Wow!

Last night we had a great session, featuring a night raid on an anchored prison ship (game's set in America, 1784). What a fight!

I went into the game ready to experiment with methods for removing what little book-keeping there is. I bought Wound tokens from Gale Force 9 so everyone would know at a glance which Wild Cards were sporting Owies. I bought poker chips in many sizes and colors (to denote Shaken, reloading, Wild Attack, etc.).

I also lowered the GM Screen. That's right. I laid it flat so I could refer to it, but the table was "open." Any hint of GM/ player adversity vanished, and my players started managing bennies, tossing chips under minis, running their Allies (a detachment of Continental Marines), and calculating their hits/misses/damage without me saying much of any-thing. My players rock! And the mini-battle felt very much like a boardgame in some ways (which is what a few of my players really dig).

The battle was substantial but not huge (4 WCs + 12 Allies vs. WC Bad Guy + 10 Experienced Soldier Extras), and quite tense -- a few times they thought they were done for. But then the initiative cards fell where they needed, and they were able to Shake enough enemies to keep themselves alive.

Finally, the tide turned in their favor and they won...But they all marvelled at the fact that the outcome was most assuredly in doubt for a good part of the fight.

Oh, and did I mention we had some very entertaining roleplay leading up to the raid? Well, we did. ;)

The most miraculous moment of the night was when a player said, "Okay...if we're going to conduct a night raid on that ship, we need a very good, very detailed plan."

Anticipating an hour of listening to them debate, I deadpanned, "Fast, furious, fun?"

Another player exclaimed, "I've got a plan for you: NIGHT RAID!"

Everyone laughed, we threw a few Stealth and Notice rolls, and the next thing you know there's a detachment of Continental Marines storming over the gunwale, sentries blasting away with muskets, total chaos. Pulp action!

In any case, it was my biggest battle since I've been running SW, and the most satisfying experience my group has had with the system so far...and I wanted to share!

Matt

Well we had an interesting one last night...

I am running a homebrew fantasy campaign (using the fan conversion AD&S) for an evil party who is wandering in a newly discovered land full of creatures out of fairy tales and legend. I threw an apple of discord at the party some weeks ago in the form of a cursed crystalline skull that allows the wielder to command and create a small host of zombies. However, the skull also slowly corrupts the possessor's mind to some undisclosed will. The skull had been claimed by the party cleric who has coveted it ever since. Due to some of the theology in the home brew setting the skull has caused tension amongst the party members who see necromancy as the art of a traitorous god that opposed their society's deity in an ancient war. Let the fun begin.

Last night things came to a boiling point when the Ranger PC who was on watch decided to try his hand at thievery and crept over to the sleeping Cleric to steal away the skull so that he could destroy it. Unfortunately for him, the Cleric got a 17 on his notice roll and awoke to the treachery. Soon the host of zombies was set upon the thief and a melee broke out amongst the party members. The Mage awoke to the chaos and decided he would set things right with a fireball (SW Blast Power) and the stroke of a lighting bolt (SW Bolt Power). This took care of the zombies, but mostly it just made matters worse as the mage was set upon by another party member caught in the blast. The Cleric PC was killed by an acing roll from the would-be thief causing 5 wounds and loping his head off (he later failed his vigor roll). After some grappling to prevent more spells and some quick talking by the Mage the melee subsided. This was just in time for a band of Orcs to show up that had been attracted by the clanging of metal and explosions in their woods.

The party actually parleyed with the Orcs because they were on a mission to gain alliance with them against a settlement of good aligned humans new to the strange lands. Soon the party was setting out on a mission to prove themselves to the Orc leader and in the midst of the party was a new PC Orc guide belonging to the player who's Cleric had been killed only 30 minutes or so before.

Here is the point - aside from being an interesting session with good plot advancement and a unique 'party only' melee, the night showcased two qualities unique to Savage Worlds;

1) The rules are so fast and simple that the party was able to completely run the combat amongst themselves with 12 participants, including 7 zombie allies, with no more GM involvement then the dealing out of initiative cards. I got to just sit back and watch the fun. (It was awesome)

2) Even though a PC was killed, the character creation system is so fast in SW that the player was right back in the game with a brand new character in record time. Had we been playing in a different system that player would have spent the rest of the night coming up with a new character.

Go Savage Worlds!