

大德無功，下民歸之。

CROSSFIRE

ONE SHEET



Disclaimer

Our legal department requires we add this: Repeat after us, "I am not my character. I can't do the things my character can do because he's a fictional character in a fictional universe." In other words, do not do anything that might be dangerous to yourself or others. Roleplaying is meant to be fun.

We'd also like to explain that Suzerain is our take on reality with mythological and magical elements. It depicts religions and mythologies with a twist — that is to say, differently than a true believer might see them. We mean no disrespect if you're such a believer but ask you to respect our right to our own interpretation.

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What Is Crossfire?

Welcome to the world of the Egyptian gods. Set, a cunning and chaotic deity, has tired of life in his old pantheon's stomping ground. He's gathered a bunch of followers and claimed a new realm for himself; now he's planning to reshape reality in the god realms of the Maelstrom.

That's the starting point for *Set Rising*, and this One Sheet adventure is a taster of the gaming experience you'll find between the covers of that book.

Crossfire

Realm: Sunfire Domain (HQ for the techno-Egyptian pantheon)

Anubis, head honcho of security and chief weapons guru of the techo-Egyptian pantheon, is looking for some able-bodied demigods to run a little R&D on a project of his. He wants them to test the experimental Crossfire Armored Personnel Carrier (APC) in the Sunfire Desert and he's willing to give them some toys from his own armory if they do that little task for him.

The Dregs, hidden aggressors of Ra's utopian paradise, have been paid handsomely by Set's agents to steal the Crossfire. Expect Mad-Max style car battles and some serious action in the deserts around Ra's home base.

It all begins when Anubis calls your demigods to Sunfire City with the promise of a handsome payday. When they arrive, he grins and shows them around his armory while explaining the mission:

"I need you to do me a favor; do it well and you'll all get a piece of tech from my stores here. Take the Crossfire APC to the course I've prepared, run the tests I select and keep it secret."

It sounds simple, and in theory it is.

Sunfire Desert

This place is hot, huge and home to some incredibly nasty sandstorms where the ghosts of the past manifest with nasty side effects. Premature ageing, Pulse loss and sometimes worse - it's said (and it can become reality whenever it suits you - you're the GM) they can rip a body out of one reality and throw it into a labyrinthine sub-realm. None of those ghost stories matter to your demigods though, because the APC is there and it's a driver's dream.

Crossfire APC

Acc/TS: 12/40

Toughness: 80(70) - which becomes 30(20) with the Hard-light shield deactivated

Crew: 2+12

Notes: Amphibious, Heavy Armor, Improved Stabilizer, Sealed Environment, Tracked

Weapons: Starburst 10 (**Range:** 75/150/300, **Damage:** 3d10+2, AP25, Small Burst Template, HW)

Test 1: How does it handle?

Anubis has set up an obstacle course where your demigods try out their driving skills. It's twisty, with loads of nasty turns and some tough obstacles to overcome. Hard-light robots are firing on the APC too - Anubis is logging hits and taking notes.

Hard-light Robot

Attributes: Agility d6, Smarts d8(M), Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d10, Notice d10, Shooting d12

Pace 8 Parry 7 Toughness 21(10) Pulse -

Edges: Ambidextrous, Improved Block, Improved Dodge, Two-Fisted

Special Abilities

- **Armored:** Charged plating provides +10 Armor.
- **Construct:** +2 to recover from being Shaken. Don't suffer additional damage from called shots. Immune to poison and disease. These robots have machine-level intelligence (hence the (M) next to their Smarts).
- **Fearless:** Immune to Fear and Intimidation.
- **Retractable Blade Appendages:** (**Damage:** Str+d10, AP8)

- **Sensor Suite:** Ignore all penalties for Darkness and concealment from ambient conditions (like clouds of dust and sand).
- **Shoulder Cannon:** (**Range:** 12/24/48, **Damage:** 2d10+2, AP10, 3RB, HW)
- **Size +4:** Regular-sized creatures get +2 to hit them.

Test 2: Weapons?

The same course, this time with the added fun that your demigods get to trash drone vehicles, gun turrets and those Hard-light robots.

Drone Vehicle

Acc/TS: 10/50

Toughness: 18(4)

Crew: -

Notes: Heavy Armor, Improved Stabilizer, Tracked

Weapons: Starburst 10 (**Range:** 75/150/300, **Damage:** 3d10+2, AP25, Small Burst Template, HW)

Turret

Each has Toughness 15(8), Shooting d8, and a Light Cannon (**Range:** 24/48/96, **Damage:** 2d10+2, AP10, Auto, HW). Like the drones, turrets shouldn't be able to touch the Crossfire while its Hard-light shield is active, not even to chip the paintwork, but they might come in handy once the Dregs show up.

Test 3: What the...?

This is when the Dregs turn up. A signal scrambler cuts all communication with Sunfire City and it'll be a while before Anubis figures out your demigods need help. The Dregs get one vehicle per demigod, vehicles they've cobbled together from bits and pieces over the years, against the Crossfire APC and your demigods inside. Each Dreg vehicle has a four scrappers in it plus a driver (a scrapper with Driving d8).

Dreg Vehicles

Acc/TS: 18/40

Toughness: 24(8)

Crew: 1+4

Notes: 4WD, Stabilizer

Weapons: NAG - Nano-Accelerator Gun (**Range:** 40/80/160, **Damage:** 4d8, AP10, HW)



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Dreg Scrapper

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

Skills: Fighting d8, Notice d6, Shooting d6, Stealth d6, Streetwise d6, Survival d6

Pace 6 Parry 8 Toughness 7 Pulse 15

Edges: Brawny, Combat Reflexes, Improved Block, Steady Hands

Gear: Obliterator SMG - Dreg variant (**Range:** 15/30/60, **Damage:** 2d6+1, RoF3, Auto)

This works really well as a rolling car battle with the Dregs throwing everything they have at the Crossfire. Every Round another Dreg vehicle joins the fight for the first five Rounds. They're just buying time, though. Six Rounds into the battle a large guy with the hexagonal rocket-launcher pops a Hard-light EMP rocket right atop your demigods. The Crossfire loses all power and grinds to a halt. Out in the desert, surrounded by Dregs, they're going to have to improvise.

Your demigods are on their own. Staying in the Crossfire isn't an option. Now the APC's hard-light shields are down, the Dregs could blow through the disabled vehicle's armor and what's left inside won't be pretty. There's plenty of dust being kicked up though, which might let your demigods sneak about a bit.

Akh Again

If you've played through the *Costly Secrets* One Sheet you'll remember Akh, who stole stuff from Ra. What nobody realized is that he also stole the Crossfire plans, months earlier, and sold them to the Dregs. They found a weakness, built a special rocket to disable the APC, and waited until Anubis sent the Crossfire for field trials. Akh's really annoying, not because he's a big, brutish, tough-to-kill enemy, but because he's a little, weasely, always-causing-trouble enemy.

They might be able to use the course to their advantage and activate some helpful things like turrets and robots to provide the Dregs with enough to keep them occupied. That would require a Repair -4 check (Repair -2 if your demigods have a working knowledge of Hard-light tech).

While they're out there fighting the Dregs in a hit-and-run battle amid the clouds of sand, the Crossfire is busy repairing itself and preparing for a systems reboot. Bless Anubis and his awesome technology. It sends a status update to their Hard-light computer bracelets, letting them know it'll be back on line in about a minute. The only thing standing between the demigods and freedom is a Settite Tech-Priest who's busy trying to get into the APC now that your demigods have vacated it. He'll call the Dregs to his side and they'll do everything they can to protect him.



Settite Tech-Priest

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

Skills: Faith d10, Fighting d6, Knowledge (hard-light Tech) d10, Knowledge (Religion) d10, Notice d6, Persuasion d10, Shooting d6, Taunt d6

Pace 6 Parry 5 Toughness 5 Pulse 20 Charisma +2

Edges: Charismatic, Command, Empowered, Fervor, Inspire, Strong Willed

Powers: armor, barrier, deflection, divine intervention, smite, stun

In one minute (ten Rounds) the Crossfire comes back on line. If your demigods are at the Crossfire, they can get in, buckle up, and head out of there. If the priest is, he forces a hatch and gets in, buckles up, and heads out of there.

Anubis recalls your demigods and debriefs them at the end. Assuming they didn't lose the Crossfire to the dark god Set, it's a job well done. He gives them their reward - let them pick a shiny toy from the *Set Rising* tech lists or make up suitable future-tech equipment using the *Savage Worlds* rulebook. They might get one hand-held item each or choose one bigger item between them (like a vehicle).

And if Set does have the Crossfire APC now, it's an excuse to go on a covert mission to recover it or destroy it before Set figures a way to start manufacturing them for his own army.

ONE SAVAGE METAVERSE, MANY SAVAGE WORLDS



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CONTINUUM EDITION

A simple R&D test drive for the awesome Crossfire vehicle starts routinely enough for your demigods. Weapons check, motor check, armor check... then the Dregs show up toting some serious weaponry, turning the whole thing into a cat and mouse chase.

This One Sheet adventure for the Savage Worlds rules system lets you feel the heat in the desert of Ra's Sunfire Domain.

**This is what happens when you
get caught in the crossfire.**

Inside this PDF you'll find all you need to run a one-session scenario with Demigod Rank characters. Bring your own, or use the pre-generated demigods available from the Treasure section of our shop at www.savagemojo.com

