



HOWLING BLIZZARD

A Savage Worlds One Sheet™ By Dave Blewer
for use with Necropolis™ or as a Sci Fi diversion

The team of soldiers are sent on a dangerous mission to recover a Holy relic.

Use the Necropolis characters found on our Savage Website www.peginc.com or make your own.

BRIEFING

A little over six hours ago the New Burnham reliquary, 25 miles from the borders of Dead Zone Gamma, fell to an undead strike force. Our spotters report the undead are methodically destroying the reliquary.

New Burnham was the resting place of St. Attarib. His remains are hidden in a deep chamber, so the undead may not have found it yet. Once you have retrieved the saint's bones you can call for evac.

Enemy Forces: Initial reports indicate the force is at least company-sized, and is commanded by a Young Vampire

Support: You will be accompanied by a lance of sergeants. Air transports will drop you three miles from the target. The big push into Gamma prevents other resources being dedicated to this mission.

Equipment: Load yourselves down with as much ammo as you can carry. This should be a short mission, but expect heavy resistance.

A WALK IN THE WOODS

The two Cherub rotary wing aircraft, fly as high as they can until they are close to the insertion point, in an attempt to avoid enemy surface-to-air missile fire. This gives the knights a perfect view of Gamma Dead Zone miles to the east.

The assault on the DZ continues. The knights can see massive plumes of smoke and even the occasional explosion, which must be massive, given the distance. They can see several battles from their lofty perch, but can't hear them—making the vista slightly surreal.

The insertion point is uncontested, but the Cherubs only pause for the knights and sergeants to deploy, before swiftly leaving. The insertion point is a small woodland clearing, which has so far been spared in the fighting. Even so, the trees are skeletal and blackened. Their relative closeness to

the Dead Zone is slowly leeching the life from them.

The Knights have to travel on foot through the wood, to the New Burnham Reliquary. The undead however, have left some nasty surprises for them in the woods.

For every half mile of travel, draw one card from the Action Deck. If it is a face card one of the unit has triggered a corpse mine, roll to choose the victim randomly, but keep in mind the blast radius of the explosions which might catch other members of the unit. Only four corpse mines in total can be encountered.

THE RELIQUARY

The area around the reliquary itself is surrounded by barren killing ground. Not long ago, it was a landscaped garden, but a brief fire destroyed its tranquillity. The rose beds and ornamental trees have now been destroyed by firepower and trampled under undead feet.

The entrance to the reliquary can only be reached by crossing 10 inches (20 yards) of a blasted killing ground. Eight zombie troopers are arranged around the entrance taking cover behind waist high walls which once divided the garden into quadrants—this provides them with Light Cover. Two more have taken cover behind an overturned Ezekial Repair Truck, which provides Medium cover. Unless the knights managed to avoid the Corpse Mines—or prevented them from exploding—these zombies are expecting an attack.

Within the Reliquary are another six zombies. Three of them await the knights behind the closed doors. They have piled furniture inside, providing them with



Heavy Cover.

A further three zombies wait on the stairs down into the catacombs. One waits on each landing hoping to ambush any intruders in the dark (-4 lighting penalty).

THE FATE OF ST. ATTARIB

Exploring the catacombs, the knights discover a breach in a far wall. They are too late—the undead have discovered the saint's tomb.

Within awaits the vampire commander and the remaining four zombie troopers. The vampire has performed a foul ritual to corrupt the bones of the saint. He now wears the bones like a shirt, coating him in armoured ice—Attarib is one of the four angels of winter. The vampire is also armed with a rune dagger—its rune inscribed blade bleeding darkness.

The undead fight to their second death; they do not expect or offer mercy.

AFTERMATH

The survivors must wait for over an hour for evac. When the Cherubs arrive they bear a team of grim faced Inquisitors who question the knights during the return journey. It is clear they believe the saint's bones were corrupted due to the laziness and lack of faith of the knights.

SERGEANT (2 PER KNIGHT)

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

Skills: Driving d6, Fighting d6, Guts d4, Notice d6, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 9(4)

Hindrances: Loyal, Vow (Major: sacred vows)

Gear: Light armor (+4), flechette SMG (12/24/48, 2d6+1, RoF 3, Shots 60, AP 2, Auto) with 2 magazines, molecular knife (Str+3, AP 2), medpac (onetime +1 to healing rolls)



VAMPIRE, YOUNG

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Knowledge (Battle) d6, Persuasion d6, Stealth d6,

Pace: 6; **Parry:** 6; **Toughness:** 13 (4)

Gear: Rune dagger (Str+d6, AP 2)

Special Abilities:

- **Bite:** Str+2.
- **Ice Armor:** The saint's bones provide +4 armor.
- **Frenzy:** May make two attacks per round at -2 penalty.
- **Leadership:** Has Command, Fervor, and Hold the Line.
- **Thermal Vision:** Undead halve penalties for bad lighting when attacking living targets.
- **Undead:** +2 Toughness. Called shots do no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons do half damage.

ZOMBIE (20)

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6

Pace: 4 **Parry:** 5 **Toughness:** 7

Gear: Flechette SMG (12/24/48, 2d6+1, RoF 3, Shots 60, AP 2, Auto) with 2 magazines;

Special Abilities:

- **Claws:** Str+1.
- **Fearless:** immune to Fear and Intimidation.
- **Thermal Vision:** Undead halve penalties for bad lighting when attacking living targets.
- **Undead:** +2 Toughness. Called shots do no extra damage. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons do half damage.

CORPSE MINE (4)

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

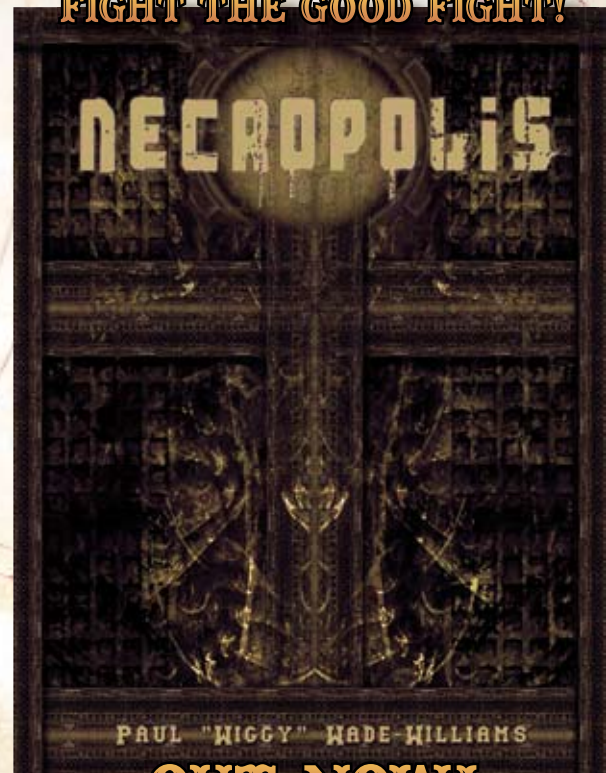
Skills: Fighting d4, Notice d6, Stealth d10

Pace: 3; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Claws:** Str.
- **Explosive:** Corpse mines that grab a victim detonate. Held victims suffer 5d10 damage; other targets within a Medium Burst Template suffer 3d10 damage.
- **Sense Life Force:** A corpse mine can sense life force within 3". It can then burrow up from the ground (taking one action) and attempt to grab the nearest living target.
- **Tunneling (1"):** Corpse mines are typically concealed just beneath the surface. Roll an opposed Stealth roll versus the intended victim's Notice. If the corpse mine wins it gains a +2 bonus to grapple rolls on its first action.
- **Undead:** +2 Toughness. Called shots do no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons do half damage.

FIGHT THE GOOD FIGHT!



OUT NOW!

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www.peginc.com

Want to check out the game before you drop your cash on the book? No problem, check out the Test Drive rules.

With a One Sheet, the Test Drive rules, and a group of characters, you can get a flavor of the Necropolis. We think you'll get a taste for it!

And keep checking back for more One Sheets for our Savage Worlds settings.