he succeeds, he recognizes the language as Farsi, though he can't understand the actual words.

Inside the bay are eleven heavily-armed terrorists of various nationalities. The leader is Mahmoud Abbas, an Iranian national and card-carrying member of The Red Hand, a group loosely linked to "the Base," what we call "Al Qaeda."

Mahmoud was the one who ordered what's in the container from the Russians, but the deal's a little more complicated than that. Boris Petrovich, Alexy's father and head of this branch of the New York Russian Mafia, was originally involved in the deal. Then he found out what was in the container. He's a bad guy, but he doesn't want Mahmoud's particular cargo coming in to the country. He lives here too, after all, along with his family and beloved grandchildren.

When Boris found out what was going on, he declined the job from his contacts in Moscow. Then he found out it was coming anyway, so he told them he'd do the job. But his real intent was to steal the container and destroy its contents, then blame the authorities. So Boris sent his most trusted team to take possession and store it until he could figure out how to tip off the authorities to its location. (Or better yet, hang on to it a while as a bargaining chip should he one day be indicted.)

Double Cross

But Mahmoud Abbas has contacts as well. He got wind of Boris' reluctance and decided he'd best take possession of the container himself. It didn't really matter if he made enemies with the Russians. Mahmoud expects a date with 72 virgins soon anyway.

Just in case though, he gave his group orders not to kill Boris' nephew, Gennedy. He took a bullet to the knee and can't walk, but he'll live. He's currently bound and gagged and sitting on the loading dock with the Red Hand, awaiting his fate.

Mahmoud waited until the freighter arrived then stormed in with his fellow members of the Red Hand. They're armed to the teeth and not afraid to meet Allah.

The attack went well enough—the Russians were completely surprised and the Red Hand didn't take a single casualty—except to their truck. A stray bullet hit the engine and now it's spurning oil. The Red



Hand drove it to the nearest shelter they could find—Warehouse 23. They shot another guard, drove it inside, and are trying their best to get it working again.

Use the warehouse map above for the action. Two of the terrorists stand just inside the bay keeping watch. Five more, along with Mahmoud, are gathered around the engine attempting to fix it. Two stand guard over Gennedy. The remaining two are in the warehouse trying to hide the body of the Night Watchman.

What's in the Container?

Well that's up to you. It could be all the things you're thinking of. Or it could be something far more bizarre—such as debris from the 1908 Tunguska Blast?

And what's the connection to Chernobyl and the ship's name—*Chernobyl Revenge*? Why do they want "revenge" on New York City? Does this have something to do with the famous nuclear meltdown in 1986? If so, what did the Big Apple have to do with it?

We've left the rest of this completely up to you. Run the game as a one-night quick combat to learn the rules or turn it into a short campaign of bad guys versus even-worse guys.

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Mahmoud Abbas

Mahmoud is fanatically loyal to the cause. He won't surrender under any circumstances, and if captured he proves amazingly resistant to interrogation (add his Strong Willed Edge to any resistance attempts.)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Driving d6, Fighting d8, Knowledge (English) d6, Notice d8, Shooting d8, Stealth d6

Pace: 6, **Parry:** 6, **Toughness:** 7, **Charisma:** -2

Hindrances: Mean, Loyal (to Red Hand)

Edges: Command, Natural Leader, Rock n' Roll, Strong Willed

Gear: AK47 (Range 24/48/96; Damage 2d8+1; RoF: 3; AP 2; 3 x 30 round clips); 9mm Pistol (Range 12/24/48; Damage 2d6; Shots 9); large knife (Str+d6).

Red Hand Terrorists

Mahmoud's men were brought over in small groups to help him with this major operation. They stay secluded for the most part as their English isn't very good and they're very paranoid about being caught.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Knowledge (English) d4, Notice d6, Shooting d6, Stealth d6

Pace: 6, **Parry:** 5, **Toughness:** 5, **Charisma:** 0

Gear: AK47 (Range 24/48/96; Damage 2d8+1; RoF: 3; AP 2; 3 x 30 round clips); large knife (Str+d6).

Loot

In addition to the Red Hand's gear, the weapons of the Russian sailors are piled in the back of the van—an assortment of 9mm pistols and two submachine guns.

Among the terrorists is 3d6 x \$100 in cash as well.

Characters

Below are pregenerated characters ready to play *The Moscow Connection* One Sheet Adventure. Cut out each strip and let the group choose who wants to play these surly members of the Petrovich crime family.



Alexy "The Shark" Petrovich

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Driving d8, Fighting d8, Healing d4, Intimidation d6, Knowledge (English) d6, Notice d8, Persuasion d6, Shooting d8, Stealth d6

Pace: 6, **Parry:** 6, **Toughness:** 6, **Charisma:** 0

Hindrances: Loyal (to family and friends), Outsider (Russian), Wanted (Major, Alexy is being watched by the FBI—and maybe certain Russian factions as well, but that's a tale for another day).

Edges: Noble (the Petrovich Crime Family)

Gear: 9mm Glock Pistol (Range 12/24/48; Damage 2d6; Shots 17). In Alexy's Tahoe is also a shotgun (Range 12/24/48; Damage: 1-3d6; RoF: 2; +2 to Shooting), a very good first aid kit (+2 to Healing, 4 uses), a gallon of water, five gallons of gas, and a couple of DVDs he hasn't returned to the video store yet (Disney movies, believe it or not).

Background: As crime bosses go, Alexy isn't so bad. He got his nickname because he supposedly fed an informant to the sharks down in Queens—a little at a time. It's not true, but Alexy lets everyone believe it is. He often says something like "Nah. They call me that because I am such a shark with the ladies." Alexy is extremely clever, however, and very thorough. This incident with his cousin Gennedy is a rare exception.

Ivan "Soldier Boy" Petrovich

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d8, Intimidation d8, Knowledge (English) d6, Notice d6, Shooting d8, Stealth d6, Taunt d6, Tracking d6

Pace: 4, **Parry:** 6, **Toughness:** 5, **Charisma:** -2

Hindrances: Lame, Loyal (to family and friends), Outsider (Russian)

Edges: Rock and Roll, Strong Willed

Gear: MP5 Submachine gun (Range: 12/24/48; Damage: 2d6; RoF: 3; Shots 30); 2 extra clips.

Background: Ivan Petrovich idolizes his older brother, and strives to show him how strong and independent he is. He joined the US Army after 9/11 and later spent two tours in Iraq before getting hit with an IED that left him with a permanent limp. He's scrappy, tough, and very skilled, but his stint with real soldiers occasionally makes him doubt his family's activities.



Irina "The Skirt" Gregorovna

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Knowledge (English) d6, Notice d6, Persuasion d8, Shooting d8, Stealth d8, Streetwise d6

Pace: 6, **Parry:** 5, **Toughness:** 5, **Charisma:** +2

Hindrances: Loyal (to family and friends), Outsider (Russian), Vengeful

Edges: Combat Reflexes, Very Attractive

Gear: 9mm Pistol (Range: 12/24/48; Damage: 2d6; RoF: 1; Shots 9), 2 extra clips, switchblade (Str+d4).

Background: Alexy's main girl is Irina. Irina reflects the new era in the family—one which is very slowly starting to embrace women as well. She's gorgeous and knows it, and frequently uses her charms to distract or spy on Alexy's rivals.

Piotr "The Bull" Fyodorovich

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Driving d6, Fighting d10, Intimidation d6, Knowledge (English) d4, Notice d4, Shooting d4, Stealth d4, Throwing d4

Pace: 6, **Parry:** 7, **Toughness:** 8, **Charisma:** -2

Hindrances: Loyal (to family and friends), Outsider (Russian), Clueless

Edges: Brawny, Frenzy, Sweep, Trademark weapon (Louisville Slugger)

Gear: Louisville Slugger (Str+d6), chewing gum, hair spray and comb.

Background: "The Bull" grew up with Alexy, but spent most of his time in the gym or playing sports. He's a massive, mountain of a man, and he likes to prove it by foregoing firearms and blades—though he's not unskilled in their use. His trademark weapon is a Louisville slugger he loves to kiss just before going to work.



Johnny "Remora" Mancebo

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d10, Knowledge (Russian) d4, Lockpicking d8, Notice d6, Shooting d4, Stealth d8

Pace: 6, **Parry:** 7, **Toughness:** 5, **Charisma:** -2

Hindrances: Loyal (to family and friends), Outsider (non-Russian in Russian gang), Small

Edges: First Strike, Quick, Quick Draw, Thief

Gear: Lockpicks, switchblade (Str+d4).

Background: Johnny isn't Russian, but he grew up around them and speaks the language reasonably well. He's a sly little man, and frequently people don't even realize he's around until he knifes some poor schmuck in the back. His nickname comes from the way he follows Alexy around ("the shark").

Gritty Damage

Sometimes you want characters to feel every hit and track every wound. Gritty cop dramas, soldier of fortune tales, murder mysteries, crime stories, or even rough barbarian fantasy might all require a diversion from the usual "cinematic pulp" style used in *Savage Worlds*. When this kind of mood is required, try this system.

Damage

Compare the damage of an attack versus the target's Toughness and consult the appropriate column.

Each wound inflicts a -1 penalty to all trait rolls, to a maximum penalty of -3.

Characters *cannot* make Soak rolls! They can spend their bennies on the nasty Vigor rolls that may follow, however.

Damage Over Toughness	Wild Cards	Extras
0-3	Shaken (If the victim was already Shaken, he suffers a wound instead.)	Shaken (If the victim was already Shaken, he's Incapacitated instead.)
4-7	Shaken and 1 wound	Incapacitated (Remove from Play)
8-11	Shaken and 2 wounds	
12+	Shaken and 3 wounds	

Wounds

Anytime a character suffers one or more wounds, make a Vigor roll (counting any wound penalties incurred by this attack). If the roll is successful, there is no further effect. If the roll is failed, your hero is Incapacitated (see below).

(Note: In regular Savage Worlds, characters don't have to make a Vigor roll for suffering less than four wounds. Things are a little tougher when we're using gritty damage, however. The Incapacitation rules and Injury Table are also slightly different for these Setting Rules, so make sure to use these tables rather than those in the regular rulebook.)

Incapacitation

An Incapacitated character must make an immediate Vigor roll (minus his wound penalties as usual).

Raise: The victim is only stunned and is not Incapacitated. He's still Shaken and retains his wounds, and suffers a temporary Injury that fades after the combat is over (or if the character is completely healed of all wounds). Roll on the Injury Table to determine what that injury is.

Success: The victim is knocked unconscious until healed (or 2d6 hours later) and rolls on the Injury Table.

Failure: The character is knocked unconscious as Success, above, and suffers a permanent wound (roll on the Injury Table). Unfortunately, he's also Bleeding Out and must make a Vigor roll at the start of each round before Action Cards are dealt. Success means he must roll again next round. Failure means he dies. A raise on the Vigor roll (or a successful Healing roll) stabilizes the bleeding and no further rolls are required.

Critical Failure: The victim expires instantly.

Injury Table

2d6	Wound
2	Unmentionables: If the injury is permanent, reproduction is out of the question without miracle surgery or magic.
3-5	Arm: Roll a die. Odd=left arm; Even=right leg; it's rendered useless until healed.
6-8	Guts: Your hero catches one somewhere between the crotch and the chin. Roll 1d6: 1-2 <i>Broken:</i> Agility reduced a die type (min d4). 3-4 <i>Battered:</i> Vigor reduced a die type (min d4). 5-6 <i>Busted:</i> Strength reduced a die type (min d4).
9-10	Leg: Roll a die. Odd=left leg; Even=right leg; It's rendered useless and Pace is reduced by -1.
11-12	Head: The victim suffers a nasty hit to the head or face. Roll 1d6: 1-2 <i>Hideous Scar:</i> Your hero now has the Ugly Hindrance. 3-4 <i>Blinded:</i> An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye). 5-6 <i>Brain Damage:</i> Massive trauma to the head. Smarts reduced one die type (min d4).



CRIME CITY FIGURE FLATS #1

Print these paper models onto cardstock, cut out, then fold and glue together (gluing the "name" tag inside to make a triangle) to represent characters from the freely downloadable Savage Worlds One Sheet adventure (<http://www.peginc.com/onesheets.html>), "The Russian Connection."

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