

# EN MINI GAMES

## WITH A **BULLET:** A GUN-FU ADVENTURE



### An Adventure for Gun-Fu: Balletic Ballistics

Requires the use of the d20 Modern Roleplaying Game,  
published by Wizards of the Coast, Inc.





Presents:

# WITH A BULLET: A GUN-FU ADVENTURE

By Corey Reid

*With A Bullet* is a Gun-Fu adventure for 5th-level heroes. You'll need the *Gun-Fu: Balletic Ballistics* game in order to make perfect sense of everything in here, so go buy it now if you haven't already. It's cheap. And easy!

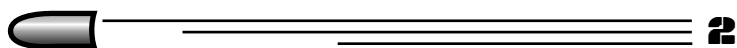
## ADVENTURE SYNOPSIS

Our heroes find themselves in a taxicab on a crowded street in a troubled nation. They have entered into an agreement to smuggle medical supplies to a local dealer named Tony, and so far all has gone well. All ceases to go well, however, when the taxicab is targeted by a random terrorist bomber and the crowd around them erupts in gunfire. They are forced to make their way through streets crowded with suspicious military forces, and must use their wits to avoid capture and summary execution. Fortunately, this Tony they seek is a sympathetic sort, especially after pursuing forces break into his bar, resulting in a pitched gun battle in true Gun-Fu style. By this time our heroes are no doubt ready to leave this treacherous place, and Tony is only too happy to oblige them. Unfortunately, Tony has himself been betrayed, by the sinister figure who first hired our heroes, and more bullets must fly before the dust can settle.

This adventure features six primary encounters, several of which can occur in any order (or not at all). Of course PCs are a contrary lot, so the adventure is flexible enough to accommodate multiple scenarios. Make sure you read each encounter over carefully and have the whole story in your head before you start running this adventure. This is not a location-based adventure, so you won't find detailed maps or keyed descriptions. A Gun-Fu game is more concerned with drama and vast amounts of ordinance, anyway, right?

Well, it should be. This adventure is meant to not only show up the rules of Gun-Fu, but to provide some inspiration on HOW this game is best played. You'll discover as you read through the adventure that many encounters feature indeterminate numbers of opponents, and indeed even the very "plot" of the adventure is not spelled out clearly here -- WHY the bad guys are out to kill the good guys will actually depend on the actions of the players. Keep in mind that a Gun-Fu adventure is not primarily a static challenge for the players to overcome -- it is a stage upon which cool things can happen.

This is your stage. Get cool..



# INTRODUCTION

With A Bullet starts in media res, as it were.

Read or paraphrase the following to your players:

*Boss Tanaka is not a man who minces his words. His deal is offered in simple, direct terms.*

*"My man in Lombok is Tony Ashgar. Once you're through customs, get a cab to his bar, the Highlight. All the airport cabbies know it. Tony'll pay you there."*

*Now, riding in a taxicab just as Tanaka suggested, the whole thing seems simple enough. Smuggle medical goods past Customs and the scowling but insufficiently diligent guards, and then a week's holiday sampling the delights of this dubious metropolis. The bags were placed in your hands, handed over to baggage check, claimed at Lombok International and loaded into the trunk of the first available taxi. The taxi now crawls slowly through streets choked with vehicles and pedestrians, scooters and heavy trucks competing for space. All around the noise is deafening, the smell indescribable, and you can't help but with the taxi had air conditioning. All the same, it seems like time to relax, to celebrate. With the goods safely stowed in your backpacks in the trunk, the hard part is already over.*

*Until that loonie comes surging out of the crowd, swinging a satchel in one hand. A satchel that he releases into the air, and all you can do is watch as it arcs straight towards your open windows.*

Allow your players to ask a few questions, but try to get straight to the action. They've each got a light pistol and whatever gear one might normally take on a weekend trip to a tropical-ish place (where exactly the city of Lombok is has been deliberately left unspecified).

Also figure out who's sitting where in the cab -- front seat, back seat, left, right, whatever. The loonie is approaching from the front right (the shotgun seat).

There will almost certainly be some questions about Boss Tanaka. He's a bigtime crime lord that nobody likes to cross. You might ask your players to come up with reasons why their characters have ended up as Boss Tanaka's low-rent couriers. Tanaka is known as a stern, vengeful and unpleasant fellow with a knack for tracking down those who betray him.



# TAXICAB

A great way to start any adventure is with the instruction, "Make your Spot checks." With A Bullet is no exception. There are three terrorist loonies lurking in the crowds around the taxi, each with a Hide bonus of +11 in these conditions. If the heroes can exceed the loonies' Hide checks by at least 5 they notice the spotted loonie has a bulky object under his coat, which they recognize as a sub-machine gun.

One of the loonies (if any are not Spotted, make it one of those) also has an improvised explosive device in a satchel. He will decide that a taxicab full of foreigners is a likely-looking target and on his first action will hurl the satchel at the taxicab, which is the signal his desperate comrades have been waiting for.

**The Terrorist Loonies (Mooks):** Init +1; Def 12; Atk +4 (Sub-Machine Gun, Damage DC 14); Damage Save +4

The one loonie has a satchel (Damage DC 20/15/8) in addition to the sub-machine gun. He throws the satchel in the first round (as described above). The car has a Defense of 9 and a Damage Save bonus of +5, and provides sufficient cover to our heroes that they are considered to be "not very close" to the explosion, thus needing to make a Damage save of only DC 8. Should the loonie miss the car, the car is considered "very close" to the explosion, and our heroes are not harmed at all.

The cabbie fails his Damage Save if he is required to make one (for purely aesthetic reason, we are sorry to say -- conventions of the genre and all that). If he does not, he will immediately spring from the car and run for it. The opportunity to have him mown down by sub-machine gun fire in dramatic slow-motion should not be missed.

Once the satchel goes off, all three loonies unsling their sub-machine guns and begin firing on the car. One of them will use the Strafe combat action, expending six bullets per round (giving him a total attack bonus of +2) while another will attempt to use the Riddle With Bullets

action on the car itself, expending nine bullets (giving him a total attack bonus of +1) each round. The third loonie will simply try to shoot anyone in the car. The car provides three-quarters cover (+7 to Defense), and so our heroes may be inclined to stay inside. That cover will reduce if the loonies succeed in damaging the car. Once the car is Disabled, the cover it provides drops to one-half (+4 on Defense), and if the car is Dying, the cover it provides drops to one-quarter (+2 on Defense).

But probably before that happens, the army will arrive.

Two rounds after the satchel goes off, a group of soldiers come charging through the screaming crowds and start dealing with the situation. Namely, by pointing a lot of guns around and threatening to blow away anyone who looks like they're involved in this.

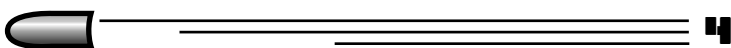
Which will almost certainly include the foreigners sitting in the shot-to-heck taxicab, if they're still there.


Two soldiers arrive in the third round of combat, followed by four more in the fourth, and in the fifth round another half-dozen show up with a jeep and a big honking machine gun. The terrorists will shoot it out with the soldiers, assuming the heroes haven't killed them yet.

**Soldiers (Mooks):** Init +2; Def 13; Atk +6 (Assault Rifle, Damage DC 15); Damage Save +6

The big honking machine gun needs its own stats: Range 70ft, Damage +20, F/A, Reload special. When used for the Strafe or Riddle With Bullets actions, the BHMG spits out 20 volleys of 3 bullets each, and the user takes only a -5 penalty on their attack roll (assuming it's mounted on a swivel base designed for it, of course, otherwise the penalties are as normal).

This thing is REALLY dangerous, obviously, so have the army guys use it on a surviving loonie (or an innocent passer-by), and do the rolls in front of your players, announcing the bonuses, so they can see exactly how incredibly dangerous it is. Hopefully that will be their cue to exit.





Possibilities: There's all sorts of potential for drama here. Don't be afraid to have a loonie grab a hostage from the crowd as a shield (three-quarters cover). Being inside the car while it's getting riddled with bullets ought be hair-raising; upholstery blowing apart, the ring of door panels puncturing, the settling of the car as tires blow out and roof struts give way.

Our heroes might think to get control of the car and drive away, but with the state of traffic here there's nowhere to go. They won't be able to drive the car away unless they come up with something very clever indeed.

Just about anything might be found in the surrounding traffic: a livestock truck, an ice-cream wagon, a housewife carrying half-a-dozen bottles of cooking oil. Lots of opportunities for goofy plans.

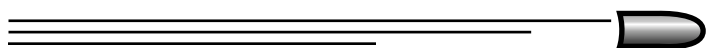
Outcomes: Obviously there's the straightforward possibility of the heroes getting killed here and now. Hopefully, you can make it clear to them that standing and fighting the army to a standstill is a Really Bad Idea. This encounter is meant to introduce players to the nature of combat in Gun-Fu, not demolish them. Remember that the soldiers and the loonies will spend as much energy shooting at each other as they will at the heroes (more, hopefully).

At any point before the largest army group arrives, the heroes can probably get away just by running into the crowd. The loonies won't pursue them, nor will the soldiers unless our heroes have fired on them or something unintelligent like that. Once the largest group arrives (in round five), if the heroes run for it, as many soldiers as available will be dispatched to follow them, and now you've got a chase through the streets of Lombok. Have fun, and go to the Smash and Grab encounter, below.

Now the goods are in the trunk of the taxi. Our heroes can attempt to get at them, but that means enduring fire from a variety of sources, potentially. Their safest bet is to abandon the car and run for it; none of these clowns will pursue them. The loonies like it when people run away in terror. If they do make a break for it (regardless of if they have the goods or not), go to the Smash and Grab encounter below.

They might surrender to the army, in which case they get hauled off for interrogation. Go to the Interrogation encounter, below.

They might investigate the goods they've smuggled in (this will be their first chance to do so -- they've come straight from the airport with bags they've never even opened). They will discover two bags conceal not the promised medical supplies but plastic sacks of white powder. Cocaine. The third bag is rigged to explode when opened. Spot DC 20 to find, Disable Device DC 25 to deactivate. The device has a Damage DC of 20/15 if it goes off.





# SMASH AND GRAB

At some point after the taxicab incident, while the characters are making their way through the streets of Lombok, disaster suddenly strikes. Again.

Read or paraphrase the following to your players:

*Obviously a little caution goes a long way in this town. You seem to have found a quieter stretch of street, lined with small jewelry stores. Smiling clerks wave and invite you in to investigate their incredibly affordable but still valuable if you act now wares.*

If the players want to stop and shop, that's fine. If they get the bright idea of holding up a jewelry store, even better -- play this encounter as over-zealous police activity.

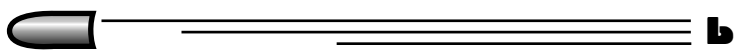
Start the encounter by asking players to make Listen checks (just for a little variety). On a 10 or better, they can hear a vehicle approaching at high speed, tires squealing. The next round, another army jeep (complete with Honking Big Machine Gun), loaded up with six soldiers, comes careening around the corner to stop in front of a shop near the players (if the players are in a shop, then in front of that shop). The HBMG operator opens up with a Strafe action on the shop (use the Soldier and HBMG stats from the Taxicab encounter).

The soldier's primary target is the display cases, which he will blow apart admirably. Likewise, innocent shopkeepers are not going to fare well here. The charming counter girl can dive for cover, but the amiable old fellow who first waved to our heroes -- he's probably a goner.

After one round of this, if there appears to be no opposition, three soldiers will jump down from the jeep and run into the shop, gathering up all the jewelry they can. If they see the heroes they'll yell out and assault rifles will come up. The heroes are under arrest.

Possibilities: This encounter is a little less free-for-all-ish than Taxicab -- the threat of the machine gun makes resistance a dangerous path to walk. A quick exit as soon as Bad Things start happening will work, as these soldiers are far more interested in loot than in apprehending "criminals" -- unless said "criminals" start trying to interfere with their "resource distribution".

Outcome: If the heroes haven't yet been arrested and undergone the ordeal of Interrogation, this is a great opportunity to have that happen. Don't force it, though; if they get away, it's no problem. You can go straight to The Bar from here. If they elect to fight it out, things could get messy. That machine gun is perfectly capable of taking a hero to Dying in one shot. There ARE cars parked outside; it's not impossible that the heroes might get to one and make a break for it. Feel free to schedule a thrilling chase right here.



# INTERROGATION

Use this encounter anytime the heroes surrender to the army or are arrested by police or otherwise taken into official custody.

Read or paraphrase the following to the players:

*The soldiers give you a cursory search, bind your wrists behind you and rumble you off in their jeep, assault rifles trained on you as they rattle through the streets. The jeep passes through a gate guarded by serious-looking soldiers and comes to a halt on the wide courtyard of what looks like an elementary school, though it is now full of soldiers and civilians, most of who look, like yourselves, like prisoners. Several are forced to kneel and a captain works the action on his automatic. The guards push you into a nearby hall where a thin, oily fellow sneers from behind a ramshackle desk. Outside, a series of gunshots punctuate the man's speech.*

*"Foreign dogs! We know you are here to collaborate with the rebels. Confess now and we will spare your miserable lives."*

This is Commander Lam, who is not nearly so certain that the heroes are collaborators as he sounds. He has learned, however, that this is an effective tactic for generating confessions, and executing confessed collaborators is a source of great satisfaction for him and his soldiers.

How exactly this plays out is up to you and your players. There are several dozen soldiers around here, and at least two jeeps with heavy machine guns, so a straight-up fight is contra-indicated.

Lam's initial goal is to get the heroes to confess that they are collaborators, so that he may have the pleasure of killing them. If they were caught with the drugs on them, he'll assume they are selling drugs to help finance the rebels' operations. His initial attitude towards the heroes is Unfriendly. But if he learns that they thought they were smuggling medical supplies, or hears the name of Boss Tanaka, his interest grows and his attitude shifts

to Indifferent.

Lam knows Tanaka. He believes that Tanaka is in Lombok even now, though he has no idea where the big boss might be staying. He's willing to make a deal with the players. He'll let them go if they agree to let him know where Tanaka is if they should find out.

Lam possesses some information the party might find interesting. If they can get his attitude to Friendly (award a +2 bonus for a bribe), he'll tell them the following:

- \* Tanaka has been shipping smuggled goods through Tony for several years.

- \* Tony never deals in drugs, which is one reason why he hasn't been shut down by the army.

If Lam's attitude becomes Helpful, he'll mention the following:

- \* Last month one of Tanaka's couriers to Tony got killed in a gun battle in the streets before delivery. Tony claimed he never received the shipment and so never paid Tanaka. Nobody knows who killed the courier or what happened to the shipment.

- \* Tony's a soft touch. He doesn't like authority or being told what to do, but he's always a sucker for people in trouble.

**Outcomes:** If the heroes get themselves into trouble with Lam, then an execution is imminent. It should actually be somewhat difficult to get to that stage: Lam isn't terribly interested in justice or truth, and there's always someone else to execute. Should things go that way, having some about-to-be-executed loonie go ballistic and wrestle an assault rifle away from a soldier will help spice things up a lot. If the heroes act quickly and don't attract attention they ought to be able to get away while things go berserk.

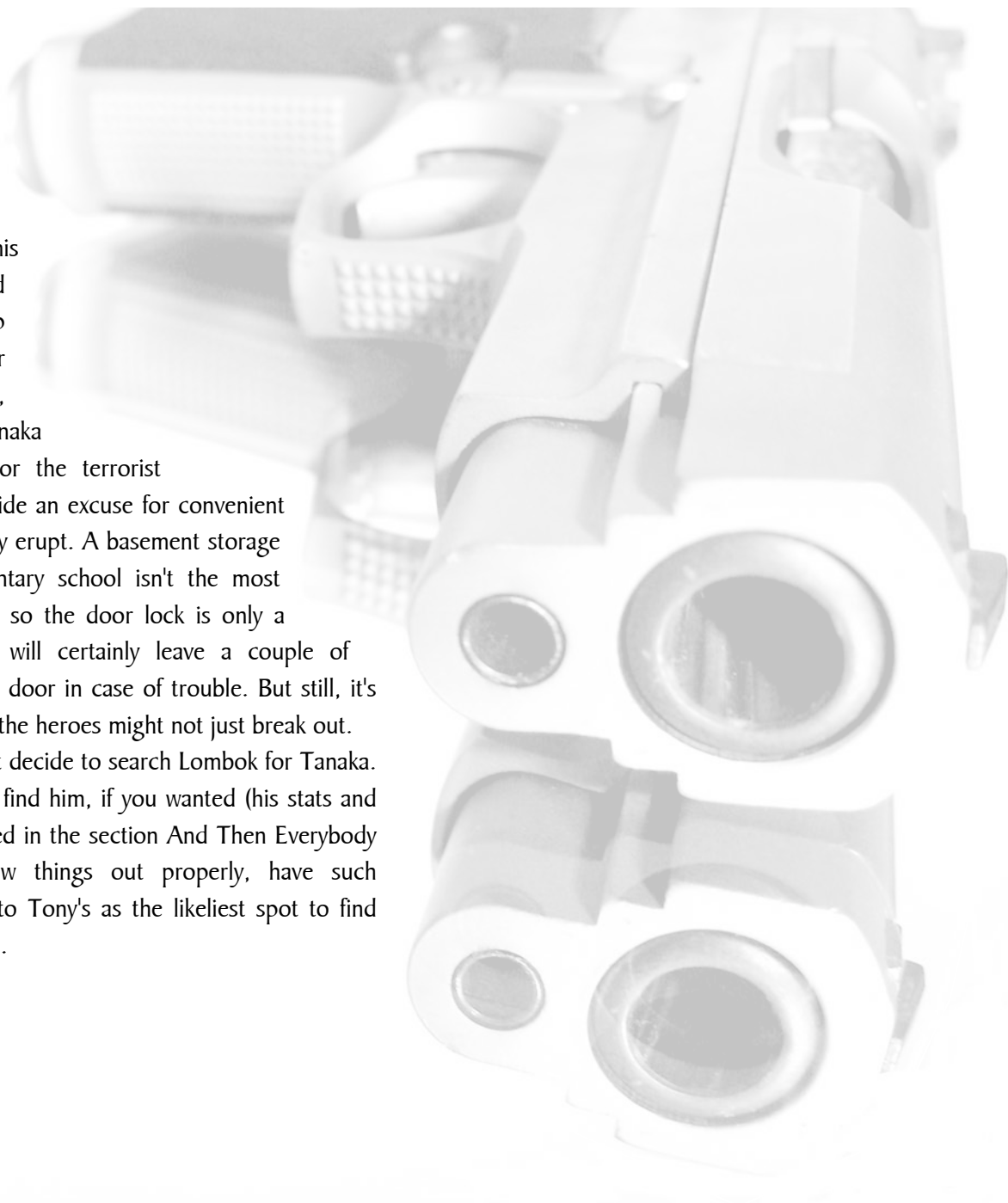
If they manage to get Lam on their side with the news of Tanaka, and agree to his deal, they'll be set free, no charges, off you go, folks.

If they don't exactly offend him but offer him nothing to



work with, then they get sealed up in a basement storage room while Lam figures out what to do with them. At this point, you could have Tony show up to smooth Lam over and get them out, or reintroduce Tanaka to do the same, or the terrorist loonies always provide an excuse for convenient mayhem to suddenly erupt. A basement storage room in an elementary school isn't the most secure prison ever, so the door lock is only a DC 20, but Lam will certainly leave a couple of soldiers outside the door in case of trouble. But still, it's not impossible that the heroes might not just break out.

The heroes might decide to search Lombok for Tanaka. Well, they COULD find him, if you wanted (his stats and followers are detailed in the section And Then Everybody Dies), but to draw things out properly, have such investigations lead to Tony's as the likeliest spot to find out where Tanaka is.

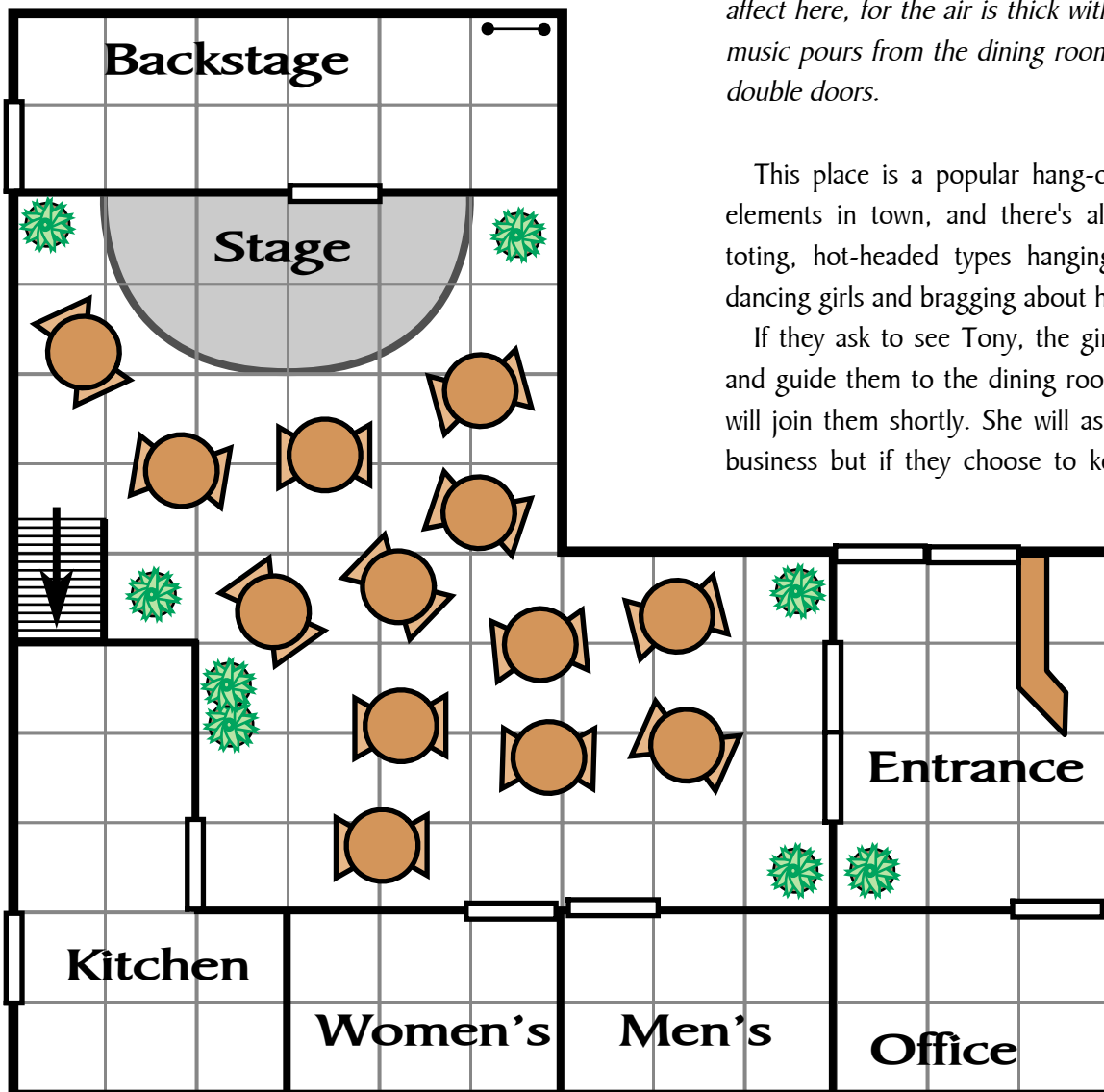




# THE HIGHLIGHT

At some point the heroes will probably arrive at Tony's bar, called, "The Highlight". Have the heroes make Spot checks as the approach the place. On a success of 15 or more, they notice a number of army trucks parked along the street near the bar.

## The Highlight: The First Floor



Read or paraphrase the following when they arrive:

*Set well back from the street and half-hidden behind sprawling paulownia trees, only a simple sign at the gate identifies this place as the establishment you seek. From the open doors spills light and music and voices raised in merriment. Inside a young woman dressed in an old-fashioned gown smiles and welcomes you to Tony's and offers to take your coats.*

*The place is decorated in colonial style, with slowly rotating fans hanging from the ceilings, tall ferns in the corner and rattan furniture everywhere. The carpet is thick and heavy and obviously no-smoking laws have yet to take affect here, for the air is thick with tobacco smoke. Sultry music pours from the dining room beyond another set of double doors.*

This place is a popular hang-out for the less savoury elements in town, and there's always a variety of gun-toting, hot-headed types hanging around watching the dancing girls and bragging about how tough they are.

If they ask to see Tony, the girl at the door will smile and guide them to the dining room, promising that Tony will join them shortly. She will ask their names and their business but if they choose to keep that information to

themselves she'll simply smile and assure them that Tony won't be long.

Nor will he. Tony is sitting with a couple of local crime lords, discussing the rumor that Tanaka is in town. He will recognize the heroes' names, if told what they are, as being the couriers from Tanaka.

He will proceed cautiously, with an initial attitude towards the heroes of Indifferent. How things develop from there will depend largely on the heroes' actions. Diplomacy checks will suffer if they attempt to either strong-arm him or throw around the authority of Tanaka (a -2 penalty for either type of conversation), but will

benefit (+2) from appeals to "Hey we're just a bunch of hard-working joes trying to get by and we've had a tough time." Lam's opinion that Tony is a soft touch is right on the money. Mention of the army trucks will also rustle up a +2 bonus, even though Tony already knows they're there.

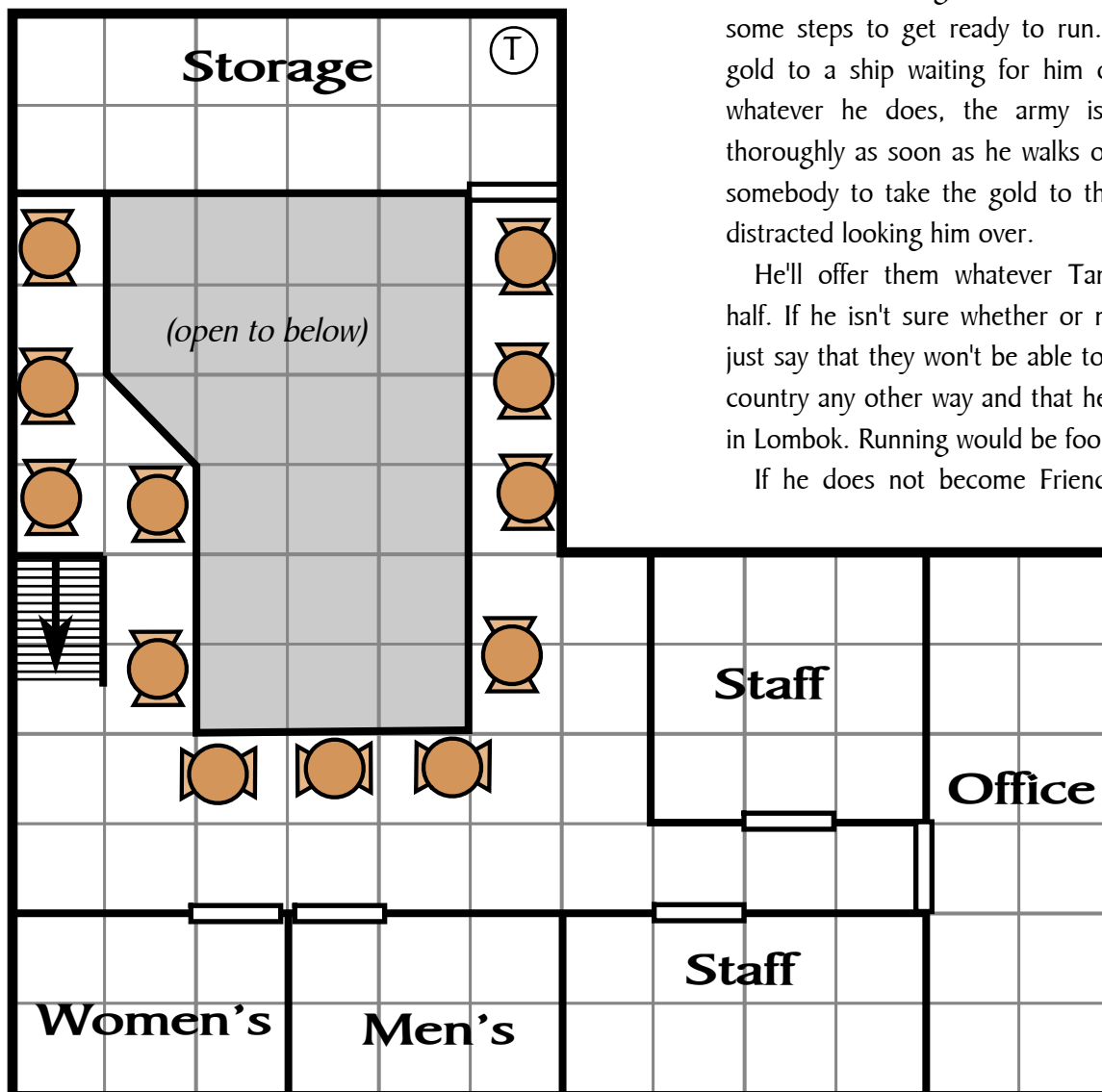
If his attitude becomes Friendly, Tony will suggest a discussion in his office upstairs. If the heroes join him up there, he opens up a safe and withdraws a big chest full of gold bullion. He tells them it was stolen decades ago, and he's been sitting on it for some time now. But he thinks Tanaka is out to get him, and so he's wanting to take some steps to get ready to run. Among them, get this gold to a ship waiting for him offshore. He's sure that whatever he does, the army is going to search him thoroughly as soon as he walks out of here, so he wants somebody to take the gold to the ship while the army's distracted looking him over.

He'll offer them whatever Tanaka offered them plus half. If he isn't sure whether or not he trusts them, he'll just say that they won't be able to get the gold out of the country any other way and that he has friends everywhere in Lombok. Running would be foolish.

If he does not become Friendly, Tony will refuse to

offer much to the heroes, other than safe passage out of the country aboard a ship that's waiting offshore. You'll note that this leads to exactly the same situation as if he were Friendly, except without the gold and Tony leaving town. The heroes will in this case confront Boss Tanaka by

## The Highlight: The Second Floor



themselves, which will be bad. A lot.

**Tony Ashgar, Def5;** Init +7; Spd 30; Def 19; Panache 15; Base Atk +3; Atk +7 ranged (light pistol, Damage DC 13); Full Atk +7 ranged (light pistol Damage DC 13); SV Fort +3; Will +3; Ref +7; Dam +6; Str 12, Dex 17, Con 14, Int 16, Wis 9, Cha 14

**Skills and Feats:** Bluff +10, Forgery +11, Gamble +11, Intimidate +10, Sleight of Hand +11; Dodge, Improved Initiative, Quick Draw, Weapon Focus (light pistol)

At some point in all this conversation, bad guys break in and start shooting up the place. Exactly who these bad guys are is up to you: they could be over-zealous soldiers looking to loot the place, angry Tanaka soldiers or more loonies (possibly seeking revenge for their comrades' deaths at the Taxicab. You can use the loonies' stat blocks or the soldiers from that encounter, or the following statblock for the Tanaka boys.

**Tanaka Boys (Mooks):** Init +3; Def 14; Atk +6 (Heavy Pistol, Damage DC 15; or Sub-Machine Gun, Damage DC 14); Damage Save +5

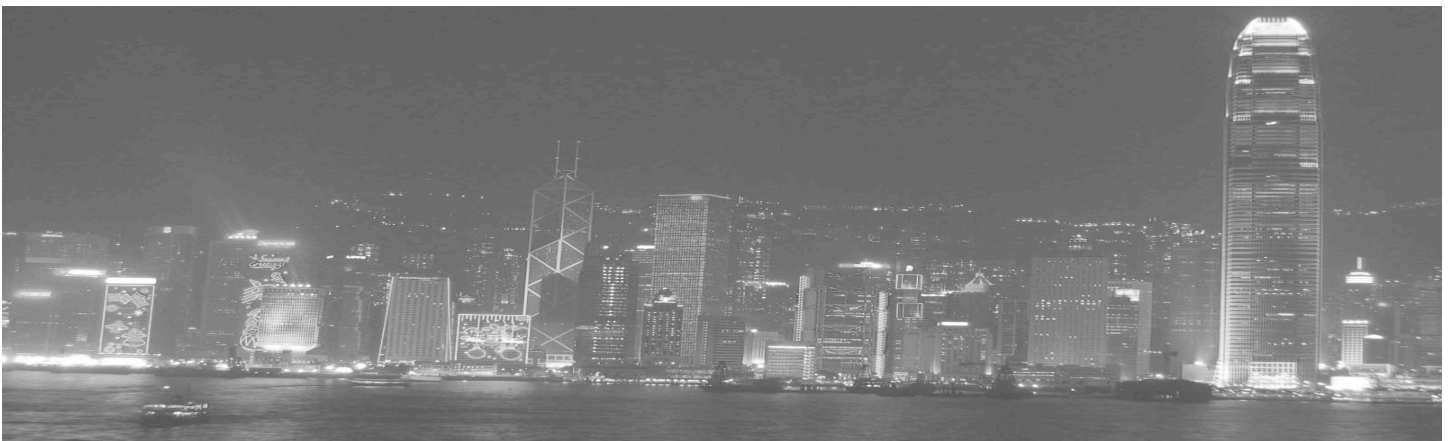
Exactly how many bad guys ought to show up is up to you, but ten or even more is probably right. Remember you can always have bad guys getting shot by patrons or

Tony's boys (or Tony himself) if the odds are looking bad, so err on the side of lots.

**Possibilities:** This ought to be a pretty big shoot-out, the biggest of the adventure. Tony's got major arsenals stashed around the place, and will happily lend guns to anyone who expresses a desire to help out. People ought to plunge from balconies, duck behind tables, blow apart potted plants and all that good stuff. Screaming waitresses and dancers, startled patrons (and don't forget plenty of them are armed) and angry chefs can fill the space.

**Outcomes:** Presumably by the end of all this, Tony is more or less convinced of the heroes' good-guy cred. If they helped him out in the gunfight, then consider his attitude Friendly, and he'll haul out the story about the gold at this point.

If the heroes run for it and leave Tony to the bad guys, well, they're not much in the way of heroes, are they? Still, they ought to be able to get out if they really want, though if you haven't run Interrogation yet, here's a perfect opportunity to have them run into a large patrol of well-armed soldiers and trot them off to Lam's little hangout. Should they elude any soldiers and seek a way out of town, encourage them to avoid the airports (the army's after them for sure now), and you can still have them end up on the ship, confronting Tanaka at the end.



# THE DOCKS

Before the heroes can get to the ship that (hopefully) our heroes expect will take them out of Lombok, they've got to get away from the docks. The problem here is getting from shore to ship.

Read or paraphrase the following to the players:

*It's dark. Restless waves lap at barnacle-crusted pilings. Beyond the warehouses, beyond the aging docks themselves, rows of weather-beaten trawlers and junks huddle together, rising and falling with the ceaseless swing of the ocean.*

*A deep rumbling catches your attention, and not far away a lone figure holds the tether of a waiting powerboat. A young man grins from the controls and gestures for you to jump in.*

*"We can take you to the ship. Come quickly. Others are coming."*

If one of them wants to drive, the chap at the controls relinquishes control happily. As soon as they're aboard, ask them to make Spot checks. Anyone who gets above a 15 will see two other powerboats edging nearer through the maze of junks closing off the obvious routes. Anyone who gets above a 20 on that Spot check will see a gap between the drifting vessels that the other powerboats don't seem to be closing off.


In order to get to the offshore ship, the heroes will have to elude or destroy three powerboats full of bad guys who want to stop them. These might be soldiers, thugs in the employ of Boss Tanaka, or Tony's hirelings, depending on who your heroes have irritated the most.

We strongly recommend running this as a chase. You can find a great set of chase rules at [RPGNow](http://RPGNow.com), by the way. Never mind.



The "others" are bad guys, of course. These young fellows are working for whoever is arranging the heroes' transport out of Lombok. In a "typical" run of this adventure, that will be Tony, but if the heroes have sought alternative transport, they might be employed by a local crimelord, or possibly even good old Lam in the army. The players should have no reason to distrust these guys.

To run this very simply, have everyone roll initiative just like a combat, but for the duration of the chase, each person only gets one action (standard or move) per round. The driver of the powerboat can attempt to outrun other boats or catch up with them, using opposed Drive checks to do so. Have the opposing boats start at Medium range and for each successful opposed check, the active driver can increase or decrease their range by



one -- Point-Blank, Short, Medium, Long and Extreme. At Point-Blank characters can jump from one boat to another or just try to hit the opposing boat if they like. They can of course just shoot at each other, with a Range penalty for each "degree" of range the boats are separated by.

Each boat ought to have four bad guys or so. Use the stat blocks from previous encounters for these clowns. If your heroes are overmatched, an enemy driver who blows a Drive check can crash into some barge or something in a spectacular explosion. If the heroes are friendly with Tony, you could easily have him and some thugs show up in their own powerboat and lend a hand. Alternatively, if things are going too easily, just have another boat or two full of bad guys come roaring into view.

The enemy drivers have a total Drive bonus of +8 (including a modifier for being familiar with the environment). If the heroes can get another boat to fall off to Extreme range, then with yet another successful opposed check they can cause that boat to drop out of the chase. Figuring out what direction to go in the maze of small ships and barges is difficult, requiring the Driver to make a Survival check at DC 15. The Driver must make four such successful checks in order to break free of the congested shallows and into the open ocean, with the ship clearly visible ahead of them. At that point it is four rounds of flat-out roaring across the waves to reach the ship.

Possibilities: Drivers can attempt to force another boat into a collision (again with the opposed Drive checks), or perform fancy maneuvers (use your discretion). Passengers can unload ordinance, try to jump aboard an opposing boat and cause havoc (brush up on grappling rules for folks trying to wrench the wheel away), or try to help the driver find their way through the maze. Any player can forego their action for a round in order to make a Survival check on behalf of the driver. Only one Survival success per round will be counted towards the required total of four.

Make sure to play up the spray of water, the roar of the engines, the heaving of the boats as they leap through one another's wakes, the darkness and danger of the tightly-packed maze and the gunshots flaring in the night. This is a great chance for the players to really "action-movie" out, so encourage them to take risks and go for crazy stunts.

Outcomes: The hope is that the heroes elude or destroy the bad guys and make it to the cargo ship. If that doesn't happen (say if their boat gets blown up underneath them), having Tony swing by can help keep things on track, or else incautious bad guys can lose their boat to enterprising heroes.

It's not out of the question for a patrol boat to pick them up and if you haven't run Interrogation yet, here's a perfect chance. Even if you have, Lam can always deposit the heroes on the cargo ship in exchange for future considerations.

If they just outright decide not to go for the cargo ship, well, you're kind of on your own there. Have fun!



# AND THEN EVERYONE DIES

Finally, our heroes reach the cargo ship that awaits to take them to wherever they need to go. Out of trouble, anyway. Or so they hope.

Read or paraphrase the following to the players:

*The cargo steamer strains at its anchor, metal groaning in the darkness. All seems quiet as you climb aboard. Up on the deck, swaying slightly in the ocean swells, you see a dark figure waiting for you. A familiar chuckle echoes across the deck.*

This is of course Boss Tanaka, here for the final showdown with our heroes (and possibly Tony). Exactly WHY he's here is a little hard to predict, since it will depend so much on what your players have (or haven't) accomplished. If they lost the shipment way back at the taxicab and DON'T have Tony with them, that's plenty


reason right there. If they've discovered that Tony and Tanaka are on the outs, there's another. If Tony's with them, he might just ask them to stand aside while he guns down the outcast Tony.

Whatever the reason, he's got no intention of paying our heroes and intends to gun them down and throw their bodies over the side. And he's brought along enough help to make that happen.

This encounter ought to be another big honkin' shoot-out. The cargo ship in question has a variety of hidey-holes for PCs to duck behind or bad guys to pop out of. We haven't provided you with a detailed map, but use the included picture to guide your imagination.

Tanaka should start out with six to ten bad guys (use the statblocks from "The Highlight"), depending on how low on Panache your heroes are. Remember that it's easier to add more bad guys than it is to make existing





ones disappear, so start slowly and introduce more if they're getting off too easily. Characters will hopefully have used up a fair amount of Panache in the boat chase, and might be on the edge of losing control here, but at the same time, you don't want the entire party going blind or whatever.

**Boss Tanaka, Agr8;** Init +8; Spd 30; Def 18; Panache 20; Base Atk +8; Atk +13 ranged (light pistol, Damage DC 13/Crit 19-20); Full Atk +13/+8 ranged (light pistol Damage DC 13/Crit 19-20); SV Fort +4; Will +2; Ref +10; Dam +8; Str 16, Dex 18, Con 14, Int 14, Wis 11, Cha 12

**Skills and Feats:** Bluff +12, Gamble +12, Intimidate +12, Listen +11, Spot +11; Improved Critical, Improved Initiative, Quick Draw, Two Weapon Fighting, Weapon Focus (light pistol)

If Tony is there, have him get shot at early on, and smack him down to dying as soon as you can. This leaves the bulk of the work up to the heroes, and you can always have him spend a Panache point or three to get to his feet and deliver blazing fury if the heroes get into trouble later. Great drama, all the way.

**Possibilities:** Obviously there's knocking people overboard, excitement with coils of rope, cargo hatches, and clambering about on cranes. Heroes might try to get the crew on board -- the crew are certainly in no mood to get shot and will do whatever the meanest-looking person with a gun tells them to.

Explosions or sounding of the ship's horn repeatedly could bring the harbor patrol down on everyone.

## IN CONCLUSION

Well, once the last round's been uncapped, don't waste any time. Presumably Boss Tanaka is dead (or the heroes are) and explanations will be slow in coming. But Tanaka almost certainly has a briefcase full of cold hard cash, and the cargo ship crew want no trouble and are more than happy to take our heroes wherever they want to go. If Tony survived and is chummy with our heroes then "Tony's" can become their hangout if they like, and more adventures might beckon in the metropolis of Lombok.

We hope you found *With A Bullet* a good time, and that it sparks more than a few evenings of Gun-Fu action with your friends. This game is meant to be fun and more than a little bit over-the-top, so it is our hope that this adventure helps to inspire that mode of play.

Remember this is **YOUR** adventure now. Alter things to fit your group, steal chunks and ignore others, whatever you think is going to work out best. Whatever you do, remember it's all about having as much fun as you can.

Enjoy!

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Stephanie, as ever, for patience and insight.

John Woo, yet again, for making *Bullet In The Head*. You should really watch that. Tonight, maybe.

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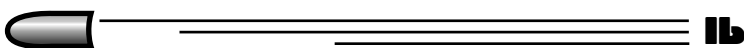
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