

# LETHAL WINGS



*A scenario by Kamilla & Peter Brichs*

# LETHAL WINGS

*A scenario by Kamilla & Peter Brichs*

## CONTENTS

THANK YOU .....	2
WELCOME.....	3
PLOT .....	3
SYNOPSIS.....	3
RULES.....	4
COMBAT.....	4
THE PLAYERS ATTACK.....	5
THE ENEMIES ATTACK .....	5
GETTING KNOCKED OUT.....	6
CATCHPHRASES .....	6
ONE-LINERS.....	6
MONTAGES .....	7
PG-13 – NOT R-RATED .....	7
CHARACTERS .....	7
THE SCENARIO.....	9
FIRST SCENE - BRIEFING .....	9
MONTAGE TIME! .....	9
SECOND SCENE – EVERYBODY WAS JUNGLE FIGHTING.....	10
THIRD SCENE - AL LIGATORS BUNKER .....	11
FJERDE SCENE - FORHØRSLOKALET .....	12
MONTAGETIDI!.....	13
FEMTE SCENE - ANGREBET GÅR I GANG .....	14
SJETTE SCENE - KAMPEN MOD CROC OG HANS HÅNDLANGERE.....	14
EPILOG 1:.....	16
EPILOG 2: .....	16
BILAG 1 – GENERAL AL LIGATORS LEJR .....	17
BILAG 2 – CROC O'DILES REBELLEJR .....	18
BILAG 3 – KARAKTERARK .....	19
BILAG 4 – HANDOUTS .....	22
BILAG 5 – SKYDESKIVE (A3).....	23

## THANK YOU

Testers: Ina Noire, Dina Pickel, Kasper Foskjær, Elias Helfer, Lasse Arnsdorff Pedersen

Soundtrack: DJ Noire

Artwork: Félix Perrier, Kamilla & Peter Brichs

Also thanks to: All the other Fastaval writers for sparring and good advice

Kristian Bach Petersen, our mentor during the writing. We've never been given a better advice than "Steal, steal, steal!".

Dina Pickel for the explanation of the acronym S.T.O.R.K.

Bo Jørgensen, Troels Rohde, Oliver Nøglebæk & Jeppe Norsker for having the patience to listen to our weird questions about target boards, lasercutting, fablab og and loads of other, weird stuff.

Camilla Roed Hollesen, Tias Jensen, Nis Haller Baggesen, Dina Pickel, Helle Perrier, Mikkel Guldager Rasmussen, Jeanette J. G. Pinderup & Ina Noire for proof reading the Danish version of the scenario.

Cheresse Burke for proof reading the English version of the scenario.

## **WELCOME...**

...to Lethal Wings, an action-scenario inspired by 80's movies with actors like Sylvester Stallone and Arnold Schwarzenegger.

Expect a game with fast paced action, loads of explosions and hilariously bad puns. Our goal has been to write a game in which people are given the means to become really awesome, while everyone around the table – including the GM – are having fun, and want to high-five each other.

The idea for Lethal Wings came to us one late afternoon, walking around Copenhagen, while talking about the entire concept of the stork delivering babies all over the world. But who delivers the offspring of the natural enemies of the stork? And who are the natural enemies of the stork? It didn't take long before one of us made a joke about the storks having a SWAT-team, descending from the skies, guns blazing and all attitude. Now, a little more than a year later, Lethal Wings is the end result of that joke.

## **PLOT**

Storks are known for delivering the goods, when a mommy and a daddy are deeply in love, and want a newborn baby of their own. But when you need to deliver the offspring to the natural enemies of the stork, not just anyone will do. That is why we have the elite unit S.T.O.R.K. (Squad for Transfer, Oversight and Relocation of Kinfolk), which is the focal point of this scenario.

Arnold Storckenegger is a living legend for every single member of S.T.O.R.K., but during his final mission before retirement, something went wrong. He was tasked with delivering a baby elephant near the murky Limpopo River, but now he hasn't been heard from in days.

The mean general Al Ligator is the ruler of a banana republic, situated on the river banks of the Limpopo River. Al and his men are heavily armed – and they've been having issues with S.T.O.R.K. for as long as anyone can remember. That's why the higher-ups assume that Al Ligator has kidnapped Arnold Storckenegger.

What S.T.O.R.K. doesn't know is that the area around the Limpopo River is in the middle of a conflict: Croc O'Dile is the leader of a rebel army, wanting to overthrow General Al.

One thing is certain: S.T.O.R.K. will not accept the loss of an agent. That's why they send a team to save Arnold Storckenegger – and hopefully deliver the baby elephant as well.

## **SYNOPSIS**

The scenario starts in the S.T.O.R.K. headquarters, where the heroes are being briefed about their upcoming mission, before they get ready to travel to the Limpopo River. Once they arrive, they airdrop into the jungle under cover of night. As soon as they are safely landed, they get surprised by a guard patrol.

Now the real mission starts: Find General Al Ligator's HQ, and gain access to his camp. After a battle at the camp, the heroes are captured by the General's henchmen. Now they discover, that General Al

Ligator isn't the one who kidnapped Arnold Storkenegger! In reality, the rebel leader Croc O'Dile is the real villain.

Croc has captured Arnold and the baby elephant in order to try and make S.T.O.R.K. take out General Al Ligator, so Croc can become the new leader of the banana republic. But what Croc didn't count on is the fact that S.T.O.R.K. doesn't negotiate with terrorists.

Now it's time for the final battle, so the agents of S.T.O.R.K. can finally deliver the baby elephant to its parents, and get Arnold home safe.

## RULES

In this section, we will explain the rules for Lethal Wings. We've also made a video you can watch, in case you are so inclined – beware, we are Danish, and so's the video. However, you can turn on subtitles in English. You can watch the video online here: <http://youtu.be/nt9dDRyt-8> – or scan the QR-code on the right with a smart phone.

The video is supplemental to actually reading the rules, and doesn't go into great detail – so read the rules as well!

We've also made some handouts for the players, which also explain the rules in short form. The handouts are printed on page 22.



## COMBAT

We've made a target board, which will be used when rolling dice. The target board can be found on page 23.

***While explaining the rules to the players, have them roll the dice onto the target board. This gives them a feel for how the dice move on the table.***

When it's time for combat (and it will be – no worries!), attacks will be made by rolling dice onto the target board. The players will always attack first, and once they've all taken their turn, it's time for their adversaries to counter attack. The order of the players doesn't really matter, but some groups need to know who goes first – in that case, have them start to your left and move clockwise around the table.

Combat takes place over a certain amount of rounds, which is predetermined (a single fight usually takes place over 3-4 rounds). After the rounds are done, you simply need to end the scene. We've found that the heroes usually have everything under control, so if any enemies are still standing, they run off, get captured and hidden by the heroes, or something along those lines. If the fight is going badly for the heroes, you must describe how the heroes run away (tactical withdrawal) or something like that.

## **THE PLAYERS ATTACK**

When the players attack, they start out by choosing which weapon they want to use. Next to each weapon, which they will find on their character sheet, they can see which dice they must roll, when using that weapon. All dice will be rolled simultaneously.

The players need to roll their dice so that they land on the target board. Before landing on the target board, the dice must hit the table, and then continue onto the target board. If the players miss with all their dice, the enemy gets a chance to counterattack. More on that very soon...

If a dice is touching more than one space on the target board, you move it to the space that does the most damage.

Damage is calculated by adding the value of the space the die has landed in, and the value of the die. These two numbers added are the total amount of damage done by the attack.

If a player hits bull's eye, it's an automatic kill, no matter how much life the enemy has left.

*If, for instance, you have made an attack using Stork Norris' karate, you've rolled 3d4 (that is three four-sided dice). The dice have rolled 1, 2 and 4, and have landed on the spaces with 3, 2 and 6 written on them. The three attacks does 4, 4 and 10 damage, for a total of 18 damage on that roll. As the gamemaster, you decide how to divide the damage among the adversaries – so, if the players are doing poorly, you can target the damage on one enemy, who will hopefully get knocked out in a spectacular fashion.*

Several of the character's attacks use more than one dice, and if more than one die is a hit, you divide the damage as you see fit. This is a way to alter the difficulty a bit – because two half-dead Guerilla-alligators will still do twice as much damage as one fully healed alligator.

We are in the 80's action movie universe, so don't hold back when describing the awesome stunts, the players are doing (see the section "PG-13, not R-rated" on page 7) – and do try to have the players chip in with descriptions as well. It's more fun when everybody is playing along, so try and have them describe some stuff as well. Some players need to be helped a bit, so it's fine to ask how Mr. S. will throw himself into the fray. Do try to have the players go nuts!

If a player misses the target board completely, you describe how he slips in a puddle of oil, runs out of ammunition, his gun gets jammed, or something equally sad. This creates an opening for an enemy counterattack, which will break into the player order, and be resolved immediately.

## **THE ENEMIES ATTACK**

Once every player has made their attack, it's the enemies' turn. Every enemy still standing will attack, using the same rules as the players. In the description of each enemy, you can see which weapons are available to them.

If an enemy misses the target board with the attack, the players do not get a free counter attack – the enemies' attack is simply a close call, and then you move on.

## GETTING KNOCKED OUT

Combats in Lethal Wings have a tendency of getting quite lethal – both for the players and your NPCs. The upside to being an 80's hero, though, is that even if you get knocked out, you will still be fit to fight in the next scene.

This means that all damage is healed when a new scene starts. If a character has been completely knocked out, he will be revived once the combat is over, but will have 5 less hit points for the rest of the game (these 5 hit points will not regenerate in any fashion).

***If every single hero gets knocked out at once before the fourth scene, you will simply continue from the fourth scene. If they all get knocked out at a later point, you will need to go to Epilogue 2 – the bad ending.***

## CATCHPHRASES

Every hero starts the game with a catchphrase they can find on their character sheet.

Before the player makes an attack, they can yell out their catchphrase, and use the effect printed on the character sheet.

***Every catchphrase is one-use only. Once it's been used, it's gone forever!***

## ONE-LINERS

During the game, the heroes can dole out one-liners to get a bonus die on their next attack. We've included one-liners in order to bring out the genuine 80's feel, where every awesome kill gives the hero the opportunity to make a snappy pun.

A one-liner fits into the situation, and isn't just a random phrase. They are oftentimes kind of mean, and are almost always a bad pun as well. If a bad guy got taken out by a kick to the face, a great one-liner references the head in some way (headache, hangover, using the head...there's plenty of obvious jokes available).

If another player thinks the one-liner is fun/genius/awesome, they simply high-five or fist-bump the one saying the one-liner – and the game master awards that player an extra D4 to use in his next attack. Some player groups don't have the chemistry to start out by throwing high-fives around, and in this case it's your job as the game master to lend the group a helping hand (literally) – you are encouraged to dole out high-fives, when a player makes an awesome one-liner.

*Stork Norris just ripped a wire from the wall, and gave the (now dead) alligator some electroshock therapy. He yells "I bet that came as quite the shock!". The players laugh and high-five – and the game master gives Stork Norris an extra D4 to use in his next attack roll.*

This also gives you a great responsibility: To add loads of spice to the description of the combat. It's not easy to make awesome one-liners, if all you say is "so...that's 14 points of damage, right? Let's see here... yes, that's enough to kill the alligator. Next player, please."

We're not saying that we'll come after you, if that's how you run the game. We're just saying that we know where you live...

***You can only get one extra die for each attack.***

## **MONTAGES**

We've written two montages, which you will come across in the scenario. The montages are used to pump the players, and help them build their characters, without spending too much time doing this. The montages are also there so you can catch a breath between the action heavy scenes.

When it's time for a montage, you choose a player (you can start with the player to your left, and work your way around the table), who you ask to describe a short scene (2-3 sentences) using the cues we've written.

The first montage is more structured than the second one. During the first, you will set the scene and have them fill out the details. In the second, you will simply give them a cue, and they will set the scene for you.

We've also written a few keywords next to every scene in the montages. You aren't supposed to start out by giving the players the keywords verbatim, they are there more as a helping hand, in case a player stalls.

## **PG-13 – NOT R-RATED**

One thing you must keep in mind while game mastering Lethal Wings, is that we're in a universe inspired by 80's action movies. If we forget the storks for a moment, and instead think about the pure style of 80's action movies, one thing is very important to the tone of the game. There's plenty of violence, yes – but it's not gory and filled with blood.

What we mean is, when people die in 80's movies, their jaws aren't being ripped off by a well-placed punch from Stork Norris, or cut in two by a salvo from Storkvester Stallone's machine gun.

Instead you get kicked through the wall by Stork Norris' long, red legs – or you're standing in the middle of a field, shaking while Storkvester Stallone fills you with lead...and then you fall over, while smoke pours out of the machine gun, he holds in his hands.

It might seem a bit silly to make such a big deal out of it, but we've had very different reactions to the game depending on the description for the epic action.

## **CHARACTERS**

There are four player characters in the scenario. They all share first billing, so none are more important to the story than the rest. As you might gather from their names, each of them is based on a period appropriate actor. It's not extremely important which actor a character is based on, but it's a handy cue for the player, and a good indication of a place they can look for inspiration on how to play the character.

The character's names are, in the style of the punny one-liners, storkified versions of famous actor's names. We're parodying Sylvester Stallone, Chuck Norris, Mel Gibson and Mr. T.



The characters are

**Storkvester Stallone** – firearms expert. Not afraid to charge in headfirst, doling out heavy damage.

**Stork Norris** – martial arts expert. More of a quiet type, he lets his wings do the talking.

**Mel Storkson** – demolitions expert. Sleazy and a bit disgusting – the type, who collected worms in Stork School. He thinks he's too talented for this group, and names his dynamite after ex-girlfriends.

**Mr. S** – badass expert. His shoulders are as broad as he himself is tall. He's always ready to break the boundaries with his bazooka – and when everything comes to a head, he's always ready with his brass knuckle and a quick joke.

## THE SCENARIO

### FIRST SCENE - BRIEFING

The scenario starts in a conference room in the S.T.O.R.K. headquarters, a building known only as The Nest. The fluorescent lights hum, as the four agents are sitting around a table awaiting their briefing. Sergeant Stork steps through the door, ready to brief them on their mission.

Explain the basic story to the players: Arnold Storkenegger has disappeared – and on his final mission before retirement. It's not clear exactly what has happened, but since his mission was delivering a baby elephant near the Limpopo River, S.T.O.R.K. assumes that the evil General Al Ligator has kidnapped Arnold Storkenegger.

Al Ligator has been angry at S.T.O.R.K. for as long as anyone can remember, since he and his wife haven't gotten the baby alligator they've wanted for so long. It's important to maintain radio silence, as Al Ligator musn't know the agents are on the way.

Let the players ask any questions they might have, but don't mention Croc O'Dile yet – the players are supposed to keep on believing that the bad guy is General Al Ligator. Once the players have asked any questions, Sgt. Stork tells them that take off is in 30 minutes, so they should have enough time to get ready.

### MONTAGE TIME!

Now it's time for the first montage. Choose a player (you can start with the player to your left, and work your way around the table), and have each of them describe a short scene (2-3 sentences) using the cues we've written. This first montage is more structured than the later one, as you set the scene, and have the players fill in the details.

- How does Stork Norris prepare in the dojo? *Keywords: sparring partner, throwing knives, meditation*
- What names are Mel Storkson writing on his dynamite, and where is he doing this? *Keywords: "Susann, Birgit and Diane", ex-girlfriends, dank basement, rooftop terrace*
- How is Storkvester Stallone taking care of his weapons, before walking towards the helicopter? *Keywords: Oil, dis- and reassembling, target practice*
- How does Mr. S. dress for the mission? *Keywords: Brass knuckles, gold chains, camouflage paint*

End the montage with a scene in which all four of our heroes are sitting on the inside of a helicopter, looking out over the dark jungle night. Only the sound of the rotor's "donk-donk-donk" pierces the nice, when suddenly a voice crackles over the intercom. "You are at the dropzone, boys. Get him home in one piece." A green lamp turns on, and the doors open: Time to jump.

## **SECOND SCENE – EVERYBODY WAS JUNGLE FIGHTING**

Once the four agents have reached the ground safely, it's time to find General Al Ligator's headquarters. Have on the agents notice something move in the jungle bushes. It's a group of four alligators, armed to their teeth, who are obviously on the lookout for unwanted guests.

As the alligators approach, the agents can hear one of them telling a story, about a hot leopard he'd gotten together with the other night. "...and her dress wasn't the only thing that had spots," he finished, laughing with his grating voice.

No matter if the agents try and hide, if they throw themselves at the guard patrol, or what other clever ideas they get, the patrol will end up noticing the agents, and combat ensues.

### **Guard patrol with 4 alligators**

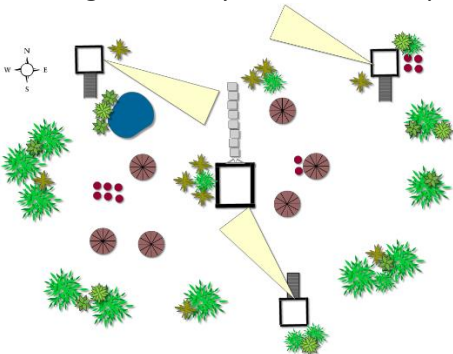
	Rounds:	3
	Hit points:	30 per alligator
Attacks:	Tailswipe:	1d6
	Machete:	2d4
	AK47:	2d6

*Note: If, against all odds, the players end up losing this battle, and every single agent gets knocked out, then skip the third scene and start up at scene 4. Al Ligator's men will then simply have captured the agents, and have dragged them into the interrogation room.*

### THIRD SCENE - AL LIGATORS BUNKER

The agents arrive at the HQ of Al Ligator: A camp, hidden in the jungle near the Limpopo River. The light has been turned off in the many bamboo huts throughout the camp, and everything peaceful during this starry night. Three guard towers are placed around the edge of the camp, the cones of their search lights piercing the night. Besides the chirping of the crickets, not a sound is heard.

In the middle of the camp, you can find the building that you're obviously looking for: Red flags with drawn alligator mouths hangs on each side of the entrance, whose huge, metal doors are open. This building is the only one in the camp not constructed of bamboo, but instead of concrete.



*A printable copy of this card is included in appendix 1.*

The agents have a bit of time to discuss their plan: Will they throw themselves at the camp, try finding a way to a (certainly hidden) back entrance, or something completely different?

Give the players a few minutes to plan their attack, but do keep an eye on the clock – don't have them waste too much time on the planning stages.

As the agents move into the camp (either because they've started an all-out attack, or because a scout in one of the guard towers notices them), an alarm starts braying into the jungle night. Sparsely clad alligators pool out of the huts, still groggy from sleep, and start yelling when they notice the agents. A few of the alligators grab some sawn off shotguns, and fire at the agents. Time to get dangerous!

#### **8 Alligators from Al's camp**

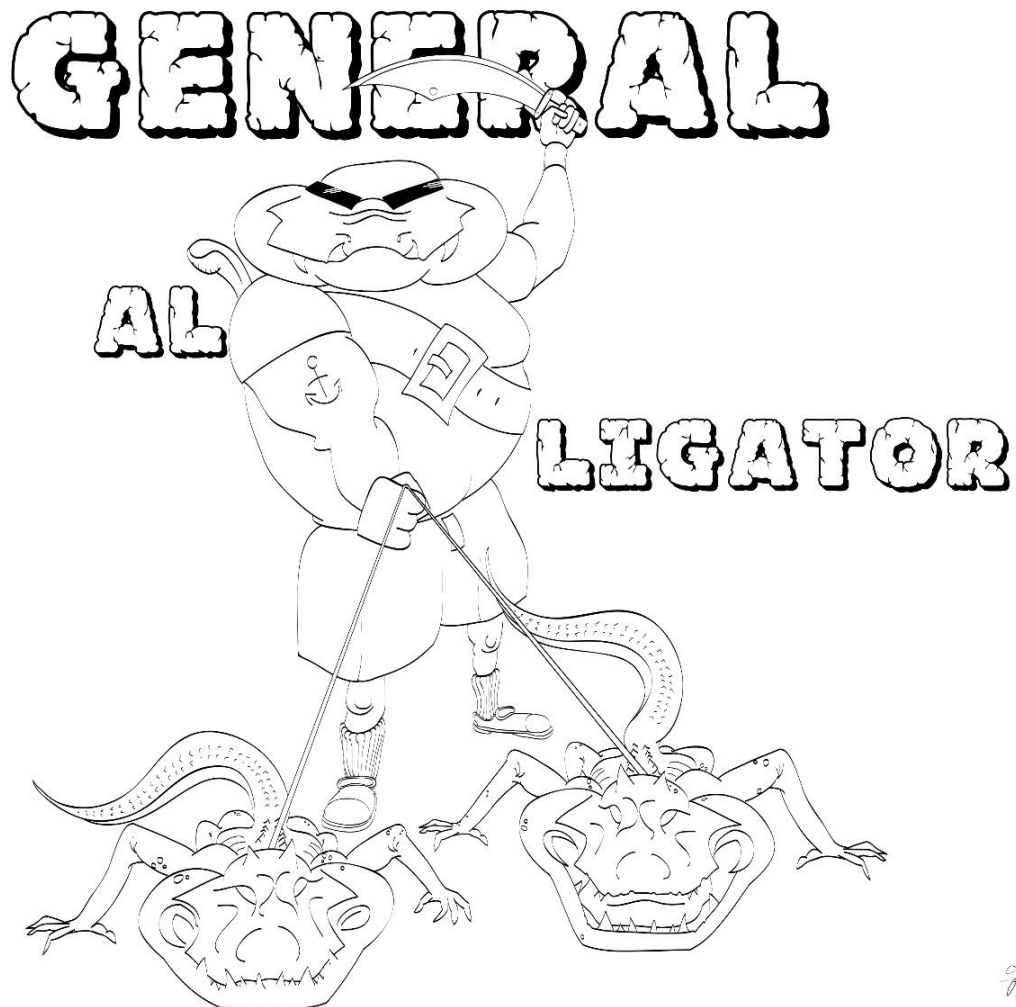
	Rounds:	4
	Hit points:	25 pr. alligator
Attacks:	Tail swipe:	1d6
	Dangerous teeth:	2d4
	Sawn off shotguns:	2d6

Once the battle's won, the agents enter the main building, the one in the middle of the camp. As soon as they enter through the door, it slams shut behind them. Before they have a chance to act, a thick, green fog envelops them, and forces them to their knees. It's an inescapable trap...

#### **FOURTH SCENE – THE INTERROGATION ROOM**

When the agents reopen their eyes, they find they've been strapped on to metal bedframes, which have been put in an upright position. A generator hums next to the beds, and there's a faint smell of charred feathers in the air. On the floor the agents notice some dried stains that looks suspiciously like blood.

Suddenly, the door opens, and General Al Ligator steps through the door. He immediately starts telling the agents about their stupidity, walking straight into his trap. He knew they were coming from the moment their helicopter entered his airspace.



Give the agents a moment to let out their steam, and then have Al Ligator drop the bomb: It wasn't him who kidnapped Arnold Storkenegger – in reality, it was Croc O' Dile, the Irish rebel leader, who stole the baby in order to provoke Al Ligator and S.T.O.R.K. to start a war.

Croc is a former mercenary, who's fallen in love with the jungle surrounding the Limpopo River, and he's been trying to get rid of General Al Ligator for quite a while. Croc O'Dile wants to become the new leader of the area, so when he learned about Arnold Storkenegger's mission nearby, he quickly hatched a plan. If he could make the rivalry between General Al Ligator and S.T.O.R.K. turn into a full-blown war, it would be easy for him to pick up the pieces, and take control of the area afterwards.

General Al Ligator isn't going to help the Agents of S.T.O.R.K. – especially not after they've put most of his men into the ground, or in the hands of the camp doctor.

But after he's gotten the agents to promise, they won't hurt him, Al Ligator lets them go. As they get their equipment back, the General explains, that he's willing to initiate a 24-hour ceasefire, while the agents get Arnold Storknegger back, and solve their issues with Croc O'Dile. Once the 24 hours are up, General Al Ligator will turn the agents into pillows. So they better get moving!

### **MONTAGE TIME!**

Now it's time for the second montage. Choose a player to start (you can start with the player to your right, and work around the table), and have them explain what happens in a short 2-3 sentence long scene, taking their cue from the following questions:

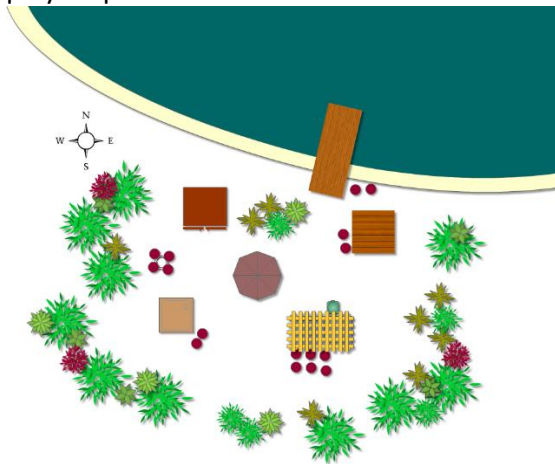
- How will you discover, where the rebel camp is hidden? *Keywords: radar, maps, mines, transportation*
- How will you spend the time training, or getting your equipment ready? *Keywords: Dojo, weapons maintenance*
- How will you transport yourself through the jungle? *Keywords: boat, on foot, sneaking*
- **Hand the players the map of the rebel camp now** What do you see in the rebel camp, as the sun comes up, and the crocodiles start the morning routine? *Keywords: Change of the guards, breakfast, yawning, sunup*

## FIFTH SCENE – THE ATTACK

We're getting real close to the climax – so it's time for heave action with exploding barrels, rebels flying through the thin walls and smoke everywhere. Generally, a lot of bad stuff will happen, while the agents are kicking crocodile behind.

Croc O'Dile's ramschackle camp is situated on the banks of the Limpopo River, and is quite a bit smaller than General Al Ligator's camp. Five small huts made of varying materials are scattered around the camp – it looks like they've used driftwood, discarded metal sheets, roofing and other pieces of trash to build their huts.

Build on the last scene of the montage, as you describe what happens in the camp, and have the players plan their attack .



*For a printable copy of this map, see appendix 2*

In the camp, we find...

### 7 heavily armed crocodiles

Rounds:	4
Hit points:	30 per crocodile
Attacks:	Teeth as sharp as knives: 1d8
	Fists and dirty moves: 3d4
	MP5 machine gun: 2d6

*If the fight turns out to be "too easy", you can have a second wave of 5 crocodiles arrive on a boat, returning from their river patrol.*

## SIXTH SCENE – AGENTS OF S.T.O.R.K. VS. CROC & HIS HENCHMAN

After the fight against the rebels, there's not a lot of camp left. The smoke billows out of the bullet-ridden buildings – but neither Croc O'Dile, Arnold nor the baby elephant is anywhere to be found.

The silence after the battle is suddenly broken by a sound...the faint sound of an elephant trumpeting for help. It sounds like it comes from...underground? The agents notice some pipes coming from the ground, and discover that this is the source of the sound. Near the pipes, they find a hatch with a small window. There's nothing to see, but a ladder leading down into the darkness...

At the bottom of the ladder, there's a damp hallway, leading further into the depths. Several places, the wall is cracked, and the paint has fallen off in giant flakes. The smell of mold and mildew hangs heavily in the air.

As they walk down the hallway, the agents can hear the tortured sounds from the sad, little baby elephant, trumpeting for help. As the agents round a sharp corner, they notice a huge, metal door that looks as if it's been kicked in. On the other side of the door, they can see Arnold Storkenegger and the baby elephant, sitting in a cage each. In the middle of the room, they see a crocodile, wearing a helmet and carrying a mean looking pistol.

"My name is Croc O'Dile. Prepare to die." And with these words, the battle commences.

### Croc O'Dile

Rounds:	Combat continues until one side has been knocked out.
Hit points:	60 (but he will not be knocked out during the first round)
Attack:	Butterfly knife: 1d6
	Handgrenade: 3d4
	Mean looking pistol: 2d6

At the end of the first round, Croc O'Dile yells out his catchphrase: "Say hello to my little friends!", summoning his two henchmen, who enters from a door in the side of the room.

***Croc O'Dile is the main boss, and is wearing a bull's eye-proof helmet. If the agents manage to score a one-hit kill, he will not die immediately – instead, his helmet will fall off, making him vulnerable to a second bull's eye hit.***

### Leo O'Malley

*A large lion wearing camouflage, sunglasses – and a huge, golden mane.*

Hit points:	45
Attacks:	Claws: 1d8
	M4A1 (machine gun): 2d6

### Hippo O'Tamus

*A fat hippopotamus, wearing a Hawaii-shirt, giant gold chains and sporting a broken front tooth*

Hit points:	40
Attacks:	Kick: 1d6
	Goldplated AK47: 2d6+1D4

Once the battle is over (and hopefully with Arnold and the baby elephant saved), it's time to go to the Epilogue – read epilogue 1 if the agents won, and epilogue 2 if they lost.



## **EPILOGUE 1:**

*This is the "good" ending. If at least one hero manages to survive the final encounter, this is the ending, you will read.*

The chopper approaches the rebel camp. The pressure from the rotors makes the smoke from the completely levelled camp disperse, and, as the chopper lands, the Agents of S.T.O.R.K. step out from their hiding spot. Arnold Storkenegger takes up the rear. Tired, starved and limping, he carries the baby elephant.

The door of the black chopper opens, and a young, strapping stork exits. You all recognize him as the new star agent, Jason Storkham. He helps the Agents of S.T.O.R.K. get into the chopper, and gives Arnold a reassuring pat on the shoulder. "Don't worry, old man. Enjoy your retirement. I got this..."

As the chopper takes off, Jason Storkham takes a couple of long strides, starts running and takes off flying, with the baby elephant wrapped in white cloth, hanging from his beak. From inside the chopper, Arnold looks at Storkham and says "The future is in safe hands..."

**THE END**

## **EPILOGUE 2:**

*This is the bad ending. If all the heroes are knocked out at once, after scene four, this is the end of the scenario.*

The forces of evil were greater, than the Agents of S.T.O.R.K. could handle. As the last agent keels over under the weight of his many wounds, he recognizes a voice. The last thing he sees, before his eyes closes once and for all, is the sight of Arnold Storkenegger, jumping into the fray with a machinegun in each hand, and the baby elephant strapped on his back.

Once the smoke sttles, Arnold Storkenegger is the last stork standing. He goes to check on the agents.

First Storkvester Stallone.  
No signs of life.

Then Mel Storkson.  
No signs of life.

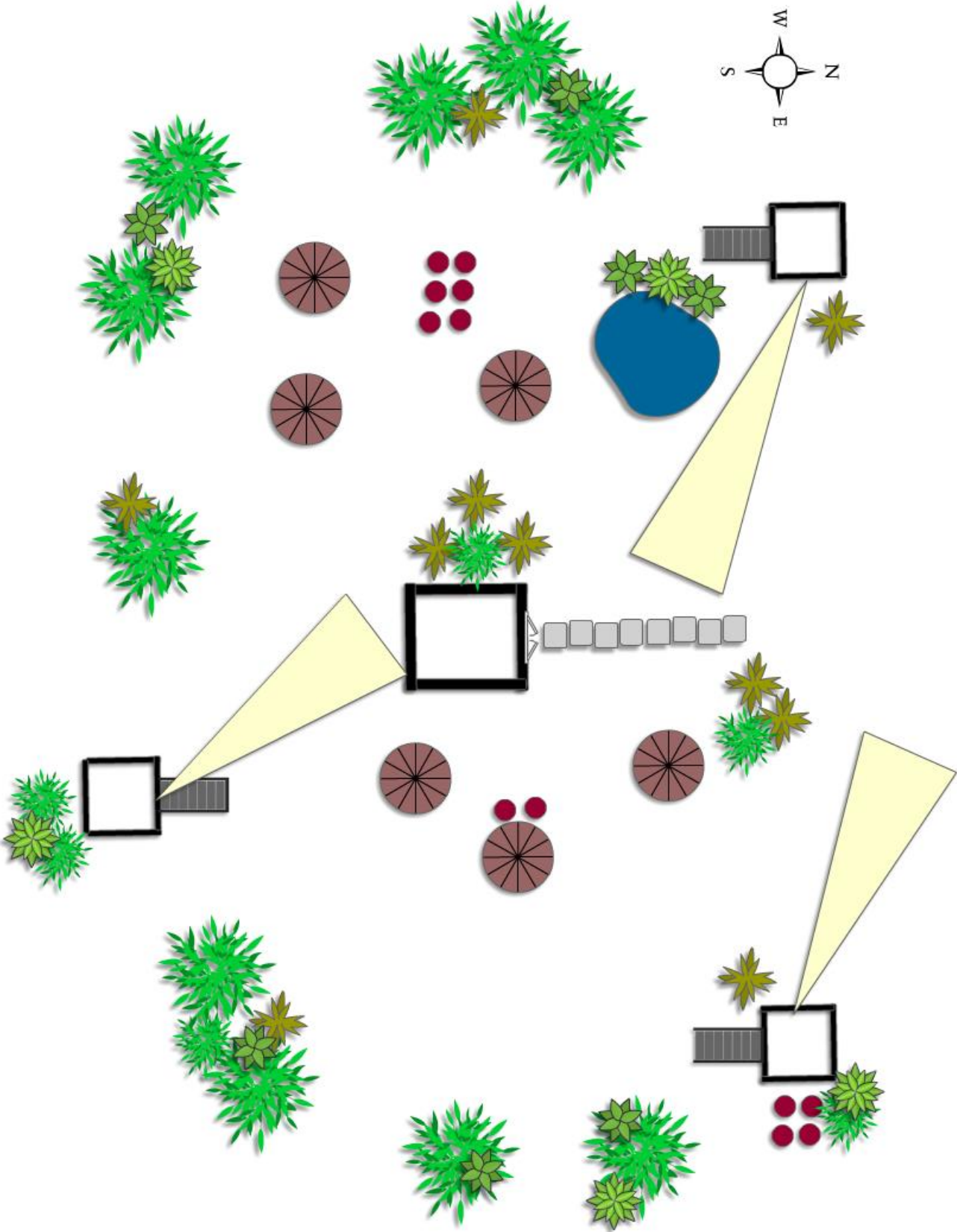
Mr. S.  
No signs of life.

Stork Norris.  
No signs of life.

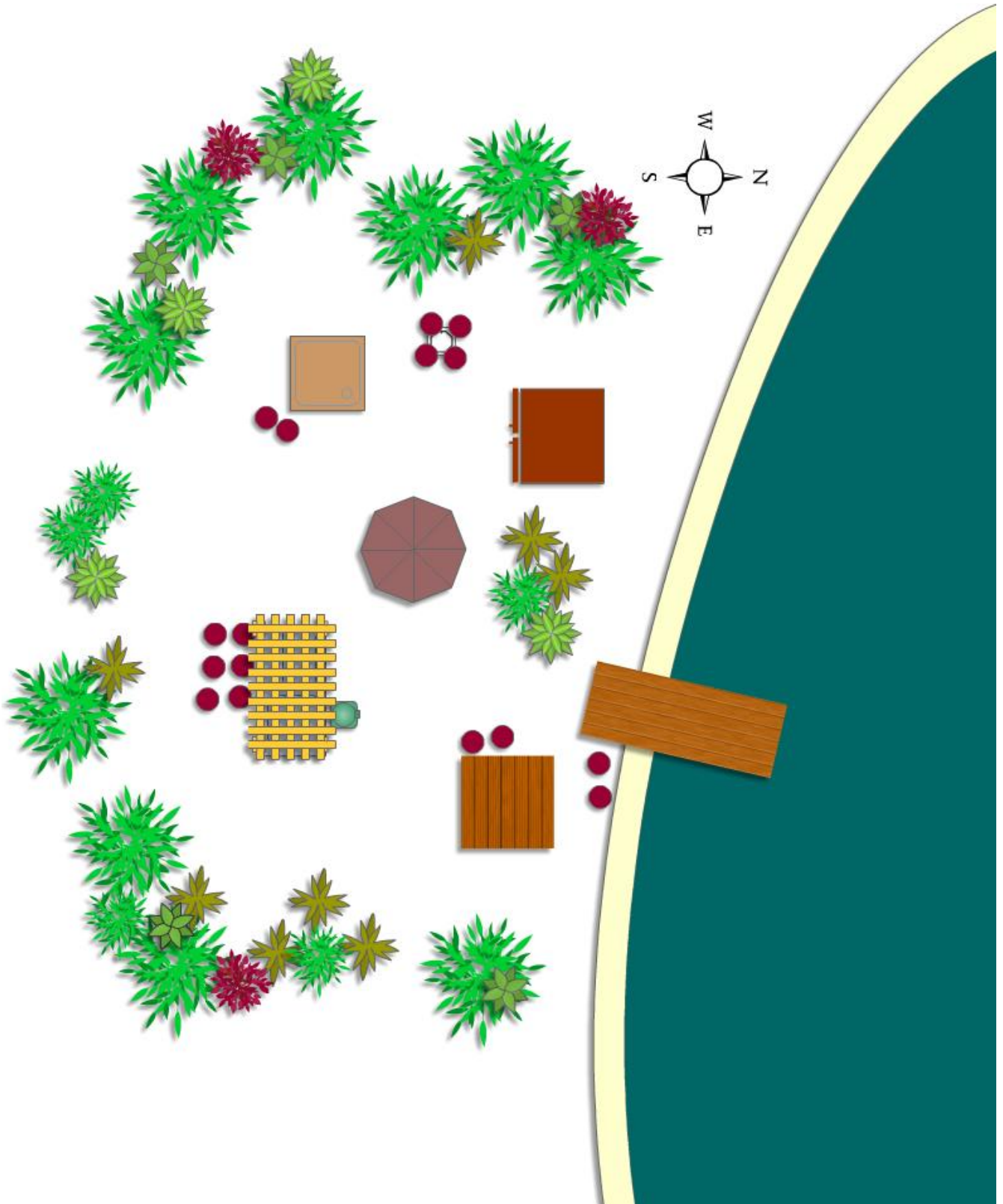
Arnold grabs the agents' S.T.O.R.K.-tags, and puts them in his pocket. He looks over his shoulder, and sighs over the meaningless loss of life he's just witnessed. As he takes off, carrying the baby elephant in a piece of white cloth hanging from his beak, a single tear runs down his check

**THE END**

**APPENDIX 1 – GENERAL AL LIGATOR'S  
CAMP**



## APPENDIX 2 – CROC O'DILE'S REBEL CAMP



## **APPENDIX 3 – CHARACTERSHEETS**

The character sheets are on the next two pages.

There are two sheets per page, so you need to cut the page in half.

# S.T.O.R.K.

Nos audebit plumis



## AGENT NR. 1586

<b>Name</b>	Stork Norris
<b>Specialty</b>	Martial arts
<b>Attack</b>	Martial arts      3D4
	Martial arts can be used in a variety of ways. For instance, you can always assume that you have throwing knives in your pocket.
<b>Catchphrase</b>	Light as a feather, quick like a cobra <i>You can attack twice this turn.</i>
<b>Hit points</b>	30

### Facts:

1. Norris is a quiet stork. He lets his wings do the talking.
2. Regards Storkvester as his best friend.
3. Mr. S. is the only one who's ever won a fight against Norris.

# S.T.O.R.K.

Nos audebit plumis



## AGENT NR. 1473

<b>Name</b>	Storkvester Stallone
<b>Specialty</b>	Firearms
<b>Attacks</b>	Uzi                      4D4
	Glock .22              1D6
<b>Catchphrase</b>	Eat lead...handbag! <i>Every die that hits the target board, is moved one ring closer towards bull's eye</i>
<b>Hit points</b>	25

### Facts:

1. Is a natural born leader.
2. Norris once saved his life during a mission.
3. Treats Mel like a little brother, since Mel reminds him of his own.

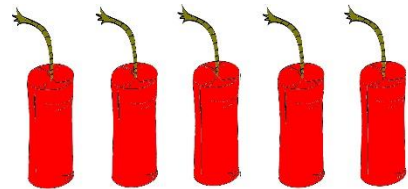


## AGENT NR. 1603

**Name** Mel Storkson  
**Specialty** Demolitions  
**Attacks** Desert Eagle 1D8  
Dynamite 4D6 (5 pieces)  
**Catchphrase** My talents are wasted on you!  
*Every die, that hits the target board, is turned to the highest possible number*  
**Hit points** 25

### Facts:

1. Names his dynamite after ex-girlfriends
2. Sees Mr. S as a mentor
3. Always wanted to be able to fight just like Norris

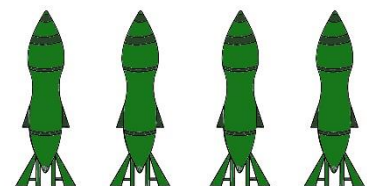


## AGENT NR. 1543

**Name** Mr. S  
**Specialty** Artillery and badass  
**Angreb** Brass knuckles 1D6  
Bazooka 1D8+2D4 (4 pcs.)  
**Catchphrase** Time to make you into hamburgers!  
*Attack three times with your knuckle irons this turn*  
**Hit points** 25

### Facts:

1. Always ready with a snappy comment
2. Took care of Mel, when he first joined S.T.O.R.K.
3. He's always looked up to Storkvester, who never misses his target.



## APPENDIX 4 – HANDOUTS

### Rules:

#### Throwing the dice

- You must hit the table, before hitting the target board
- If your die touches two spaces, move it to the space with the highest value.
- Damage is totaled by adding the value of the dice and the space on the board.
- If you miss with every single dice, the enemy can counter attack

#### Catchphrases & one-liners

- Your catchphrase is one-use only. See your sheet for what your specific catchphrase does.
- One-liners are puns, referring to a combat situation, that just happened. If another player thinks your one-liner is awesome, you high-five or fist-bump – and you get a bonus D4 added to your next attack.

### Rules:

#### Throwing the dice

- You must hit the table, before hitting the target board
- If your die touches two spaces, move it to the space with the highest value.
- Damage is totaled by adding the value of the dice and the space on the board.
- If you miss with every single dice, the enemy can counter attack

#### Catchphrases & one-liners

- Your catchphrase is one-use only. See your sheet for what your specific catchphrase does.
- One-liners are puns, referring to a combat situation, that just happened. If another player thinks your one-liner is awesome, you high-five or fist-bump – and you get a bonus D4 added to your next attack.

### Rules:

#### Throwing the dice

- You must hit the table, before hitting the target board
- If your die touches two spaces, move it to the space with the highest value.
- Damage is totaled by adding the value of the dice and the space on the board.
- If you miss with every single dice, the enemy can counter attack

#### Catchphrases & one-liners

- Your catchphrase is one-use only. See your sheet for what your specific catchphrase does.
- One-liners are puns, referring to a combat situation, that just happened. If another player thinks your one-liner is awesome, you high-five or fist-bump – and you get a bonus D4 added to your next attack.

### Rules:

#### Throwing the dice

- You must hit the table, before hitting the target board
- If your die touches two spaces, move it to the space with the highest value.
- Damage is totaled by adding the value of the dice and the space on the board.
- If you miss with every single dice, the enemy can counter attack

#### Catchphrases & one-liners

- Your catchphrase is one-use only. See your sheet for what your specific catchphrase does.
- One-liners are puns, referring to a combat situation, that just happened. If another player thinks your one-liner is awesome, you high-five or fist-bump – and you get a bonus D4 added to your next attack.

APPENDIX 5 – TARGET BOARD (A3)

