



A DISASTER SHARK
ADVENTURE FOR
SAVAGE WORLDS



DOG HOUSE RULES PRESENTS

TRAILER PARK

Shark Attack



DHR3002SW

NO
VACANCY

TRAILER PARK SHARK ATTACK!

A Disaster Shark Adventure for Savage Worlds



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WHAT THE HECK IS TRAILER PARK SHARK ATTACK!?

The trailer park is flooded with sharks! Can you survive? Pick a character at random. If you get chewed in half by a shark, pick another 'Parker and keep playing.

Trailer Park Shark Attack! is a **Savage Worlds** disaster shark adventure that is in the same chum-filled vein as made-for-TV shark movies that are so bad they're good.

The killer shark movie genre has some of the best B-movie carnage ever presented on the small screen. This adventure is designed to be played like one of those low-budget Saturday night movies. It's fair to say that the full genre of shark disaster movies has provided inspiration for the making of this adventure.

In this fast, furious and fun adventure you get to pick from three different scenarios and many different scenes and dilemmas to make your own special adventure in a flooded trailer park. With the combination of different scenarios and complications you could play **Trailer Park Shark Attack! (TPSA!)** not once or even twice but ... well ... a whole bunch of other times, maybe more than we can count!

The GM will decide which scenario to play. Meanwhile, each player will choose one of the 24 everyday trailer park residents at random and if the 'Parker dies, the player just picks another from the character pile and starts playing the new Wild Card. The game is designed with six players in mind – as it was played in its original convention format – but it can work with 2-8 players. If less than four players are treading the waters, the GM is encouraged to have each player draw two cards from the character pile.

Why did your trailer park flood? Why is it full of sharks? Make it to the end and find out!



SETTING RULES

The Dog House Gang recommends the use of these Setting Rules in **Trailer Park Shark Attack!** so the game play flows like a low budget B-movie.

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.

CHARACTER CARDS

TPSA! comes with 24 fully-designed characters. That's a lot of 'Parkers! DHR has provided a set of character cards for your convenience.

This game is meant to mimic the shark movie genre which doesn't always have the best and brightest in the mix. It's highly advised **NOT** to let the players pick and choose the optimum group of gun-toting ass-kickers that are strapped with a cool Jon boat or mud bogger to "win" this adventure. No sir. That's not how we do it in the trailer park. We have a saying in the Park, when life gives you lemons you make grain alcohol lemonade.

Here's what we recommend that you do:

Print out all the character sheets, put the Gator Rassler and the Mud Bogger aside, mix up the rest and put them in a stack face down. Then insert those two remaining characters – that have a means to escape – somewhere in the bottom half of the stack. Next, have the players pick from the top of the pile, from the youngest player to the oldest player. What they get is what they play! Half the fun of **Trailer Park Shark Attack!**

TRAILER PARK SHARK ATTACK!

is in the mostly random character group selection as the players will have to figure out what to do with the Bubble Boy, the City Slicker or Trailer Park Santa, to name a few.

If any player's 'Parker becomes fish food, then the player picks another character from the top of the stack and keeps playing. The trailer park is full of residents hanging from nearby trees, squatting on roof tops or hiding under the water in trailer homes while breathing in a small air pocket. These are a few good ways for new characters to be introduced; feel free to think up your own ways as well – not to mention your own characters.

The above text is an example of the beginning of this adventure. The game starts with everyone already in the water right after the trailer park was flooded and sharks are swimming about looking for their next meal. But the question remains, what the hell is going on? Good question, but we don't know yet and it'll be up to you, the GM, to decide.

It could be a secret government lab that exploded and all their super-sharks escaped. Or it could be a freak storm that suddenly blew up on the coastal trailer park, brought on by climate change, causing a hurricane of sharks and flash flooding. Or it could be an alien UFO that crashed into the nearby dam, flooding the trailer park – and to make matters worse their payload of shark experiments are now free of their cages. Or it could be a combination of two or even all three!

Again, it's all up to you to decide. In **Trailer Park Shark Attack!** you get to pick from three different scenarios to make this adventure your own. Pick a scenario, **Mutant Sharks!**, **Sharkicane!** or **Alien Shark Attack!** that guides you into directing your own unique B-movie adventure. Fill in the blanks with the different scenes and dilemmas provided in the following pages and you'll have yourself a bone-splintering time.

GAME START-UP NOTES

All three of the scenarios begin with the 'Parkers treading water, although the GM may certainly alter any of the suggested backstories leading up to that point. The characters feel something swimming in the water and realize that they aren't alone in the flooded trailer park. The only thing to do is swim for the rooftops and get out of the water.

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.

2d6 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

Each of the three scenarios has its own premise and suggestions for which sharks the GM could use, as well as a section called "The Guts" which contains a primary incident, twist or plot development for that scenario. And each scenario includes "The Final Course," with suggestions for bringing the adventure to a resolution.

Additionally, you'll find a section for **Stuff That Can Happen** during the game, which provides scene ideas for the GM to further customize the adventure, along with notes and tables about what the 'Parkers might be able to scavenge during the game.



WHAT THE HECK IS GOING ON?

The last thing you remember was sitting on the outside couch kicking back with a six pack of light beer. Zeke had done fixed you up with some free cable and Dale Jr. was in his final lap coming into turn 4, just getting ready to make his move. That's when you heard the rumble and saw the brown wall of water demolishing Georgina's double wide as it rushed your way!

Now, you come to, finding yourself gasping for air and grabbing your cooler that happened to be floating by, wondering if your beer was ok and where the heck did all this water come from? That's when something bumps against your legs under the murky water. You see a shark's fin pop up about twenty feet away and you know it's go time.

You struggle to swim and save your beer at the same time. Luckily your neighbor's Christmas lights were still up from a few years ago and a strand is floating near you.

If you can just reach it and pull yourself up on the top of his mobile home you'll be good to go, bro.

After pulling yourself up on the roof, which is now only inches away from the top of the water, you pop the top of your last beer and guzzle it down while taking in all the carnage. The trailer park is flooded and full of sharks! What in Sam Hill?!

You hear the screams of your neighbors as they get devoured by sharks and see a few that escaped death by climbing up on tree tops, shimmying up telephone poles or like you, swimming to the top of a trailer home.

Now you gotta figure out how to get out of this mess. You need to find out what happened, especially where did all these sharks come from? But first things first ... you're out of beer. Aww hell, time to kick some shark tail!



TRAILER PARK SHARK ATTACK!

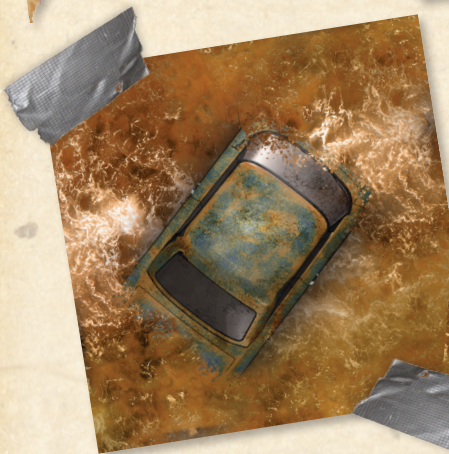
TRAILER PARK NAME GENERATOR

For added fun, before you start playing, have the group roll up a name for their very own trailer park. Roll a d20 for each column and add the pieces together. Are you playing in the Lucky Flamingo Trailer Resort or the Breezy Dream Mobile Manor?

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

MAPS AND TILES

Wait there's more! **TPSA!** also comes with a full flood-zone battle mat, 7 unique maps of trailer home rooftops, a river lock map, a crashed UFO map, debris tiles and a whole slew of water conveyances that will get your 'Parkers safely to dry ground (we hope). See the [TPSA_SW_Checklist.pdf](#) for a list of the printable map documents. Here are a few examples ...



THREE-ACT STRUCTURE & SCENE ORDER

TPSA! uses the three-act structure for narrative fiction as the model for the adventure. Please see the accompanying sidebar for more information, while following this suggested scene order when running the scenarios detailed in the next section.

Setup

1. Introduction: The 'Parkers start the game right in the thick of things (*in media res* for all the 'Parkers that studied Latin), treading water, struggling against sharks and trying to get on a rooftop. (Attack/Combat Scene)

2. Inciting Incident: The 'Parkers are in a hurricane or a flood and struggle to survive. NPC 'Parkers come to them for advice and plans. What do we do? Good time to go scavenger hunting, dadgummit.

Confrontation

3. Obstacle: The 'Parkers run into a few problems along the way, as per **Stuff That Can Happen** section. (The Spring Tree Meadows Mafia, Shark Hunters, Shark Hunters II: Human Bait, Ski Trip, Help Arrives, Shark Attacks, Water Rising or Stuck in a Tree.)

4. Midpoint (Big Twist): The 'Parkers discover what the heck is really going on. For the **Sharkicane!** scenario, it's the eye of the hurricane; for **Mutant Sharks!** it's the discovery of an injured scientist; for **Alien Shark Attack!** it's the discovery of a floating alien. See the **Game Scenarios** for details.

5. Crisis: Just when they think things couldn't get worse, something really bad happens to the 'Parkers. Play another scene that you haven't played yet, or add a 'part 2' follow-up to the first scene...for example, maybe the Spring Tree Meadows Mafia has more gang members and they come looking for the rest of their crew. (Again, see the **Stuff That Can Happen** section.)

Resolution

6. Climax: The 'Parkers ordeal isn't over yet! Make it through Hurricane Bruce's eye to the other side alive. All while the Big Bad GargantuShark wants to make you his next meal (**Belly Flop**). Or the 'Parkers need to stop the government-modified mutant sharks by blowing up the river locks that lead into the open sea (**Lock, Stock And Peril**). Or the 'Parkers must find the alien spaceship and save the entire planet (**Cancel The Invasion**).

SWIMMING

You can't swim? You might wanna start sayin' your prayers.

Swimming is a must in **TPSA!** Swimming determines if a 'Parker floats or sinks in the shark-filled flood waters, as well as how fast a character can move within it. Some characters have a high Athletics skill and some don't; that's life in the trailer park.

The GM should follow the **Savage Worlds** Movement rules for swimming, as well as the standard Drowning rules. Swimming in the shark-infested flood waters requires an Athletics roll. We figure there can be no argument here about hazardous conditions. Additionally, 'Parkers attempting to attack a shark while treading water must succeed at an Athletics roll, or suffer -1 to attack rolls during the round. For example, a 'Parker treading water while trying to smash a shark in the face with a hammer will need to roll Athletics to make the attack without any impairment to the hammering.

7. End: The 'Parkers save the day, we hope, gaining a new sense of who they really are. Not just 'Parkers, but self-made heroes.



THREE-ACT STRUCTURE

Scene order is important in storytelling. When you prepare to run **TPSA!** you might be tempted to think, "Cool, I'll just throw shark after shark after shark at the PCs until they die and then rinse and repeat with the next set of characters." What will probably happen is that the once-threatening sharks become dull, stale and tiresome. Just another attack ... yawn. If you stagger those attack scenes with other scenes of roleplay, investigation, discovery or rescue, then the shark attacks don't lose their potency, rather they stand out as punctuation to the role playing. There is truth in the saying, too much of a good thing can be bad for you.

Think of the three-act structure that is utilized in much of literature and film: the Setup, the Confrontation and the Resolution. The first act, the Setup, is used for exposition and to establish the main characters. Of course, the main characters will change during the action of **Trailer Park Shark Attack!** but the main antagonists remain the same ... the sharks in flooded park waters. How are the characters going to survive? What are the protagonists going to do when faced with the initial dramatic incidents introduced by the GM?

The second act, the Confrontation, has the main protagonists try to resolve a problem, but

things only get worse. In **TPSA!** the 'Parkers are besieged by rival gangs, uncaring shark hunters, and sharks ... lots of sharks. As if to make their situation worse they come to find out that there is something more to the story – a complication or twist – such as a vast government conspiracy producing mutated sharks, a reveal about alien-altered sharks or the arrival of the eye of the hurricane with the devastating impact of the back-side of the **Sharkicane!** still to come.

The third and last act, the Resolution, ties up the loose ends and sub-plots of the story. This is the dramatic climax of the main story. In **Trailer Park Shark Attack!**, do any of the 'Parkers make it out alive? Do they save their loved ones and neighbors, perhaps through sacrifice or heroic feats? Do the mutated sharks make it to open waters? Do the 'Parkers save the entire Earth?

The three-act structure can easily apply to a good one-session role-playing game in which you tell a complete story. Typically, a GM will need anywhere from 4-6 hours to play a role-playing session, beginning to end. This section will help you build a story for such a game. This just requires a little bit of planning beforehand.



GAME SCENARIOS

SHARKICANE!

Climate Change has heated up the waters around Florida. An unprecedented hurricane season has flooded the coastal trailer park. Along with the flood waters is a freak weather occurrence ... a Sharkicane!

Premise

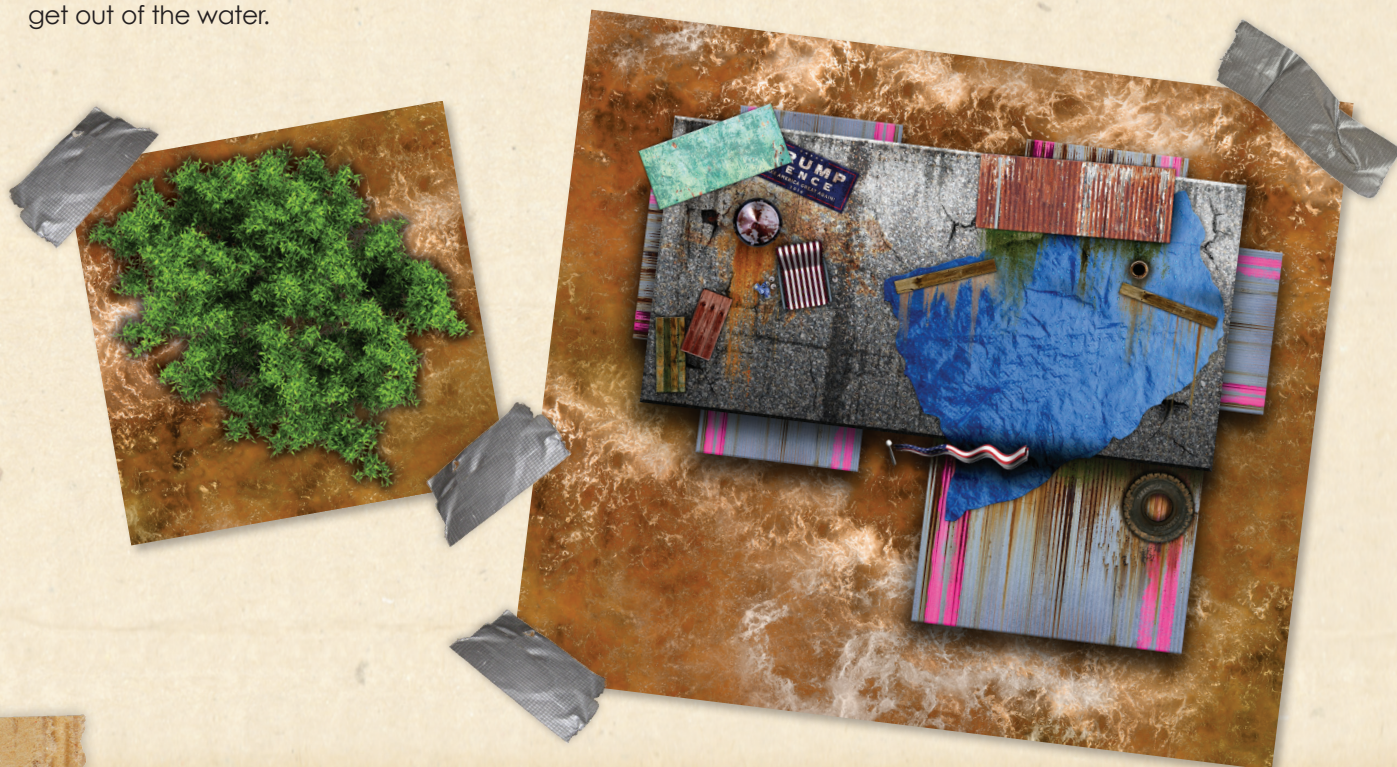
In this scenario, Hurricane Bruce (yes ... the shark in **Jaws** was named Bruce) hits the Gulf Coast trailer park the 'Parkers are living in. For reasons known only to these 'Parkers, they decided to hunker down in their trailer homes rather than evacuating like everyone on TV warned. Now the rising storm surge waters have flooded the trailer park and they are struggling to survive. With the sea water also came the sharks but not exactly as expected. Instead, the deadly carnivores were sucked up into the hurricane and now rain down on the 'Parkers in a Sharkicane!

Sharkicane! starts with the 'Parkers treading in the 15'-18' surging sea water. As they try to keep their heads above the rough waves, they realize that not only is the hurricane bringing in gusts of 150 mile per hour wind with sideways pounding rain, but also sharks are falling from the sky! The only thing to do is swim for the rooftops and get out of the water.

Sharks to use

In the **Sharkicane!** scenario, it's fitting to use Great White Sharks, Sharks, Shark Swarms and possibly a GargantuShark as the creatures that are fixin' to chomp down on the 'Parkers. Use some of them, only a few of them, or all of them, whatever you feel is needed to cycle through the character sheets during the game.

The Dog House Gang would save the big one – such as the GargantuShark – for the final scene. Moreover, we would only use one of these monstrous creatures because of how powerful they are. Maybe the Big Bad is stalking them throughout the game. An NPC victim is bitten in half and only the top of his body remains, or he is dragged under the water by something so large it moves the trailer home the 'Parkers are on at the time. Maybe when they get a means to boat out of the flooded area they see a trailer home bitten in half, evidence that there is some sort of giant shark in the water! Defeat the Big Bad and then motor off to safety.



The Guts

During most of this scenario the 'Parkers should be struggling with the intense winds of a category 5 hurricane, with gusts upwards to around 150 miles per hour, darkened skies, flying debris, rough storm surge and of course man-eating sharks. Storm surge is when the ocean water rises because of the atmospheric pressure of a big storm like a hurricane. The suggested trailer park for this scenario is right on the coast overlooking the Gulf of Mexico, a perfect place for flooding during a storm surge. For instance, Hurricane Katrina in 2005 produced storm surge of more than 25 feet in southern Mississippi, and Hurricane Sandy in 2012 had a storm surge of 14 feet in New York City.

Sometime during the middle of this scenario, the 'Parkers should experience the eye of Hurricane Bruce. The eye of a hurricane is the center of the storm; it usually offers just a few to several minutes of sudden calm during the storm. These eyes of the storm are roughly 20-40 miles in diameter. This can be a perfect time for a breather for the 'Parkers. A time where they can "lick their wounds" and gather resources to survive the onslaught of the rest of the storm, because after all, if the eye is the center then there is more yet to come.

The eye can be a time when the 'Parkers get together a plan on how to get out of the storm. Are they just going to stay on the roof tops fighting off more sharks or are they going to get proactive and try to boat their way out? This is also a good time for an NPC 'Parker to mention that maybe they should do just that ... get the hell out of here!

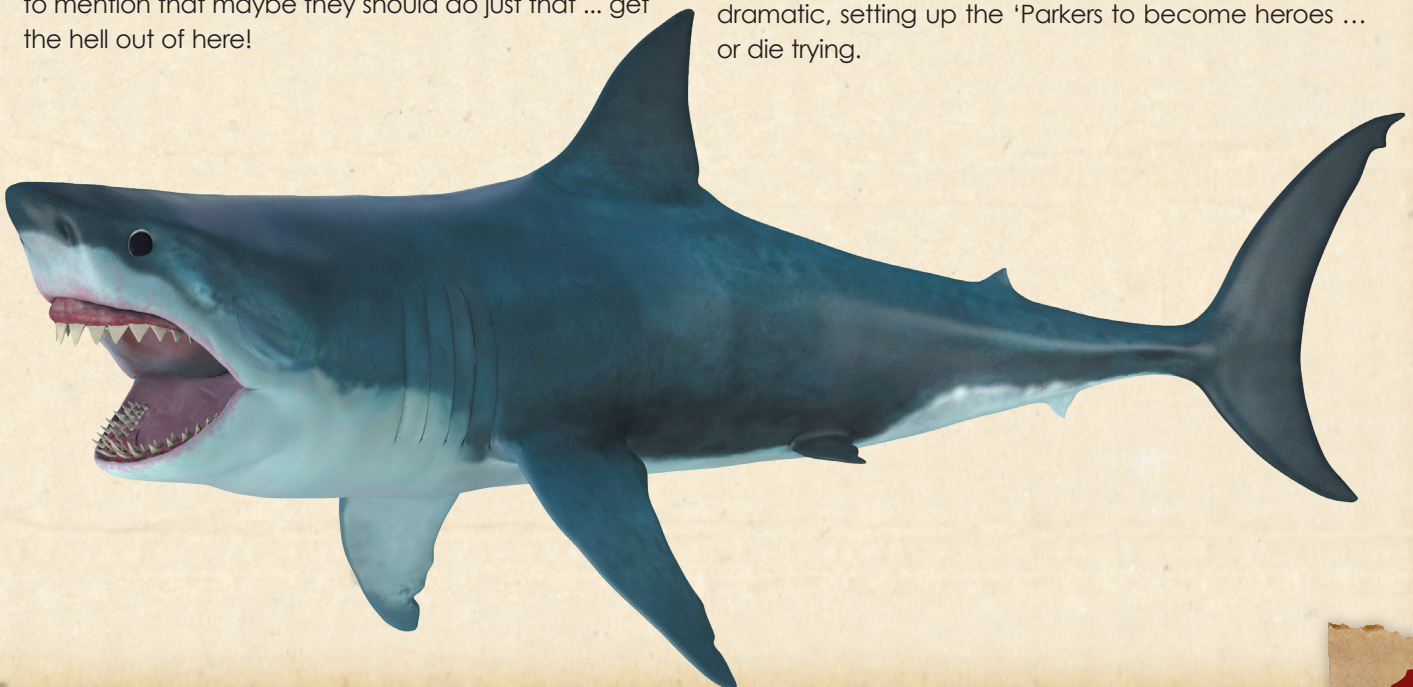
This scenario is a little bit different than the others as the weather and how the 'Parkers deal with it becomes the main plot device – along with the sharks, of course. There is no way to stop the Sharkicane! itself ... unless your players come up with some crazy pseudoscientific idea that appeals to you as the GM. If so, let them go for it. After all, sharks are falling out of the sky, so why not? The focus on this scenario is surviving both the storm and falling sharks – maybe one of the 'Parkers with the McGyver skill has a brainstorm to match nature's storm.

The Final Course

To end the **Sharkicane!** scenario, your Big Bad shark makes one final attempt to eat the 'Parkers. We recommend using the **Belly Flop** scene from the **Stuff That Can Happen At The Trailer Park** section, but other options will surely come to mind depending on which incidents you introduce in earlier scenes.

For example, if the antagonist Bragg was eaten by the Big Bad in **Shark Hunters II: Human Bait** earlier in the game, now his bandolier of grenades hangs from a tooth in the creature's mouth, just waiting for a 'Parker to make one last heroic leap to grab the explosive devices. Or the 'Parkers manage to scavenge some serious weapons, such as the pump-action shotgun, a chainsaw, some gasoline, homemade Molotov cocktails – and now the climax turns out to be an over-the-top bloody mess.

Whatever you choose for your ending of the **Sharkicane!** scenario, make sure it's exciting and dramatic, setting up the 'Parkers to become heroes ... or die trying.



MUTANT SHARKS!

Government experiments have gone awry, as scientists were foolish enough to tinker with shark DNA in an effort to develop a super-soldier serum. The heightened-intelligence sharks have escaped and found their way into the trailer park valley. Once they sink their teeth into a human, they turn the poor sap into a mutated Sharkman!

The Premise

In **Mutant Sharks!**, the government lab that is located upriver has exploded and broken apart the dam (or levee), flooding the trailer park. The genetically modified and super-smart sharks are loose in the flood waters, looking for their next meal.

Sharks to use

In this scenario, it's fitting to use Mutant Great White Sharks, Mutant Sharks, Mutant Piranha Shark Swarms, Mutant Sharkmen, or a Sharktopus. Use some of them, only a few of them, or all of them, until the players use up the character cards ... or escape.

This time, we suggest waiting for the final scene to bring in the Sharktopus. Perhaps the Sharktopus has been stalking the 'Parkers for most of the game, with the GM providing hints about its presence during play. Perhaps a tentacle here and there reaches out and grabs an NPC victim and drags them under – or almost drags them under. Later, when the 'Parkers get a means to escape the flooded park, they catch a glimpse of a trailer home with chunks bitten out of it and tentacle sucker marks left in the blood stains of the past victims, evidence that there is some sort of giant tentacled shark in the water! Just enough advance notice to panic before the Sharktopus launches its full attack.

The Guts

At some point in the middle of this scenario a scientist from the governmental S.H.A.R.K. program (Super Hybrid Advanced Ruthless Killers) is seen floating away from the ruined lab on a piece of debris. His hand is missing, bitten off by a shark. He is extremely frightened and shaken up. Assuming the 'Parkers rescue him or at least get close to him, the scientist warns the group that they need to stop the sharks, explaining, in between labored breaths and groans of pain, all about the S.H.A.R.K. program.

Dr. Burke's Story

"My name is Dr. Burke. I'm a scientist at a secret government lab up river near the dam. The program was called S.H.A.R.K., Super Hybrid Advanced Ruthless Killers. We were experimenting with shark DNA for the perfect military killing machine. I know it sounds like science fiction, but, well, you'll see for yourself. Not only did the sharks get stronger, bigger and more resilient, but they got smarter ... so smart they plotted an escape and somehow destroyed the dam, flooding the valley."

"The highly intelligent sharks are more than just laboratory-bred killing machines. They serve a higher purpose, genetically programmed into their DNA. Namely, the destruction of everything in their path. Now that they are loose ... global domination. We bred this desire into them, thinking we could control them, tell them where and when to kill. The perfect global assassins. We were wrong! We were wrong to try to play God."

"With all our work on these creatures we unknowingly created more ... so much more. The sharks have an unexpected side effect from the mutation gene we introduced." As he says this he looks at his stump where a hand used to be and his muscles move from under the bloody bandage. He mumbles, "Unstable ... mutations."

With his remaining hand he reaches into his lab coat and pulls out a small phone-like device with buttons, an antenna and a screen on it. Struggling to speak, he manages: "This ... device ... tracks the S.H.A.R.K. mutagen ... you must stop them ... before they reach ... open sea. Stop ... them."

As he turns the device on it starts to beep and blink, signaling a huge mass of red dots on the screen heading down river to open waters. The thing then suddenly blinks brighter and beeps louder as the map on the screen shifts to the 'Parkers' current location. That's when Dr. Burke goes into convulsions. His body twists and morphs into a Mutant Sharkman right before your eyes. Of course, he attacks the group!

The Final Course

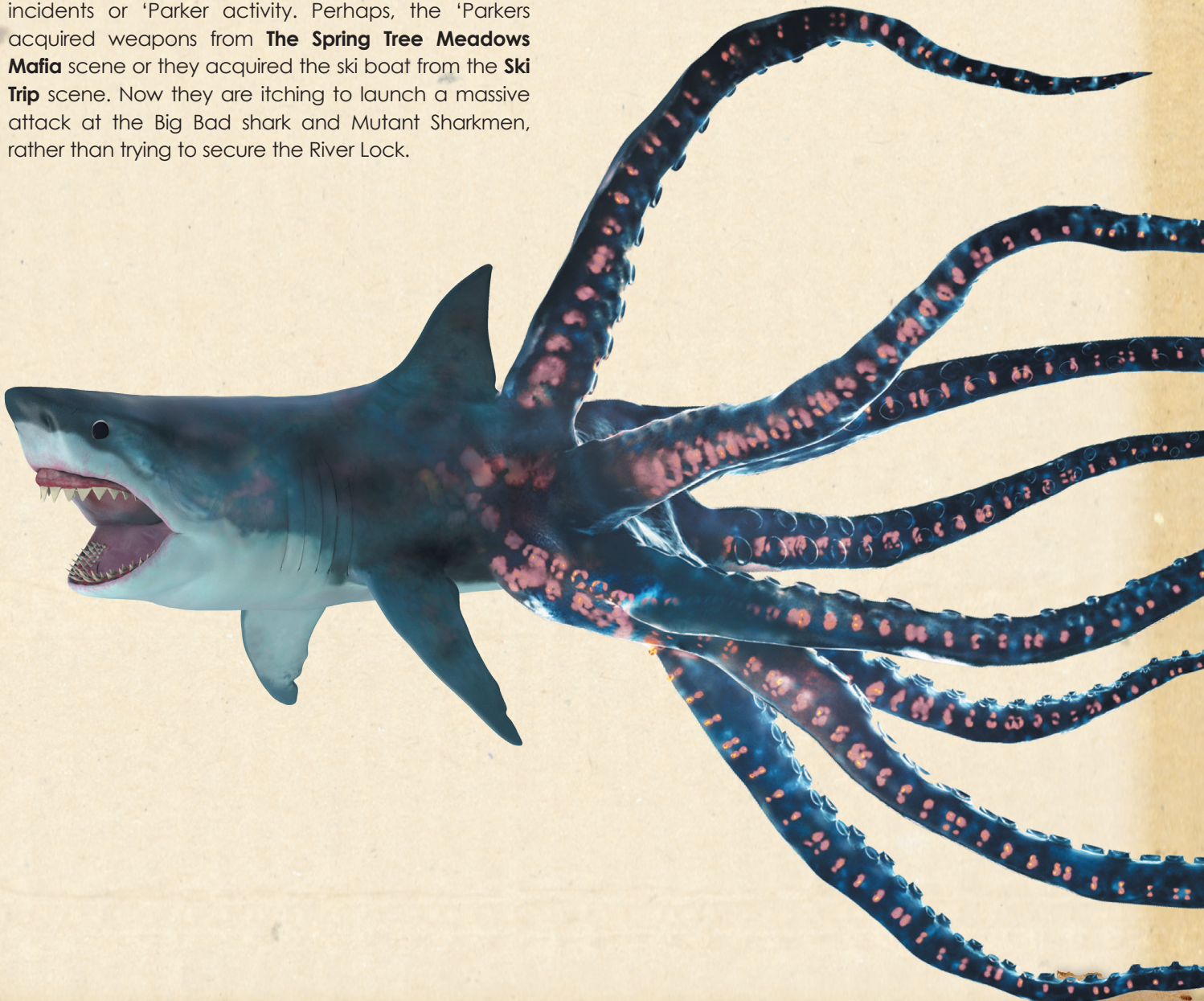
To end the **Mutant Sharks!** scenario, your Big Bad shark and Mutant Sharkmen are heading down river for open waters, just as Dr. Burke said with his last unmutated breath. The recommended way to play this out is to use the **Lock, Stock And Peril** scene from the **Stuff That Can Happen At The Trailer Park** section. That scene adds the River Lock map to the game board, as well as providing several specific challenges for the 'Parkers to conquer in order to save the day.

Of course, there are other ways to conclude the adventure, including some follow-ups to previous incidents or 'Parker activity. Perhaps, the 'Parkers acquired weapons from **The Spring Tree Meadows Mafia** scene or they acquired the ski boat from the **Ski Trip** scene. Now they are itching to launch a massive attack at the Big Bad shark and Mutant Sharkmen, rather than trying to secure the River Lock.

Maybe the 'Parkers picked up a group of NPC 'Parker survivors that are ready to help defeat the Sharktopus. Extras can help with any Support actions the players take, such as blowing up the lock controls, or even distracting the Sharktopus.

If the opportunity to adapt a compelling ending arises because of the 'Parkers actions, then go with the flow.

Whether you use the River Lock map and the full **Lock, Stock And Peril** climax or you invent some other mutated resolution, the important thing is to make sure the ending is memorable, action-packed and fun.



ALIEN SHARK ATTACK!

Aliens have crashed into the levee, flooding the trailer park. If that's not bad enough their payload of sharks has gotten loose, sharks that have been subject to alien experiments! Multi-Headed Sharks, Electric Sharks, swarms of tiny Piranha Sharks and even a Cyborg Shark!

The Premise

Alien Shark Attack! involves an alien flying saucer that has crashed into the nearby levee, causing it to burst and flood the trailer park. The alien vessel ripped open, spilling out the sharks that the saucer was hauling back to its home planet.

Unlike the other two scenarios, this one doesn't need to start with the 'Parkers treading water. Instead, the GM may ask the players:

What were you doing on this lazy Sunday afternoon at the trailer park when you saw that large, unidentified falling object streak across the sky and crash into the levee that is up river from your park?

As they all announce what they were doing, no matter what, the GM should describe how each of them end up treading water and trying not to get swept away in the gushing flood.

Sharks to use

For this scenario, we recommend using Electric Sharks, Mutant Great White Sharks, Mutant Sharks, Mutant Piranha Shark Swarms, Mutant Sharkmen, and a Sharktopus, a Multi-Headed Shark, or a Cyborg Shark. As usual, make it challenging enough for the players to cycle through most of the character sheets.

Again, it makes good sense to save the Sharktopus, or Multi-Headed Shark, or Cyborg Shark for the final scene(s). Be creative with how these Big Bad sharks are revealed. For example, maybe a red laser beam shoots out of the water and burns a huge hole into an NPC victim and he falls into the water. Or maybe something large and made of metal grabs the NPC from below, pulling him down as he fights for only a few mere moments. Maybe when the surviving 'Parkers find a way to boat out of the flooded area, they witness a

trailer home with a clean triangular slice cut out of it, providing some evidence that there is some sort of giant robot shark with laser beams in the water! Of course, they will get all the evidence they need if the Big Bad decides to attack.

The Guts

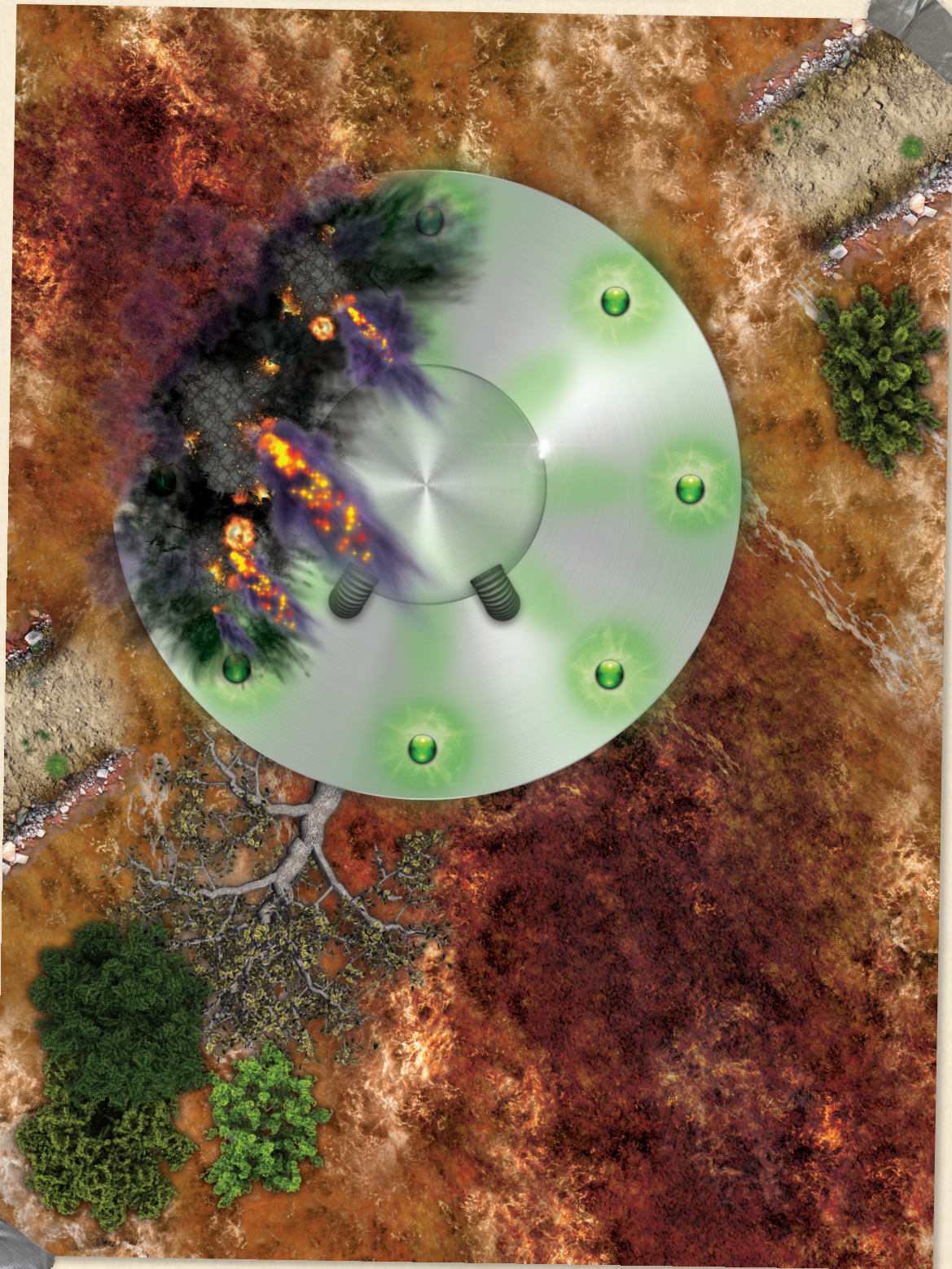
At some point in the middle of this scenario – after some of the lesser sharks are defeated, revealing that they are mutants and abnormal in some way – a body is seen floating in the murky water. As it gets closer, to the amazement of everyone, they see that it's not of this earth, but an alien, just like in all the conspiracy shows on cable TV. Its huge, bulbous head and large round eyes are in much contrast to its small, bright green-skinned 4' frame. It's bobbing in the water, held afloat by a spacesuit that includes a clear glass lightbulb-like helmet. If they investigate and fish out the body, the 'Parkers find that the alien is bitten almost in half, while a pale green ooze seeps from the nasty wound.

Someone with the Repair skill can tinker with the buttons and knobs on the front chest piece of the space suit. Any such attempt will uncover a recorded message. The message plays as a projected movie coming from the suit. A flat piece of debris or even someone's back can be used as the "movie screen."

As they watch the looped projection they hear a hideous sound coming from the recording. It sounds like someone is coughing up a lung. The 'Parkers realize that this is how the aliens must sound when they talk. Almost instantly everyone gets an extreme migraine-level headache. Vigor rolls must be successful, or they suffer one level of fatigue. As they watch and listen, the strange sounds slowly transform into words that they can understand. No doubt, this translation must be happening in their heads, because the continued (but now more faint) sound of the alien dialect still floats in the air around them.

The message content, in two voices, follows. The Dog House Gang suggests that you read the quoted sections in your best British accent ('cause 'Parkers think British accents sound smart so that's how the translator pushes the message into in their noggins). And then read the unquoted text in your regular GM narrator voice.

UFO CRASH MAP



TRAILER PARK SHARK ATTACK!

"Greetings Supreme Leader, our reconnaissance of the third planet from the class G star, designation 1971.5 has proven effective."

What you see is outer space footage of the alien flying saucer approaching Earth.

"The Earthlings have shown little to no knowledge of our comings and goings throughout the Earth years. We have been able to prod, probe and study the planet without any interference. Those that have witnessed our activity and lived to tell about their encounters are met with mockery and thought of as 'nutters'."

Now you see footage throughout time of these aliens visiting Earth: overseeing the construction of the Egyptian pyramids; observing the installation of Stonehenge; dancing backstage at the Elvis concert in Honolulu, January 13, 1973; and most recently, making mischief in the bedroom of one of the 'Parkers'!

Just pick one PC at random for this purpose, or if a player was already role-playing that the character had suspected all along about aliens, use that PC in the bedroom narrative! The aliens seem to enjoy the kind of pranks and hijinks seen on TV hidden camera programs, so the incident could be as simple as drawing a mustache and glasses on the sleeping character with permanent marker. Whatever you choose to describe, have fun with it and give a benny to the PC you choose.

"Earth is primed for invasion and sub-sequential experimentation. We have already started the rudimentary testing on a species of fish that will bring you much pleasure and entertainment in your fighting arenas. These formidable creatures have adapted to our mutations with ease."

You 'Parkers now see the aliens capturing sharks in some sort of anti-gravity beam from the bottom of their flying saucer. The scene changes to a bloody surgical theatre where the alien scientists (their jobs obvious because of their lab coats) start splicing heads together on one shark, while electrocuting another, taking its brain out and putting it into the body of a mechanical shark with laser beam eyes. Once activated the Cyborg Shark enacts revenge on the alien doctor, slicing him in

half with its eye beams as the other aliens mockingly laugh at their dead colleague.

"As they say on Earth, let's get cracking. Tally ho, invasion fleet."

Now, you witness the alien looking directly into the camera as he speaks. He is giving the 'thumbs up' signal and presses a button on the console of the ship. On the viewing screen of the ship, a digital progress bar appears. It looks like the message is being uploaded ... as the bar crawls across the screen under alien words that they can now read: "Invasion Progress Bar".

After the video is over, the screen shows the same alien progress bar as seen in the movie, still working its way towards the end. Hard to guess how long the 'Parkers have until the bar does reach the end ... an hour or two maybe, possibly just minutes. If the 'Parkers destroy the device, thinking that will stop the upload of the message, they will quickly realize how wrong they are. The message must be stopped at the source, that is, the crashed flying saucer. To get this point across, the GM may employ a bitten off alien hand that shows up in the next scene, floating in the water. Or a shark upchucks it onto someone after the characters kill the alien-enhanced beast. They will notice that a wrist device now shows the progress bar and it is almost to the end! Maybe you can drop a hint to someone with some kind of knowledge in building things or mechanical in nature, to send a message like this they might need a bigger power source and equipment ... something an alien ship might have!

If they go to the crashed saucer the characters will see the alien craft that has crashed into the levee. The ship has plowed into the large embankment and the entire undercarriage is gone. A thick purplish black oily substance drips from the craft. Purple smoke that burns the 'Parkers throats spews from the ship. The heat is too intense to enter the ship from below but the edge of the craft is level with the levee. All they need to do is to dock their boats or rafts onto the embankment and walk onto the top of the alien vessel to see if they can get inside to stop the alien invasion upload.

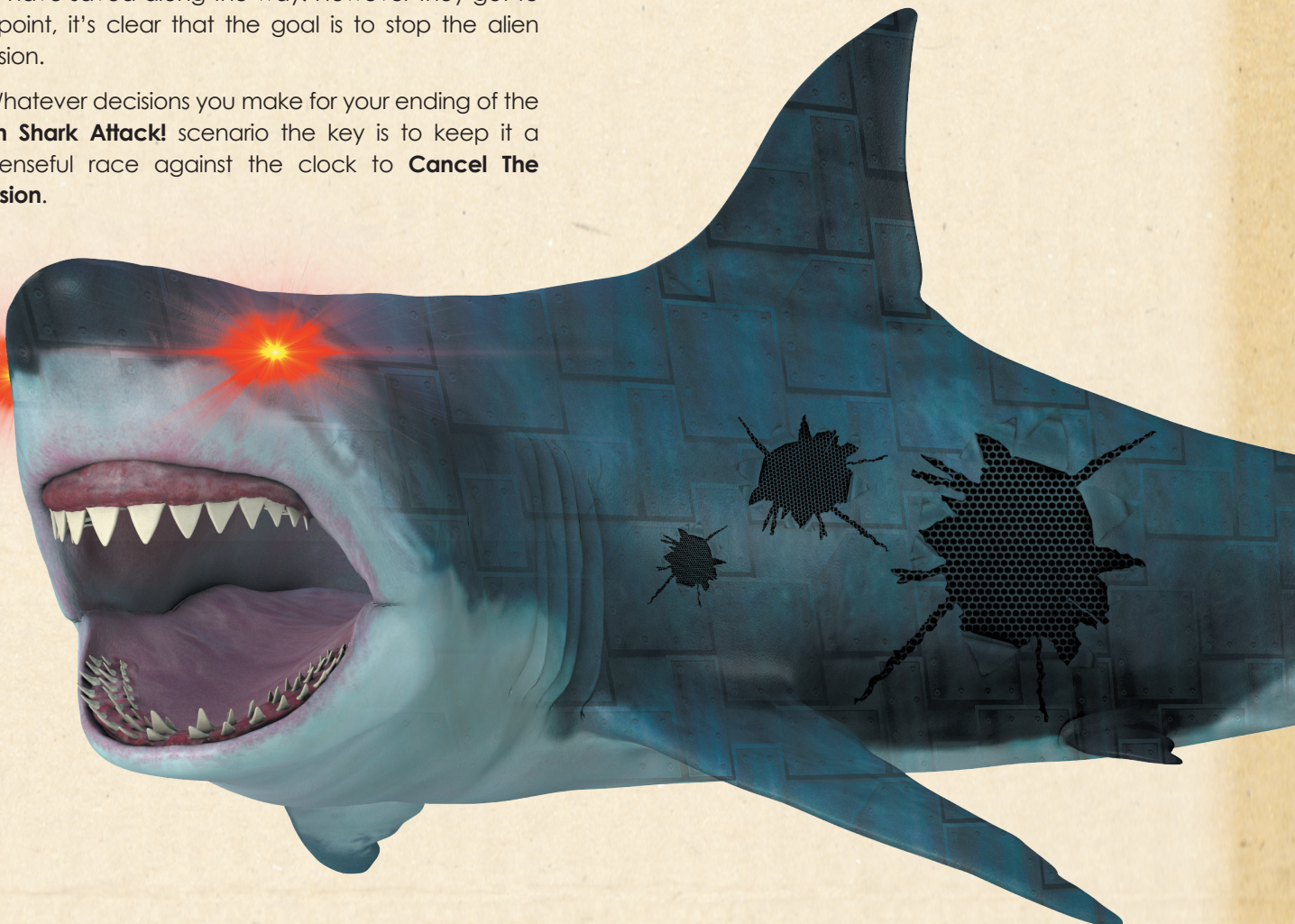
If the 'Parkers devise a plan to get inside the ship to stop the upload, the GM should give them some good opposition. Maybe a few Piranha Shark Swarms are in

the area along with a couple of Mutant Sharks or the Cyborg Shark that has been stalking the group decides to make its move. It's up to the 'Parkers to stop the upload and save the world from an alien invasion!

The Final Course

To end the **Alien Shark Attack!** scenario, the 'Parkers need to stop the alien invasion upload or the entire alien fleet will descend upon Earth and enslave the human race ... no pressure. Use the **Cancel The Invasion** scene from the **Stuff That Can Happen At The Trailer Park** section, with the additional UFO Crash Map. And feel free to add some other color to the final scenes, based on what happened earlier in the game. Perhaps the 'Parkers acquired some alien weapons from scavenging in the **Scavenging Hunt** section or they have assembled a small army of Extra 'Parkers that they have saved along the way. However they got to this point, it's clear that the goal is to stop the alien invasion.

Whatever decisions you make for your ending of the **Alien Shark Attack!** scenario the key is to keep it a suspenseful race against the clock to **Cancel The Invasion**.



STUFF THAT CAN HAPPEN AT THE TRAILER PARK

These are various scenes that you can add into your game. Not all of these will fit into one game session and not all are appropriate for every scenario. Pick and choose what you want. Remember to keep in mind the pacing of the game (see the **Three-Act Structure & Scene Order**) and avoid putting any like-minded scenes back-to-back.

THE SPRING TREE MEADOWS MAFIA

A rival trailer park's gang, the Spring Tree Meadows Mafia, shows up on the scene using the current disaster to pick off what's left of their rivals. They, of course, come from the Spring Tree Meadow Trailer Park. They attempt a do a boat-by shooting. This is a perfect scene to insert if the Juggalo, Meth Cook, Weed Dealer, Redneck or Outlaw Biker are in the group. The Mafia could want revenge for a fallen gang member, or they intend to assert trailer park superiority, or they could be owed a shipment of drugs that is already late, thereby easily making a connection to one of these 'Parkers.

The group hears an oncoming outboard motor and sees the bass boat of thugs speeding through the water, fast. The PCs can take one action before the Mafia are upon them and start shooting. What do they do? Take cover and fire back at the thugs or hunker down and try to talk to them?

This is an opportunity for the PCs to get a boat and a possible means to escape from the flood. If this scene plays out too early it could be a short game, so consider these options. What if the engine sputters dead and needs to be repaired but the part they need is in Old Man Kendrick's tool shed which is currently under 15' of water? What if the boat was so severely damaged in the gun fight that it explodes in a cinematic fashion sending shrapnel and thug limbs everywhere? What if the real owner of the boat shows up on another rooftop, armed with a hunting rifle and a distinct desire to get his boat back, come hell or high-water?

Use the Thugs stat block for the gang members and the Redneck stat block for the real owner of the boat, both located in the TPSA_SW_StatCards_Minis.pdf.

SHARK HUNTERS

A group of drunken shark hunters show up and start chumming the water around the trailer park rooftops, trying to use the 'Parkers current predicament to bag some sharks. These idiots have rifles and grenades that they are using to blow the Sam Hill out of these sharks. This scene isn't specific to any 'Parker, the hunters don't care who is up on the rooftops, although as an added twist maybe the lead hunter knows one or two of the 'Parkers. Maybe they owe the leader money and he tells them that if they pay up he'll help them (of course the hunters won't help the characters even if they are paid-off ... they are a group of drunken bullies, after all). Maybe the 'Parkers insulted the leader in some way, or maybe there is bad blood between families, or the leader is a scorned suitor or even a participant in an inner family rivalry of some kind.

These shark-hunting numb-nuts are extremely intoxicated and it shows. They are loud and obnoxious, which in turn, attracts more sharks. Well, that or the chum they've been dumping into the muddy flood waters. All the shark hunters have a level of Fatigue already and suffer the usual -1 to every action they take because of their drunken state.

Use the Shark Hunter stat block located in the TPSA_SW_StatCards_Minis.pdf.



SHARK HUNTERS II: HUMAN BAIT

This scene is exactly like the previous **Shark Hunters** scene except that the leader is the wealthy trailer park owner, Stonewall Bedford Bragg, with a bunch of shark hunter flunkies. Bragg is a glutton in every way; he loves money almost as much as he loves food. Once he saw this current disaster unfolding, and then witnessed the horrific Sharktopus, Multi-Headed Shark or GargantuShark (which ever Big Bad shark you are using in your scenario), he figured he could make a buck out of this. Bragg assembled a team of his usual muscle, got a couple of bass boats, some guns and grenades ... and off to chumming the water they went.

Bragg's been at this for some time now and all that he and his men seem to attract are the smaller, "normal" sharks. Bragg wants to bag the big one, so he's stepped up his fishing efforts with live bait. That's where the 'Parkers come in. Bragg and his men heard them fighting off the sharks, so he knows he could use them as bait, but he wants more. Go big or go home, he always says (like he made it up himself).

Bragg has taken a couple of the residents that he's rescued from treetops and the like and has bound them up and duct-taped life preservers to them. His plan is to use them as human bait and it's up to the 'Parkers to stop him. He's hoping the collection of more live bait (namely, the PCs), will attract the big one. A big fish always goes for a medium sized fish chasing a smaller fish. Bragg thought that one up, too, he believes.

This scene can be used with any of the 'Parkers, they all could have some sort of terrible story to tell about Stonewall Bedford Bragg. As a matter of fact, when they see him approaching in the distance, read the following text – or something like it – aloud to the players, getting them involved in the backstory with a benny in the offing.

You hear the hum of a boat motor in the distance and then see a couple of bass boats coming your way. Finally, help is on the way. Until you realize it isn't. The boat is guided by none other than the trailer park owner himself, Stonewall Bedford Bragg, perched on the bow of the lead boat like Washington crossing the Delaware, in his signature powder blue suit, cowboy hat and pipe dangling from his large mustached face. Bragg is the greediest and meanest man in the entire county; the man raises the rent like people change underwear. The man's picture is in the dictionary under the word "corrupt." The man is ... well ... you get the picture.

How has Bragg affected you in your life? Tell me a story about your character's first-hand knowledge of Bragg's greed and callous behavior. Let's hear those stories and I'll give you a benny.

After the stories are passed and Bragg gets closer, they see that he has a couple of the trailer park residents trussed and duct-taped into life preservers with ropes tied around them. They look like human fishing lures. Sure enough, Bragg pushes one in the muddy water, and she starts screaming for help! That's when you realize it's your neighbor, Mrs. Ira Ogletree. And her granddaughter, Dixie, is next! Bragg is using them as human bait.

What do the players do? Start shooting at Bragg and his men, hoping not to hit one of the bound victims? Jump from rooftop to rooftop, fighting Bragg and his men in hand-to-hand combat? Or do they try to persuade Bragg to let the women free for something – or someone – in return?

Use the Shark Hunter and the Stonewall Bedford Bragg stat block located in the [TPSA_SW_StatCards_Minis.pdf](#).



SKI TRIP

In this scene the 'Parkers hear the sound of a boat motor and see a ski boat with someone skiing behind it! Looks like a group of rich kids from down the river. Apparently, they didn't get notified of the flood and set out skiing this afternoon. They are too stoned to notice that they veered off the course of the river into the valley of trailer park grounds. This scene would work best in **Mutant Sharks!** or **Alien Shark Attack!**. Seems that even these dazed and confused kids would be hard pressed to miss the fury of a hurricane, so using with **Sharkicane!** isn't recommended.

The kids could be jerks and just wave at the 'Parkers on their rooftops and laugh it off. Or in their inebriated state they might not realize that the 'Parkers are in trouble and think they are on pontoon boats or something but still just wave and smile, continuing to water ski, drink and have fun. Heck they might even get so close that they spray the 'Parkers with a rooster tail from the skier.

No matter what the kids do, they are doomed. You see, this scene is not about the 'Parkers getting saved, but it's about saving themselves. As the rich kids ski, the 'Parkers see shark fins in the water following the skier. They might want to try to warn the boat or the skier and tell them about the sharks in the water. After finally seeing the fins, the skier either panics and falls into the water only to get eaten alive or some sharks jump out of the water and tear him into pieces (or whatever hideous death you can come up with). That, in turn, makes the ski boat crash, ejecting everyone aboard into the water. Or, maybe the ski boat stops to help the skier and sharks jump out and attack everyone in the boat.

In the end they leave behind a damaged and bloody, but operational, boat. But getting to it might be a challenge in itself. The boat might be in such a precarious position that the group has to risk danger in getting to it. Maybe they need to climb up a tree onto a telephone pole and shimmy their way across some wires onto another tree and make a quick swim to get to the boat. Or maybe they could just swim for it. Regardless, this would be a great time for a Dramatic Task.

If one 'Parker is attempting the Dramatic Task we recommend it to be Challenging or Difficult as described in **Savage Worlds**, collecting 4-6 Task Tokens, however you see fit to play it out.

If the 'Parkers take this on as a group effort use the Multi-Person Tasks rule in **Savage Worlds**, 3-5 rounds seems appropriate with the group now collecting 15 Task Tokens.

This Dramatic Task could involve different skills, some of which need more than one success to accumulate tokens. Maybe Athletics is needed to swim from a rooftop to the boat, to climb a tree, or to scale a telephone pole. Maybe one of the 'Parkers uses Taunt to distract the sharks from the swimmers and climbers. Maybe another character uses Notice in order to alert others when he sees nearby sharks. Maybe a Notice check for scavenging a spare part or a necessary tool is required. And finally, at least one Repair roll is needed to get the boat started.

There should be no wrong answer to team up in a Dramatic Task as long as it makes sense and is possible with the tools and knowledge the 'Parkers have.



HELP ARRIVES

The roof sign worked! In this scene with all hope almost lost the 'Parkers hear the sound of a helicopter. They look to the skies and see a Coast Guard helicopter coming in to rescue the survivors. They day is saved! Or maybe not.

At this point deal out Action Cards to everyone and then deal one card face down in front of you. Don't let the players know what the Big Bad's card is just yet ... keep them in suspense. Make sure to ask the players if they would like to draw a new card for a benny if they are unhappy or nervous of what they have. That 9 of Spades might not be high enough!

Peek at your card because that is when the Big Bad shark jumps out of the water and thwarts the rescue attempt. Turn over the card when the shark appears.

As a Coast Guard response team member is being lowered on a cable to the 'Parker's or a nearby NPC group's rooftop, a GargantuShark, a Sharktopus, a Multi-Headed Sharks, or even a Cyborg Shark jumps out, pulling the rescuer and the helicopter itself down into the flood water. Blades fly everywhere, there is massive water spray all around. The players had better duck for cover.

The 'Parkers who saw the danger coming, those that had a higher card than the GM's Action Card, get an Athletics roll to jump out of the way and avoid the damage. Those that had a lower card get the full brunt of the crashed helicopter and take 4d10 points of damage.

SHARK ATTACKS

Pepper the game with random shark attacks. Not so many that the combats and attacks start to get old and tiresome to the players but enough to make them realize that they are in a game where sharks are the main antagonists. These attacks should be quick and deadly.

If the sharks attack the group and no one is injured or dies, then maybe somewhere near them an NPC succumbs to an attack. The player-character Wild Cards aren't the only ones around, it was a fully occupied trailer park right before the flood. There should be other people clinging to life on nearby

rooftops, trees, and telephone poles and an occasional scream from one of them being munched on by a shark should let the players know that there is always danger close by.

Another perfect time to throw in some shark attacks is when an NPC attacks the group. Maybe the sharks unknowingly help out the 'Parkers by biting the foot off of a thug looking for his money or even attacking Bragg, the trailer park owner, right before he throws a victim in the flood waters. Just because the Spring Tree Meadows Mafia are making a boat-by shooting doesn't mean the sharks will stop attacking. And the sharks ain't really taking sides. Dinner is dinner.

When the sharks do attack, use bennies to reroll missed attacks rolls and also use bennies to reroll damage; those benny rules aren't just for the players to exploit. The Dog House Gang advises against just sitting on bennies and using them only to soak damage. That's boring and predictable. Make good use of those bennies against the players. It'll make them think twice before they plunge head first into the water.

Also remember that not every shark attack is to the death. If the PCs can Shake an Extra shark or a Wild Card shark, that particular beast might swim off. The sharks don't have to fight to the death every time. They have the advantage of being able to swim away, so do it. If the fish do disengage from combat, make sure they use the Defend combat maneuver. See **Savage Worlds** rules for more information.

The sharks in these scenarios aren't necessarily stuck in the water. They can jump out of the water to attack. Great whites often hunt seals and can jump 8 to 10 feet out of the water to capture their prey. Mako sharks are believed to make even higher jumps upwards to 20 feet out of the water. In most of these scenarios you'll be dealing with genetically modified sharks so who knows how far they can jump, we'll leave those particulars up to your GM style and play.

In the end, just staying up on the roof tops to wait for help to arrive is a losing battle for the 'Parkers. The super-smart sharks will find a way to get to the 'Parkers. They could leap out of the water to attack, landing safely on the other side of the trailer roof, or landing safely in the water with a piece of its victim in its mouth. Or the persistent fish start chomping at the trailer itself from

underneath the water, destroying it piece by piece, until it collapses and sinks below the waterline. Don't forget the mutated Sharkmen, who can walk out of the water and attack, or use their bulk to attempt the Push combat maneuver to force a 'Parker in the water. See **Savage Worlds** rules for more information.

Above all, remember to employ details such as the grasping tentacles of the Sharktopus, the sheer mass and size of the GargantuShark that can flatten a trailer home or the freakin' laser beams of the Cyborg Shark! These deadly Big Bad sharks have all the leaks plugged when it comes to attacking the 'Parkers underwater, on land, or on the roof of a trailer.

WATER RISING

Another thing that the GM could leverage to cause more tension is the rising of the water all around the PCs. What if the players hear another loud boom off in the distance – such as the sound of another levee breaking and the waters around them slowly start to rise? This complication is particularly perfect for the **Sharkicane!** scenario. The rain from Hurricane Bruce hasn't stopped, pouring more water on an already flooded area. The water rising is just a good thing to keep in your back pocket if you want the action to move along. It's a great incentive for the 'Parkers to get the heck out of there, rather than waiting on help from the Coast Guard or other do-gooders.

STUCK IN A TREE

In this scene the 'Parkers get to be heroes by saving a kid, an elderly person or a spouse/lover stuck in a tree. The person can be a neighbor, a cousin, a son or daughter, a little sibling, a high school sweetheart, a grandmother, a grandchild, another child that the babysitter was supposed to be watching, or whatever you like. Use this to motivate the players to save this person.

Maybe the person is barely hanging onto a branch and hypothermia is setting in. The 'Parkers can see that their fellow 'Parker will soon be some shark's lunch. Perhaps the poor soul is even weakly calling for help and gets the group's attention before trying to leave the tree – and is now stuck on a telephone pole wire that is starting to give way. Make your narration as dramatic as possible to encourage a rescue.

The rescue offers another chance to play a Dramatic Task with a series of skill tests to get the victim and the PC back to safety. You can use the same Dramatic Task in the previous scene, **Ski Trip**, or something similar, depending on where the stranded person might be in your narrative. Although, if you already ran the Ski Trip Dramatic Task then we wouldn't suggest doing another Dramatic Task. Instead the Dog House Gang would just have the PCs play it out with one or two Athletics checks to get to the person, followed by a Persuasion or Intimidation check to convince or frighten the person to go with them (e.g., for some reason the person is



reluctant or just plain scared). Then require another Athletics check or two to return – but this time, because of the person hanging on the back of someone, the sheer awkwardness and weight of it all causes a –2 to the check. Perhaps some sharks get within range (e.g., they jump out of the water at the climbers) during the return climb and you deal out Action Cards until the climber and the saved Extras are out of harm's way.

BELLY FLOP

This is a scene that you can use if you choose the GargantuShark option for your Big Bad shark. It will work particularly well for the climatic end scene for **Sharkicane!**

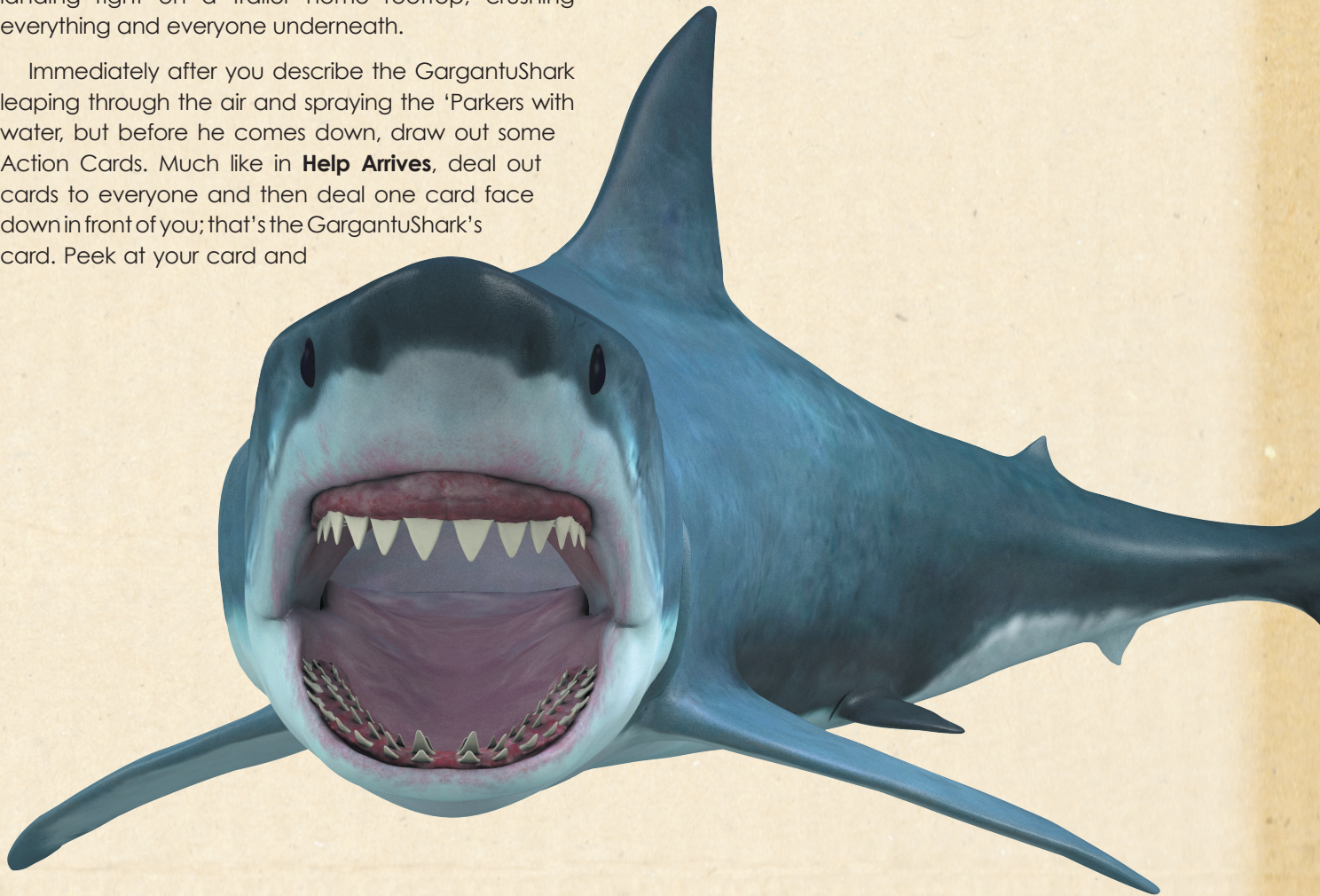
The GargantuShark dives under the water and comes up in a big jump. Soaring through the air and landing right on a trailer home rooftop, crushing everything and everyone underneath.

Immediately after you describe the GargantuShark leaping through the air and spraying the 'Parkers with water, but before he comes down, draw out some Action Cards. Much like in **Help Arrives**, deal out cards to everyone and then deal one card face down in front of you; that's the GargantuShark's card. Peek at your card and

put it back face down. Now start calling out high cards to low cards, everyone with a higher card than the shark gets to react before it comes down on the rooftop. Those with a lower card than the leaping shark get crushed. Keeping the shark's card a secret until the last second will bring some good tension to the table.

The 'Parkers who had a higher card than your secret shark Action Card get an Athletics roll to jump out of the way and avoid the damage of being crushed. Those that had a lower card get the full brunt of the belly-flopping shark. Each victim suffers 4d6 damage.

As if that's not bad enough the shark can roll back into the water and try it again, although this will take up his entire action to do so.



LOCK, STOCK AND PERIL

This is intended for use as a final scene in **Mutant Sharks!**. In this scenario, the 'Parkers have discovered that genetically modified sharks are heading for open waters. Everyone in the trailer park knows that the river empties into the open sea but only by a series of locks. The locks are used to raise and lower boats and ships between the different levels of waterways, in this case, the river and ocean (or gulf). With all the flooding, the river is almost up to the ocean level but the sharks still need some help to get through all of the locks. In both cases some Sharkmen will come out of the water and work the devices. We said they were intelligent didn't we?

When the 'Parkers arrive, the Sharkmen (1 for every Wild Card 'Parker plus 3 extra ones that continuously try to open the locks) are right in the middle of figuring out the mechanisms; they have just now started opening one of the locks. Perhaps the Big Bad of your scenario is currently in the lock (the Sharktopus, the Cyborg Shark or a Multi-Headed Shark). This is a great time for a big battle, the 'Parkers against the sharks. Remember, the Sharkmen are just as deadly on land as they are in water. They will stop what they are doing to finish off the 'Parkers.



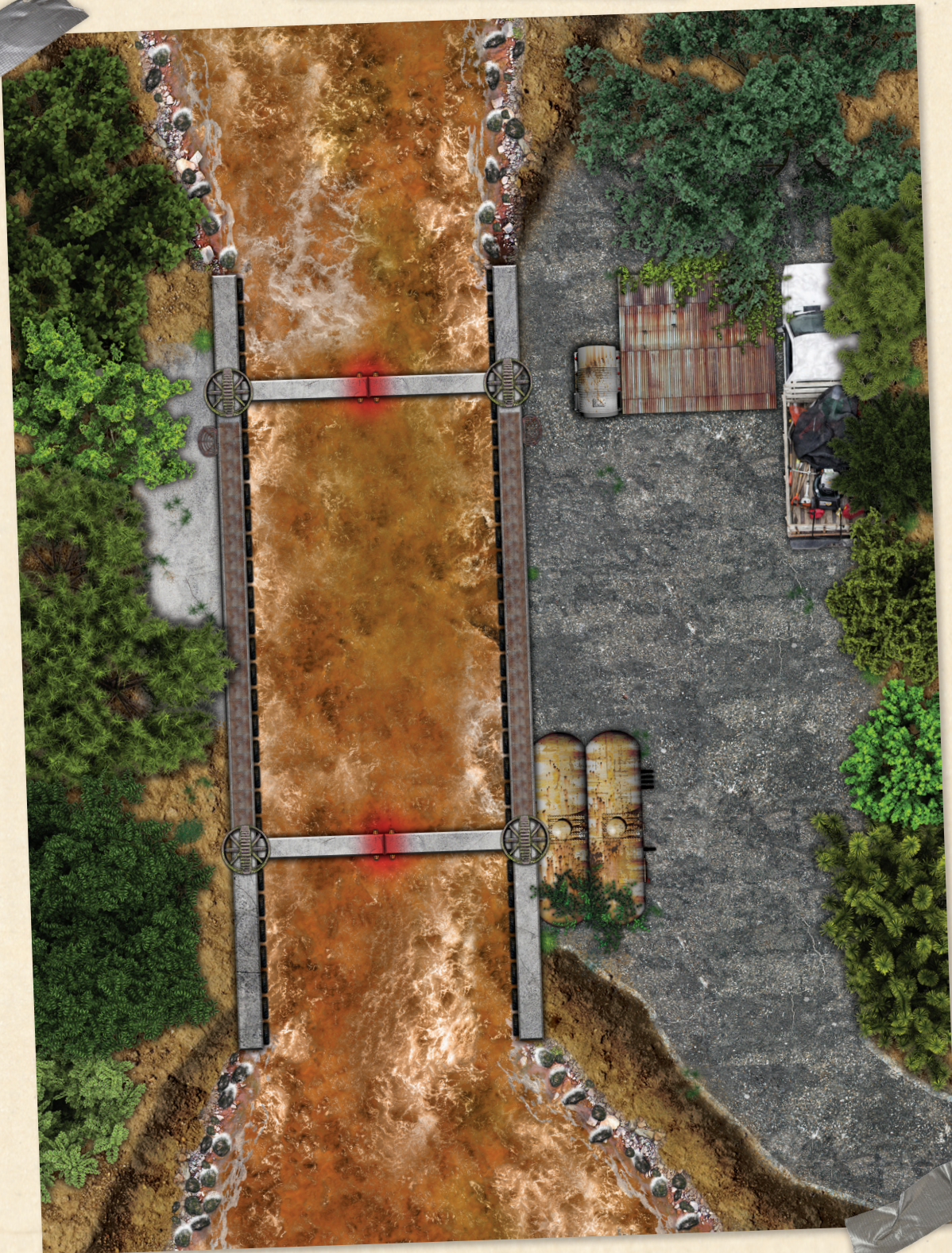
The Big Bad shark in the lock isn't helpless: a Sharktopus has tentacles, a Cyborg Shark has laser eyes and the Multi-Headed Shark can leap. All of them are constantly chomping, while waiting for someone to fall in or for one of the Sharkmen to push a 'Parker into the water. There might also be shark swarms or other types of full-sized sharks in the lock, ready to engage the 'Parkers. Although the sharks in the lock suffer negative modifiers for medium cover because they are lower in the lock at the beginning of the combat, as the water rises those minuses will go away.

For a tense climactic scene, have three of the Sharkmen continue working on opening the lock while the rest (again, 1 Sharkman for every 'Parker) go to attack the group. The 3 Sharkmen are involved in a Dramatic Task, trying to open the lock's doors. Their group gets an Action Card every round, but instead of attacking they all make unskilled Repair rolls, aiding one Sharkman in the Dramatic Task. When they get 2 Task Tokens, the water has risen and the sharks in the lock can attack the group more easily. When they get 3 Task Tokens the group can hear the loud banging sound of the lock's doors getting ready to open and a red alarm light starts to flash from the top of the lock, signaling the opening. When and if the Sharkmen get 4 Task Tokens the locks start to slowly open and can be navigated through by the sharks in the next round.

An option for the PCs to stop the lock from opening is to blow it up, leaving the lock doors in their current closed position. It just so happens that right next to the lock house is where the county vehicles come to fuel up. There are a couple of very large above-ground fuel tanks just ready to blow up with 4d8 points of damage in the area of a Large Blast Template! This will require the 'Parkers to come up with some incendiary device or smaller bomb to cause the initial explosion; just shooting it won't work. Anyone with Repair (or McGyver) and the right components can make a bomb with a simple success. Making a timer or a trigger is another thing which requires a Repair check at a -2. Getting it to the fuel tanks will require Stealth tests against the Sharkmen's Notice, as they have a good view of the tanks from the pump house.

It is possible that the 'Parkers have picked up some Extras along the way and with a success on a Persuasion roll they can be enticed to help out.

RIVER LOCK MAP



CANCEL THE INVASION

This is intended for use as a final scene in **Alien Shark Attack!**. In this scenario, the 'Parkers have seen a UFO crash into the levee that is upriver to their trailer park. The payload of modified sharks that the aliens were taking back to their home world has spilled out into the flood waters. Anything from the Cyborg Shark, Multi-headed Sharks and even Mutant Sharkmen may have been attacking the 'Parkers.

As if to make matters worse, the 'Parkers discovered that the crashed alien ship is currently uploading a message to their home world stating that Earth is prime for invasion. It's up to the 'Parkers to stop this message before it's too late.

As noted in **Alien Shark Attack!**, the ship has crashed into the levee and is partly sticking out of the water. Toxic chemicals pour out from underneath the craft. The only way to get inside is to see if there is a door on the top of the ship. Access to the top is easily made by docking their boat or rafts onto some fallen trees and climbing onto the levee and then onto the ship.

The shiny metal disc-shaped ship isn't that big, only about 60' in diameter with a 15' tall dome protruding out of the top. The classic flying saucer-shaped ship has no visible doors or seams.

If the 'Parkers kept the alien video device that they found earlier they notice a window on the screen pop up. It reads (remember the gizmo is still translating the alien language into something they can understand in their minds): "Open Doors, Yes or No?" A 'Parker figures out that this gadget works very similar to a computer tablet.

Once inside, the domed space craft is much bigger on the inside than it appears to be from outside. It must be some sort of inter-dimensional pocket because the inside is the size of about a football field. The 'Parkers see an area of holding tanks for the shark specimens. They are all busted and have spilled out into the river below. They also see the surgical area that they witnessed in the video; the lights are dimmed in that section. The robot surgical arms hang limp, ready for another surgery. Severed shark parts litter the various tables in this area.

If any wounded 'Parkers decide to try to fix themselves up in this area the robot arms spring to life as soon as an injured 'Parker steps a foot inside. The armature grabs the "patient" and slams the poor fool onto a surgical table. Metal straps spring out and strap the character to the table. Needles inject pain numbing liquids into the 'Parker. Saws begin cutting as the sprays of blood hide what the robots are doing to the 'Parker from their friends.

When all is said and done the 'Parker emerges with shark parts attached to their body! Possible "fixes" include getting a shark head! Maybe the 'Parker was damaged in the head at some point and the robots took over. It transmuted the 'Parker's brain inside a shark head and attached the head onto the 'Parker! The character now can breathe under water and in the open air – and even deliver a shark bite that does Str+d6 damage.

If the 'Parker was missing an arm or two the robot attaches a shark head to the end of one or both of the character's shoulders! These shark-head arms do Str+d6 damage. If both arms are replaced, the 'Parker also gets the Improved Frenzy Edge but only when attacking with their shark arms.

Also inside this huge area is a space with little desk-chairs fitted with monitors for scores of aliens to sit in as the ship travels. A hidden weapons locker (Notice check at -2 to find the hidden cache) holds a stash of laser swords, pistols and rifles. Stats can be found in the **Scavenger Hunt** section.

The biggest thing the 'Parkers see in this room is the ship's main view screen. It's the size of a movie screen, showing the same readout that the 'Parkers have on their alien tablet. As they take in this scene, the progress bar jumps to read "30 Seconds Until Alien Invasion!" The sounds of cheering can be heard as digital balloons and confetti appear on the screen, waiting in the corners until the clock reaches 0 seconds to be released. These aliens seem to be very excited about the invasion.

This is when you should draw Action Cards for initiative. Stopping the alien invasion is going to require a Dramatic Task per the **Savage Worlds** rules. The 'Parkers can use whatever skill you deem suitable in this situation. If a 'Parker is alone in the task then the Dramatic Task is Difficult and needs 6 Task Tokens in 4 rounds to stop the invasion! If two or more 'Parkers try to work together the GM should adjust the amount of Task Tokens accordingly. One 'Parker will average one success per turn. In order to heighten the tension the amount of Task Tokens should go up with less time to do it. There is no real formula for this but we suggest 2-3 'Parkers might require 8-10 Task Tokens in 3-4 rounds, 4-6 'Parkers might require 12 Task Tokens in 3 rounds. You be the judge according to how many bennies the players might have at the time and what their skill levels might be in the Dramatic Task.



A 'Parker with the Repair skill might be trying to splice wires together to run interference, someone with the Hacking skill can be trying to hack into the system to stop the upload and someone with the Electronics skill might be trying to do all of that. Anything to stop the upload. It might be helpful to place one large die in the middle of the table, to act as a countdown for the alien computer. It's a race against the clock at this point.

To make matters worse, the ship senses the humans. It executes a counter attack, releasing Mutant Sharkmen to battle the 'Parkers. The alien ship releases one Sharkman per 'Parker, plus one more. Then the Big Bad of your choice for the scenario makes itself known.

If it's the Cyborg Shark, it uses its laser beam eyes and almost cuts the ship in two as a huge chunk of the wall falls from the ship. The Cyborg Shark then jumps out of the water each round and shoots at a random 'Parker if it's not engaged in melee combat.

If the Big Bad is a Sharktopus then it crawls out of the waters, rips a hole in the side of the ship and tries to wrap its tentacles around the 'Parkers, pulling them into its maw.

In the end this scene should be pretty intense with everyone doing something, whether it be stopping the computer, fighting Sharkmen or defending the others from the Big Bad.

If the 'Parkers save the day and stop the upload the digital balloons pop and the confetti disappears as the text reads, "Alien Invasion Canceled ... Bugger." Some sad alien emojis litter the screen as it shuts down. The 'Parkers saved the Earth!

If the 'Parkers fail and the upload completes the text on the screen reads, "Alien Invasion On Its Way! Thank you and have a nice day!" The digital balloons and confetti drop all over the screen, while smiling alien emojis pop up all over the joyous display. What do the 'Parkers do now? Nothing left to do but pop a cold one and get ready to kick some alien ass!

TRAILER PARK SHARK ATTACK!



SLAVENGER HUNT

This section contains lists of items that the 'Parkers can find if they take time to scavenge during the game. Scavenging requires going underwater to explore a submerged trailer home to look for things. When characters state an action to scavenge, they make a Notice roll. The scavengers draw a card for a success and a card for each raise on the Notice roll, then consult the tables that follow. They get to use all the cards earned, so they might find multiple items. And any item on the table can be found more than once (imagine ending up with two chainsaws, resulting in a mad search for gasoline!). Consult the tables for each drawn card and roll a d20 to determine what the 'Parker finds. Build the finds into the game narrative (e.g., "you see a cooler wedged under a beat-up sleeper-sofa – yanking out the styrofoam container breaks it into pieces, but you find a six-pack of beer inside . . . not your brand but it will do").

Use your best judgement and scene pacing (see the **Three-Act Structure & Scene Order**) to provide opportunities for scavenging. This is a good activity during a lull between stressful scenes and attacks. A good time for the players to catch their breath while gaining something of value to use in the adventure – or bequeath to the next set of 'Parkers.

Avoid discouraging the players from looking for items that can help the group, because scavenging is important for them to advance the plot. For example, if you send sharks to attack every time the group tries to explore underwater, they might take it as a hint to try something else. Or they will just get bored and frustrated with the idea.

ITEMS AND COMPLICATIONS

Chainsaws, hedge trimmers, brush cutters and the like are all great shark killing weapons . . . if they work. Any item that has a motor, or mechanism that could be messed-up by submersion in water has a drawback.

First, any such item that has been completely soaked in water will need someone with tools and a mechanical sense about them to get it started. A successful Repair check has to be made to start the item and keep it running. Tack on additional modifiers if the group doesn't even have a simple screwdriver or wrench, a -2 should be enough.

When using the motorized tool in combat, if a Club is drawn for that 'Parker's Action Card, a complication occurs at the beginning of the PC's turn. The motor sputters and runs out of gas, or if they were diligent enough and filled it up with gas, it inexplicably dies on them, requiring another Repair roll to start it up again, which is an action.

Don't tell the players this complication rule is in effect, let them find out the hard way and when it does happen don't tell them why. Don't clue them in that it's because they drew a Club during initiative. It's more organic and fun to just narrate the drawback and see how the players deal with it.



TRAILER PARK SHARK ATTACK!

If the scavenging starts to get out of hand and the game turns into a shopping spree, that's when the 'Parkers start seeing dorsal fins in the water circling their mobile home rooftop. If that doesn't get the point across, then it's time for a shark attack while a greedy 'Parker attempts to loot an entire trailer.

Two – Five: Mundane items that could be useful in the right player's hands.

1. 50' Garden Hose
2. 50' Extension Cord
3. Air Mattress (self-inflating)
4. Bottle of Drugs (antibiotics, analgesics, weed, meth, suppositories, vitamins, etc.)
5. Beer Helmet, the kind that can hold two cans on each side (Armor +1 to the head)
6. BBQ Lighter
7. Box of Nails
8. First Aid Kit in water tight box (Bandages, tape, and antibacterial spray. This adds +1 to Healing rolls for four uses.)
9. Flashlight (with batteries)
10. Frozen Steaks (10 lbs)
11. Gasoline Can (1 gallon of gas in it)
12. Grain Alcohol (1d4 bottles)
13. Lava Lamp
14. Lawn Chair
15. Mannequin Torso with Head
16. Propane Tank from BBQ Grill (4d6, Medium Blast Template, with the usual chance of the fire spreading, see **Savage Worlds**.)
17. Road Flares (3) in a waterproof case (last for 15 minutes each)
18. Six Pack of Beer (Bottles)
19. Bottles of Cheap Whiskey (2)
20. Spam (1d4 cans)



MOLOTOV COCKTAILS

All you need is a breakable bottle, some fuel and a rag, light it with a flame and throw. Molotov cocktails burst upon impact, setting sharks ablaze. A miss means that the rag got wet and fizzled out, or the bottle bounced off the target and didn't break. (Range 3/6/12, 2d10, Medium Blast Template, with the usual chance of the fire spreading, see **Savage Worlds**.)

Six – Ten: Mundane items, most of which can be used as weapons. Perfect for fighting off sharks.

1. 2x4 Wood Board (Str+d4)
2. Acoustic Guitar (Str+d4, Acing on damage destroys the guitar)
3. Baseball Bat (Str+d6)
4. Boat Paddle (Str+d4)
5. Box of Ammo 2d6 bullets (whatever caliber the group can use)
6. Box of Shotgun Shells (1d6 shells)
7. Butcher Knife (Str+d4)
8. Can of Aerosol Hairspray (Makeshift flamethrower if held to flame, Range 1/-/-, 2d4, with the usual chance of the fire spreading, see **Savage Worlds**.)
9. Can of WD-40 (Makeshift flamethrower if held to flame, Range 1/-/-, 2d4, with the usual chance of the fire spreading, see **Savage Worlds**.)
10. Cast Iron Pan (Str+d4)
11. Cigarette Lighter
12. Claw Hammer (Str+d4)
13. Crowbar (Str+d4)
14. Electric Guitar (Str+d4)
15. Flare Gun, in a waterproof case with 3 flares (Range 12/24/48, 2d6+1, RoF 1, with the usual chance of the fire spreading, see **Savage Worlds**.)
16. Machete (Str+d6)
17. Pack of 6 Round Saw Blades that can be thrown (Range 3/6/12, Str+d6)
18. Screwdriver (Str+d4)
19. Utility Knife (Str+d4)
20. Wrench (Str+d4)

Jack – Joker: Guns, garden tools, and flea market purchases ... all make great shark-fighting weapons. Add in the tool box, the waterproof satellite phone and ... well, just about any other item ... this list is just plain hard to beat.

1. Bladed Brush Cutter (2d4, two hands)
2. Bladed Hedge Trimmer (2d4, two hands)
3. Box of Ammo 2d10 bullets (whatever caliber the group can use)
4. Box of Shotgun Shells (2d10 shells)
5. Chainsaw (2d6+4, Critical Failure hits the user)
6. Cordless Nail Gun (2d4-2)
7. Cordless Power Drill (2d4-2)
8. Flea Market Nunchucks (Str+d4)
9. Flea Market Generic Fantasy Two-Handed Great Sword (Str+d10, two hands)
10. Flea Market Generic Fantasy Great Axe (Str+d10, AP 2, Parry -1, two hands)
11. Flea Market Katana (Str+d6+1, two hands)*
12. Fully-loaded Glock (9mm) (Range 12/24/48, Damage 2d6, AP 1, RoF 1, Shots 17)*
13. Fully-loaded Pump Action Shotgun (12g) (Range 12/24/48, Damage 1-3d6, RoF 1, Shots 6, See the **Savage Worlds** rules for more on shotguns)*

14. Fully-loaded Sawed-Off Double-Barreled Shotgun (12g) (Range 5/10/20, Damage 1-3d6, RoF 1, Shots 2, See the **Savage Worlds** rules for more on shotguns)
15. Motorcycle Helmet (Armor +3 to the head)
16. Pitch Fork (Str+d4, two hands)
17. Self-Inflatable Six Man Raft, complete with 2 small paddles
18. Shovel (Str+d6, two hands)
19. Tool Box (Screwdrivers, crescent wrenches, nails, duct tape, a hammer, etc.)
20. Waterproof Satellite Phone

*If you are running the **Alien Shark Attack!** scenario, consider replacing the Katana, Glock and the Pump Action Shotgun on this list with alien laser weapons that they find on a dead alien body!

11. Laser Sword (Str+d6+8, AP 12)
12. Laser Pistol (Range 15/30/60, Damage 2d6, AP 2, RoF 1, Shots 50, See the **Savage Worlds** rules for more on Laser fire)
13. Laser Rifle (Range 30/60/120, Damage 3d6, AP 2, RoF 3, Shots 100, See the **Savage Worlds** rules for more on Laser fire)



"KILLER" SHARK MOVIES

This is a small list of the shark movies, and a few other monster movies, that were inspirations for this adventure. Most of these movies fall into the category of B-movie horror and haven't even reached the local movie theater, but that doesn't mean they aren't fun to watch ... in their own special cheesy way. Watch a few to get the absurdity level of how **Trailer Park Shark Attack!** should be played.

2-Headed Shark Attack, Christopher Ray, *The Asylum*, 2012
3-Headed Shark Attack, Christopher Ray, *The Asylum*, 2015
5-Headed Shark Attack, Nico De Leon, *The Asylum*, 2017
6-Headed Shark Attack, Mark Atkins, *The Asylum*, 2018
Avalanche Sharks, Quaid Brinker, *Titan Global Entertainment*, 2014
Bait 3D, Kimble Rendall, *Paramount Pictures*, 2012
Croc, Stewart Raffill, *RHI Entertainment*, 2007
Deep Blue Sea, Renny Harlin, *Warner Bros.*, 1999
Dinocroc, Kevin O'Neill, *New Concorde Home Entertainment*, 2004
Dinocroc vs. Supergator, Jim Wynorski (as Jay Andrews), *New Horizons Picture Corp.*, 2010
Dinoshark, Kevin O'Neill, *Syfy*, 2010
Ghost Shark, Griff Furst, *Syfy*, 2013
Hammerhead: Shark Frenzy, Michael Oblowitz, *Syfy*, 2005
Jaws, Steven Spielberg, *Universal Pictures*, 1975
Jaws 2, Jeannot Szwarc, *Universal Pictures*, 1978
Jaws 3-D, Joe Alves, *Universal Pictures*, 1983
Jaws: The Revenge, Joseph Sargent, *Universal Pictures*, 1987
Jersey Shore Shark Attack, John Shepphird, *Syfy*, 2012
Jurassic Shark, Brett Kelly, *Brett Kelly Entertainment*, 2012
Lake Placid, Steve Miner, *20th Century Fox*, 1999
Lake Placid 2, David Flores, *20th Century Fox Home Entertainment and Sony Pictures Home Entertainment*, 2007
Lake Placid 3, Griff Furst, *Sony Pictures Home Entertainment*, 2010
Lake Placid: The Final Chapter, Don Michael Paul, *Sony Pictures Home Entertainment*, 2012
Lake Placid vs. Anaconda, A. B. Stone, *Destination Films*, 2015
Land Shark Skit, *Saturday Night Live*, *NBC*, 1975
Lavalantula, Mike Mendez, *Syfy*, 2015
Malibu Shark Attack, David Lister, *Syfy*, 2009
The Meg, Jon Turteltaub, *Warner Bros. Pictures*, 2018
Mega Piranha, Eric Forsberg, *The Asylum and Syfy*, 2010
Mega Python vs. Gatoroid, Mary Lambert, *The Asylum and Syfy*, 2011
Mega Shark Versus Crocosaurus, Christopher Douglas-Olen Ray, *The Asylum*, 2010
Mega Shark Versus Giant Octopus, Jack Perez (as Ace Hannah), *The Asylum*, 2009
Mega Shark Versus Mecha Shark, Emile Edwin Smith, *The Asylum*, 2014
Mega Shark vs. Kolossus, Christopher Douglas-Olen Ray, *The Asylum*, 2015
Mega Snake, Tibor Takács, *Sci Fi Pictures*, 2007
Ozark Sharks, Misty Talley, *Syfy*, 2016
Piranha, Joe Dante, *New World Pictures*, 1978
Piranha II: The Spawning, James Cameron and Ovidio G. Assonitis, *Columbia Pictures (Sony Pictures Entertainment)*, 1982
Piranha 3D, Alexandre Aja, *Dimension Films*, 2010
Piranha 3DD, John Gulager, *Dimension Films*, 2012

Piranhaconda, Jim Wynorski, Syfy, 2012
Raging Sharks, Danny Lerner, Nu Image Films, 2005
Red Water, Charles Robert Carner, New Line Television and Sony Pictures Television, 2003
Sand Sharks, Mark Atkins, American World Pictures, 2011
The Shallows, Jaume Collet-Serra, Columbia Pictures, 2016
Shark Attack, Bob Misorowski, Martien Holdings A.V.V., 1999
Shark Attack 2, David Worth, Lionsgate Home Entertainment, 2000
Shark Attack 3: Megalodon, David Worth, Millennium Films, 2002
Shark in Venice, Danny Lerner, First Look International, 2008
Shark Night, David R. Ellis, Rogue, 2011
Shark Swarm, James A. Contner, Larry Levinson Productions, 2008
Sharkansas Women's Prison Massacre, Jim Wynorski, CineTel Films, 2016
Sharknado, Anthony C. Ferrante, The Asylum and Syfy Films, 2013
Sharknado 2: The Second One, Anthony C. Ferrante, The Asylum and Syfy Films, 2014
Sharknado 3: Oh Hell No!, Anthony C. Ferrante, The Asylum and Syfy Films, 2015
Sharknado: The 4th Awakens, Anthony C. Ferrante, The Asylum and Syfy Films, 2016
Sharknado 5: Global Swarming, Anthony C. Ferrante, The Asylum and Syfy Films, 2017
The Last Sharknado: It's About Time, Anthony C. Ferrante, The Asylum and Syfy Films, 2018
Sharktopus, Declan O'Brien, Syfy, 2010
Sharktopus vs. Pteracuda, Kevin O'Neill and Roger Corman, Syfy, 2014
Sharktopus vs. Whalewolf, Kevin O'Neill, Syfy, 2015
Snakes on a Plane, David R. Ellis, New Line Cinema, 2006
Snow Shark, Sam Qualiana, Independent Entertainment, 2012
Spring Break Shark Attack, Paul Shapiro, CBS Television Network, 2005
Super Shark, Fred Olen Ray, CineTel Films, 2011
Swamp Shark, Griff Furst, Syfy, 2011
Trailer Park Shark, Griff Furst, Syfy, 2017

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