

# DRAGON BONES

## INTO THE FIRE

A Scenario for

**.45 ADVENTURE**  
CRIMEFIGHTING ACTION IN THE PULP ERA

by  
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# INTRODUCTION

The crack of rifle fire spurs Mitch and the rest of the small group up the hill. With precious little ammo remaining, they can't risk returning fire at this range. At the crest of the hill, though, Mitch spies the small temple that the Imperial army had been using as an outpost. There would only be few border guards, but with Mitch and his people, they should be able to fend off the bandits that are hot on their heels.

"Hurry up," he motions the ragged band on. Sam and Maria race past, Ganzorig, always the professional, brings up the rear. When two of the other assistants went down under gunfire and the porters bolted, only Ganzorig remained. Mitch grabs his shoulder as he starts to pass, "We're almost home free my friend."

Ganzorig nods and smiles, that big, broad grin of someone untroubled by whatever life throws at him. Mitch races ahead again and approaches the gate to the temple to hail the guards. His hail goes unanswered and he approaches the door cautiously.

Once inside, his eyes take a few minutes to adjust to the dim light. He makes out the gray shapes of bundles scattered about the floor. Approaching one, he nudges it with his foot. Mitch's stomach sinks as the bundle rolls over to reveal the corpse of an Imperial soldier.

Sam reaches the door, "Where are the guards?"

"Dead. They're all dead."



## THE SCENARIO

This scenario does require that players have the *Dragon Bones: Adventures in the Gobi Desert* supplement in order to play.

Mitch Anderson and his team, have been trying to outrun what they think are bandits, but they are in fact a combination of Russian and Chinese communists. The paleontologists have been repeatedly ambushed along their route. With ammunition running out, they were able to reach the abandoned temple that doubles as a border outpost. Here, where Imperial army forces were supposed to be on duty, they hoped to get aid in their escape. The group arrived to find all of the soldiers dead.

Their only hope is to find the much-needed ammunition among the dead soldiers and then find the secret passage built into the temple hundreds of years ago, that will allow them to escape.

## THE TABLE

This is a 2'x2' table. The table should consist of a structure of some sort to represent the Temple. The temple should be placed at one board edge and extend approximately 6" onto the board. The temple area should cover the entire width of the edge. The rest of the board should have a very light scattering of rocks and scrub. There should be a path that extends 12" from the temple to the opposite board edge.

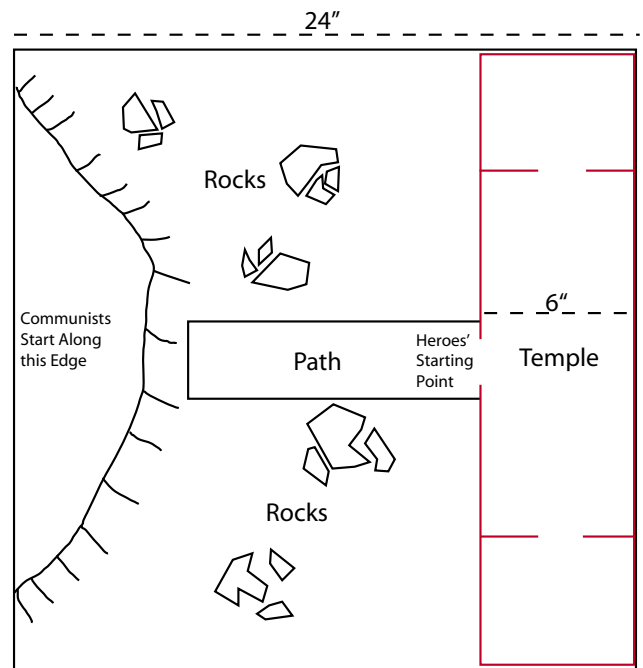
## SETUP

The Heroes start 1" from the temple. The Communist forces start on the opposite board edge. *See graphic.*

## THE CHARACTERS

The Heroes consist of Mitch Anderson, Sam Wolfson, Maria Sandusky, and Ganzorig from the Dragon Bones supplement.

The Villains in this scenario are Communist forces bent on capturing the heroes. The head of the group should be based on the Bandit Chief archetype. The rest of the forces are a Kommissar (new archetype at the end of this scenario) and 6 soldiers, which should be based on the bandit archetype.



## VICTORY CONDITIONS

The Heroes win if at least two of the professors are able to escape from the temple via the secret tunnel with no opposing models having line of sight to them.

The Communists win if they are able to prevent at least two of the professors from exiting off the board.

## ENCOUNTER MARKERS

There are two sets of Encounter Markers for this game and they should be easily distinguishable from each other.

For the first set, four markers should be placed around the interior of the building. These represent scattered weapons and ammunition. However, players should note that there are eight cards to draw from. There is no guarantee that all the ammunition needed will be found or that the weapons needed for the ammunition will be found.

**Pistol ammunition:** Useable with any pistol, there are two of these cards. This gives the model one reload (meaning if they roll a one (1) in ranged combat, they are out of ammunition again.)

**Rifle ammunition:** Useable with any rifle, there are two of these cards. This gives the model one reload (meaning if they roll a one (1) in ranged combat, they are out of ammunition again.)

**LMG ammunition:** Useable with the light machine gun, there is one of these cards. This gives the model one reload (meaning if they roll a one (1) in ranged combat, they are out of ammunition again.)

**Rifle:** This is a single rifle, there is only one of these cards. It only has the round that is chambered in it, so it only has one shot unless more ammunition is found. Models cannot make a snap shot with it unless they have more ammunition.

**Light Machine Gun:** This is a single Light Machine Gun, there is only one of these cards. It only has one burst in it, so it only has one shot unless more ammunition is found. Models cannot make a snap shot with it unless they have more ammunition.

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Light Machine Gun	--	--	--	10"	+3/x3	7	20"	+2/x3	7	30"	0/x2	6

The Light Machine Gun is a move or fire weapon, models cannot Move and Shoot while using it.

The remaining three markers are duds and have nothing.

The second set of markers (4 of them) should be placed against the board edge, inside the temple, and at least 6" apart. These represent the possible locations for the secret tunnel out of the temple. Three of the markers are duds. One represents the secret tunnel.

**Secret Tunnel:** It is a heavy wooden door that has wedged itself in place over the years so that players will need to force it open. To force it open, the player will need to "beat" the door in a comparative BW (Brawn) test. The door is considered to have a BW of 10. More than one model can help push the door so that all models in base contact with the marker can add up their BW scores for the test. Only one attempt can be made each turn and all models that add their BW for the attempt, use their action for the turn in helping.

## SPECIAL RULES

The Heroes start with only one shot in each of their weapons. A model cannot do a snap shot until they find more ammunition.

The Communist forces are disorganized and uncoordinated and arrive piecemeal. To represent this, any time a pair of Communists/bandits (2 half grade models) are killed or rout off the board, two more arrive at the end of the turn and at the Communist forces starting point.

**Kommissar Special Rule:** The Kommissar can execute any 1 friendly model within 2", and all friendly models currently panicked, immediately rally. This execution takes an action and no rolls are made.

**Movement:** Movement on the path is at a normal movement rate. If a model moves off the path, then they need to subtract 1" from their movement (always giving the model at least 1" of movement, so if a model is wounded and is only moving 1", it will still move that 1" even if off the path).

## SOLO PLAY

This scenario is well suited for solo play. The player should take on the role of the heroes and the Communist forces will act according to the following guidelines.

**Leader (Bandit Chief):** Model will always move to cover first. If in cover, will shoot at closest enemy model in range and LOS. If no target is available, model will move forward. Model will never move farther forward than the most forward soldiers (bandits).

**Kommissar:** This model will always move so that it is within 3" of a soldier (bandit) model. If there is a model already within 3" it will shoot at the closest enemy model. If there is no target it will move forward, always staying within 3" of a soldier (bandit) model. If 2 or more soldiers are panicked, the Kommissar will execute a friendly model on a d10 roll of 5 or less.

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**Soldiers (bandits):** Since these are half grade models, they will always be activating last and will act in this way: half the models will move forward and half will fire at the closest enemy model. If some or all the models have no target model to shoot, all models with no target to shoot will move forward. These models will always move toward the closest board edge if panicked. If any model gets within charge range, it will charge instead of shoot.

If you are ever in doubt as to what the model would do next, simply roll a d10. On a 1-5 he takes one course of action and on a 6-10 he takes the other.

## WHAT NEXT?

You've now played through all the scenarios in the *Dragon Bones* supplement and now you have just finished this one, so the natural question is: what next? This last scenario left some things unanswered just so players can develop their own scenarios to follow it. Why is there a temple out in the middle of the desert? Does it guard treasure? The entrance to an underground city? Or does it hide the key to some even greater mystery? And what happened to the soldiers that were stationed here? Who (or what) killed them? Why didn't the attackers take all the weapons? Did someone or something chase them off? And where does that secret tunnel lead to? Was it really just a quick way to get out of the temple or does it lead some place entirely different?

Players are encouraged to develop their own follow-ups to the scenarios presented here and in *Dragon Bones*. Or maybe you do just want the story to end and start a new one for your players. When you're playing *.45 Adventure*, there is no limit to what you can decide to have happen next.

## FOR MORE INFORMATION

Players should check out our website for the latest information on the *.45 Adventure* game as well as links to helpful sites and ideas for your own pulp game. You can get to it at:

<http://www.pulp-heroes.com>

To talk with other players, sign up for our Yahoo Group Hot Lead & Steel Sinews (HLSS) at:

<http://games.groups.yahoo.com/group/HLSS/>

**Kommisar (Grade 3)**

The Kommisar is the political officer for a communist unit. His job is to stamp out subversion wherever he sees it and in whatever form he sees it in. If he thinks cowardice could be bad for the party, he eliminates those responsible. He is fanatical in his devotion to the cause and will let nothing deter him from his mission.

The Kommisar is not a powerhouse in combat, his job is to serve as inspiration and provide leadership where required.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	BR=4	4	BR=4	BR=2	Unconscious			
Torso (2-4)	BW=3 GT=7	4	BW=3 GT=7	BW=2 GT=7	BW=1 GT=7	BW=1 GT=6	Unconscious	
Arms (5-7)	HT=3 SH=3	4	HT=3 SH=3	HT=3 SH=2	HT=2 SH=2	HT=1 SH=1	HT=1 SH=1	No attacks Cannot carry
Legs (8-10)	DG=3 SP=5	4	DG=3 SP=5	DG=3 SP=4	DG=2 SP=3	DG=1 SP=2	DG=1 SP=1	Crawl only

**Available Attributes: 10**

<p><b><u>Weapon Max. &gt;&gt;&gt; 3</u></b></p> <ul style="list-style-type: none"> <li>• Short Blade (1)</li> <li>• Long Blade (1)</li> <li>• Bullwhip (1)</li> <li>• Pistol (1)</li> <li style="padding-left: 20px;">+1 WS for pistol (1)</li> <li style="padding-left: 20px;">+6" range for pistol (1)</li> <li style="padding-left: 20px;">+1 Extra Ammo (1)</li> </ul>	<p><b><u>Combat Skill Max. &gt;&gt;&gt; 3</u></b></p> <ul style="list-style-type: none"> <li>• Dead Shot (1)</li> <li>• Fencing +1 (1)</li> <li>• Pugilist +1 (1)</li> <li>• Quick +2 (1 per +1)</li> <li>• Sharpshooter +2 (1 per +1)</li> </ul>
	<p><b><u>Knowledge Skill Max. &gt;&gt;&gt; 3</u></b></p> <ul style="list-style-type: none"> <li>• Deception (1)</li> <li>• Genius +2 (1 per +1)</li> <li>• Iron Will (1)</li> <li>• Language (1)</li> <li>• Mesmerize (1)</li> <li>• Streetwise (1)</li> <li>• Tactics +1 (1)</li> </ul>
<p><b><u>Armor Max. &gt;&gt;&gt; 4</u></b></p> <ul style="list-style-type: none"> <li>• Head +2 DR (1 per +1)</li> <li>• Torso +2 DR (1 per +1)</li> <li>• Arms +1 DR (1 per +1)</li> <li>• Legs +1 DR (1 per +1)</li> </ul>	<p><b><u>Other Skills Max. &gt;&gt;&gt; 4</u></b></p> <ul style="list-style-type: none"> <li>• Fearful Presence (1)</li> <li>• Fearless (1)</li> <li>• Ignore Pain (1)</li> <li>• Intimidate (1)</li> <li>• Mounted (1)</li> <li>• Nerves of Steel +2 (1 per +1)</li> <li>• Observant (1)</li> </ul>