

# THE RETURN OF DOCTOR MUNRO

A PULP ALLEY ADVENTURE

MICHICON 2016

THE YEAR IS 1895. THE INFAMOUS DOCTOR MUNRO HAS BEEN FORCED TO FLEE FROM HIS SECRET LABORATORY IN THE FRENCH COUNTRYSIDE, HIS PLANS TO CREATE AN ARMY OF UNDEAD CORPSES OUTFITTED WITH STEAMFISTS HAS BEEN THWARTED. HE HAS RELOCATED TO THE AMERICAN SOUTHEAST, WHERE HE HAS ESTABLISHED A SECLUDED MYSTIC LABORATORY OF SORTS. THE GOAL: TO SUMMON APOPHIS, THE ANCIENT EGYPTIAN SPIRIT OF EVIL AND CHAOS, THE SHADOW OF THE SERPENT. IN LEAGUE WITH ZARA, THE FAMOUS GYPSY MYSTIC--SOME WOULD CALL HER A WITCH--MUNRO HAS CONSTRUCTED A SUMMONING ALTAR ON A PARTICULARLY HERMETIC CONFLUENCE OF LEY LINES THAT ZARA BELIEVES WILL ATTRACT THE SPIRIT OF APOPHIS AND ALLOW HIM TO MANIFEST IN SEMI-HUMAN FORM. CERTAIN INTERESTED PARTIES, HOWEVER, HAVE LEARNED OF MUNRO'S EVIL DESIGNS AND, UNKNOWN TO EACH OTHER, HAVE GATHERED TO THWART--OR PROFIT FROM!--THE SUMMONING OF THE DEMON. AS THE SWIRLING MORNING FOG DISSIPATES, THE RIVAL FORCES STRIKE...WILL THEY BE IN TIME TO STOP THE MANIFESTATION OF APOPHIS? OR WILL THE SERPENT GOD WALK THE WORLD AGAIN?

## THE SCENARIO

THE SCENARIO USED IS HIDALGO FIRE FROM *PERILOUS ISLAND*. THERE ARE SIX PLAYERS, EACH WITH A LEADER, SIDEKICK, AND ALLY. EACH LEAGUE STARTS FRIENDLY WITH ONE OTHER LEAGUE. THIS FRIENDSHIP ENDS ABRUPTLY AT THE START OF THE FOURTH TURN AFTER THE INCENDIARY EXPLOSIVES ARE PLACED. THERE ARE FOUR MINOR PLOT POINTS PLACED EVENLY AROUND THE BOARD: ZARA THE GYPSY, A CHEST OF VALUABLE DOCUMENTS HIDDEN BY A TREE STUMP IN THE SWAMP, THE WEeping ANGEL STATUE IN THE FOREST, AND A CACHE OF MYSTICAL HERBS HIDDEN AMONG CRATES AND SACKS BY THE ABANDONED CABIN. DR. MUNRO IS THE MAJOR PLOT POINT, AND IS FOUND IN FRONT OF A STONE ALTAR IN A TEMPLE OF EVIL AND CHAOS HE HAS CONSTRUCTED WITH GUIDANCE FROM ZARA. PLOT POINTS ARE PERILOUS, AND THE TEMPLE, THE SWAMP, AND THE RIVER ARE EXTREMELY PERILOUS. ANY CLIMBING, EVEN JUST OVER A FENCE, IS PERILOUS. EACH LEAGUE IS AWARDED A ONE-POINT GADGET.

## PLOT POINTS & PERILS



# THE LEAGUES



## THE LEAGUE OF SOUTHERN GENTLEMEN

L TO R: FELIX FARQUHAR (ALLY), PINKNEY HATCHETT (SIDEKICK), AUGUSTUS ABBOTT

## THE PINKERTONS

L TO R: BEAUMONT JUDD (LEADER), JIMMY MCKENNA (SIDEKICK), TOM HORNER (ALLY)

THE LEAGUE OF SOUTHERN GENTLEMEN IS A COVERT COLLECTION OF CONFEDERATE VETERANS AND THEIR FAMILY MEMBERS DEDICATED TO TECHNOLOGICAL AND POLITICAL GAIN SO THAT ONE DAY THE SOUTH MAY RISE AGAIN. THEY HAVE HIRED SOME PINKERTONS FOR ADDED MUSCLE AND SUPPORT. THE PINKERTONS LEADER, BEAU JUDD, IS ONE OF THE WORLD'S GREATEST MARKSMAN (HE SHOOTS WITH D12, MY FIRST CHARACTER WITH AN ATTRIBUTE ROLLING THOSE DICE).



## THE GOLDEN DAWN

L TO R: BRAM STOKER (ALLY), W.B. YEATS (SIDEKICK), FLORENCE FARR (LEADER)

## THE BROTHERHOOD

L TO R: BROTHER ABRAHAM (LEADER), BROTHER ELIJAH (SIDEKICK), BROTHER MALACHI (ALLY)

TWO CULTS HAVE JOINED FORCES WITH THE GOAL OF SEIZING MUNRO'S SECRETS. UNKNOWN TO EACH OTHER, ONE SEEKS TO USE THEM FOR THEIR OWN PURPOSES, THE OTHER TO DESTROY THEM FOREVER (BELIEVING THEM FROM THE DEVIL!). THE GOLDEN DAWN HAS EVOLVED INTO A CULT OF ISIS, DEDICATED TO FURTHERING HER RETURN TO THE MORTAL PLANE. THE BROTHERHOOD IS ON A MISSION FROM GOD, SEEKING TO DESTROY ALL THEY DEEM TO BE BLASPHEMY, INCLUDING THOSE THAT STAND IN THEIR WAY.



## FORSCHUNGSGRUPPE

L TO R: LUDWIG BORCHARDT (ALLY), ELSA (SIDEKICK), PROFESSOR GUSTAF KOSSINNA (LEADER)

## CAPT. WOLF AND THE SKY PIRATES

L TO R: CAPT. WOLF (LEADER), MONTANA ANNIE (SIDEKICK), PHANTOM ACE (ALLY)

FORSCHUNGSGRUPPE, A GROUP OF SECRET AGENTS FROM THE THULE SOCIETY POSING AS ARCHAEOLOGISTS, HAS HIRED CAPT. WOLF'S SKY PIRATES FOR TRANSPORTATION AND LOGISTICAL SUPPORT. THE THULE SOCIETY IS AN OCCULT ORGANIZATION SEEKING TO ESTABLISH A "GERMANIC ORDER." THE PIRATES SIMPLY SERVE THEIR OWN INTERESTS, WITH PROFIT THEIR PRIMARY CONCERN. THEY DO, HOWEVER, HAVE SOME SCRUPLES...OF SORTS.

# THE DEPLOYMENT



# THE INITIATIVE MARKER



# THE GAME

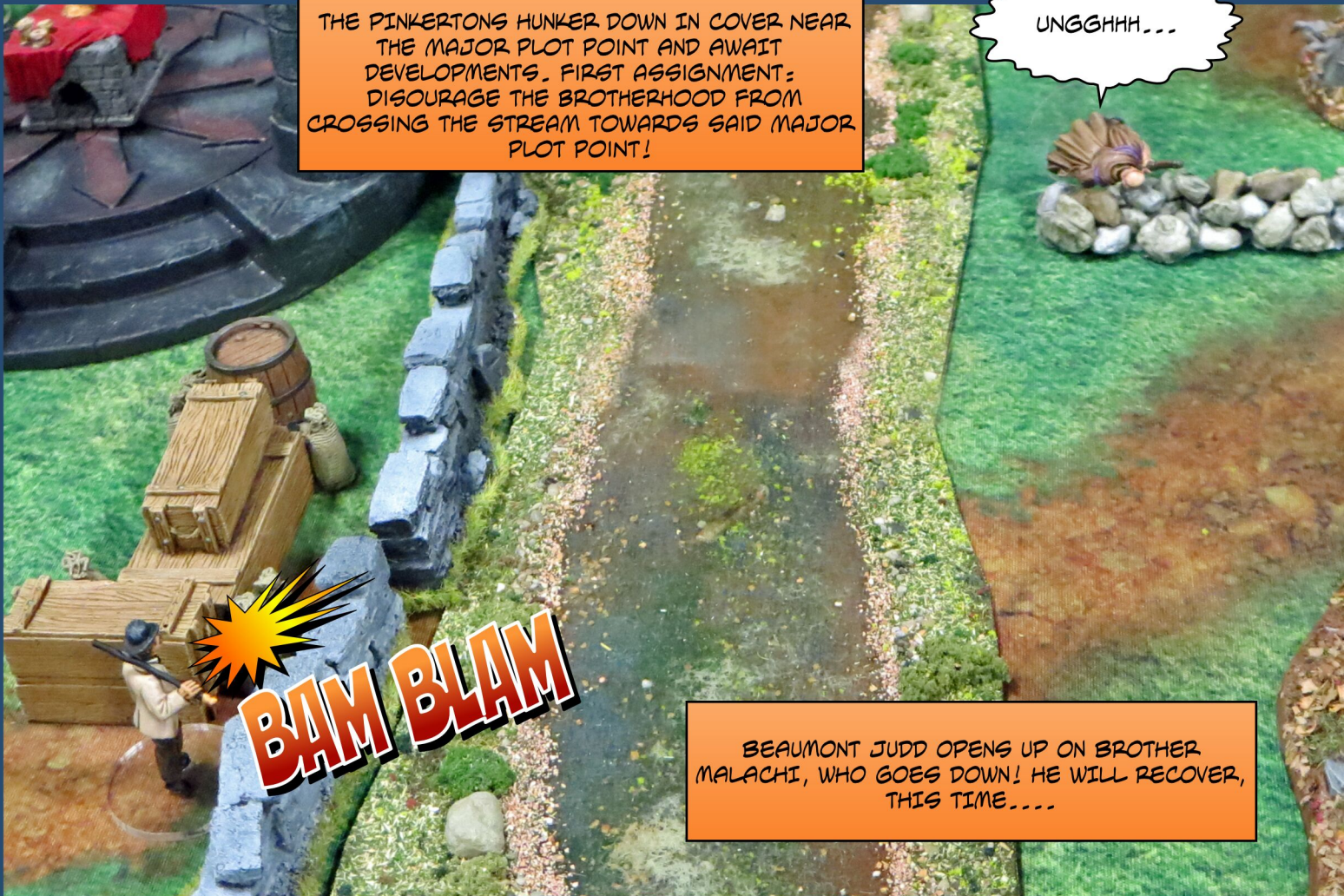
## turn 1

A BATTLE ERUPTS OVER CONTROL OF THE FOOTBRIDGE OVER THE PERILOUS STREAM. YEATS OF THE GOLDEN DAWN EXCHANGES FIRE WITH MONTANA ANNIE OF THE PIRATES...EACH TAKES A HIT! FLORENCE FARR ADVANCES, THEN ACTIVATES HER DARK PRESENCE. ANNIE IS UNHARMED!



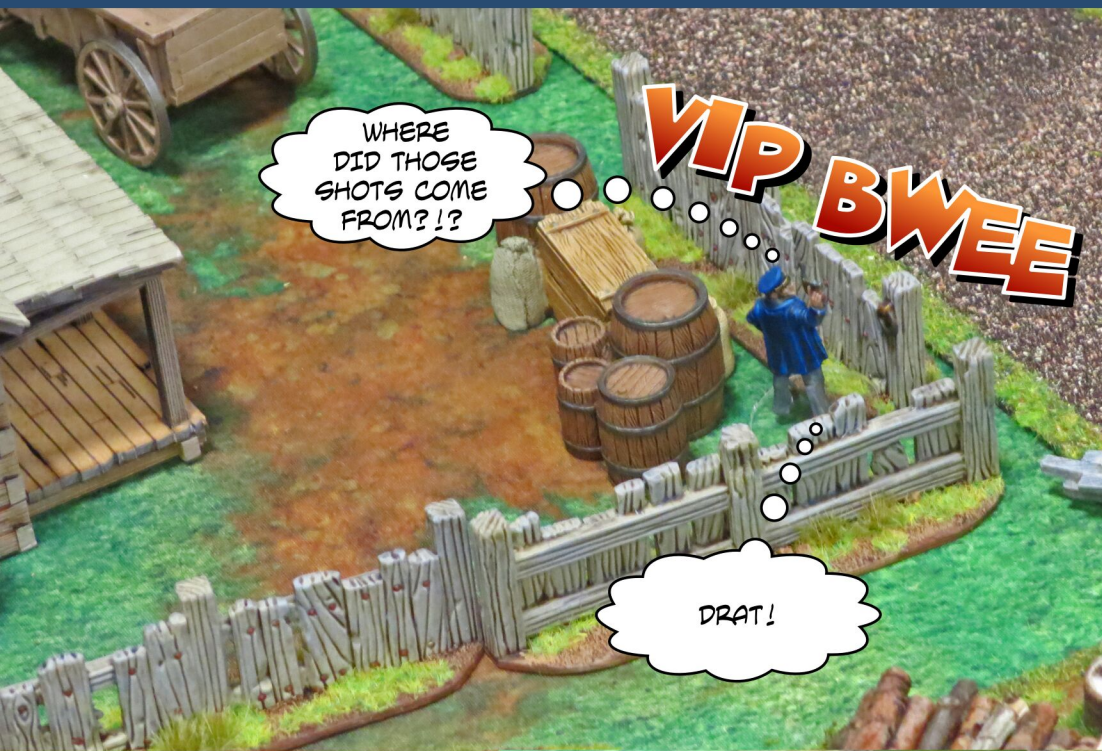
THE PINKERTONS HUNKER DOWN IN COVER NEAR THE MAJOR PLOT POINT AND AWAIT DEVELOPMENTS. FIRST ASSIGNMENT: DISCOURAGE THE BROTHERHOOD FROM CROSSING THE STREAM TOWARDS SAID MAJOR PLOT POINT!

UNGGHHH...



BEAUMONT JUDD OPENS UP ON BROTHER MALACHI, WHO GOES DOWN! HE WILL RECOVER, THIS TIME....

# turn 2



WHERE DID THOSE SHOTS COME FROM!?!?

**VIP BWEE**

DRAT!

CAPT. WOLF VAULTS THE FENCE TO RANSACK THE BARRELS, SACKS, AND CRATES THAT CONTAIN ZARA'S HERBS. AS HE DOES, SHOTS FROM UNSEEN ASSASSINS RING OUT! HE FAILS THIS PERIL BUT IS UNHARMED! PHANTOM ACE, CLIMBING ONE OF THE FENCES ACROSS THE ROAD, IS SIMILARLY ATTACKED, BUT FAILS THE PERIL, TAKES A HIT AND FAILS TO RECOVER! HE'S DOWN AND OUT!



AARGHH...

**CHOMMP**

WHAT DEVILTRY IS THIS?

THERE'S SOMETHING ABOUT AN EXTREMELY PERILOUS SWAMP WITH A MINOR PLOT POINT IN IT THAT MAKES PLAYERS WANT TO SEND MERE ALLIES INTO HARM'S WAY! OR IN THIS CASE, THE SWAMP CROC'S WAY. STOKER GOES DOWN, BUT SOMEHOW WILL RECOVER! BROTHER ELIJAH HESITATES, SHOCKED BY HIS OPPONENT'S FATE, ENTERS THE PERILOUS WATERS, ONLY TO FAIL THE PERIL AS WELL!



ACK!

**KRAK**

AAIEEE!!

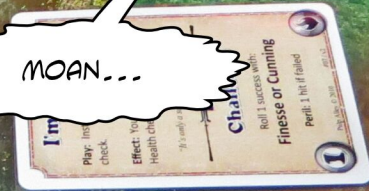
A VICIOUS LITTLE FIREFIGHT ERUPTS BY ZARA'S CABIN. LUDWIG LETS OUT A BLAST WITH HIS SHOTGUN, BUT ABBOTT (HIDDEN IN THE TREES) IS UNHARMED. IN HIS TURN, ABBOTT OPENS UP ON LUDWIG, AND THE GERMAN GOES DOWN, NEVER TO RISE. HATCHETT ADVANCES TOWARDS ZARA, WHILST PROFESSOR KOSSINNA CLOSES IN AND CUTS FELIX FARQUHAR DOWN WITH A DEVASTATING SHOT. HE TOO WILL FAIL TO RECOVER!



NICE TOSS, JIMMY!

**BLAM!**

MOAN...



JIMMY MCKENNA LOBBS A STICK OF DYNAMITE (BURST) AT MALACHI, WHO CAN'T ROLL A SINGLE SUCCESS ON FINESSE AND FAILS THE PERIL, THEN TAKES A HIT! THIS TIME HE WILL NOT RECOVER!

MEANWHILE, BROTHER ABRAHAM ATTEMPTS A MINOR PLOT POINT, BUT HE TOO WILL FAIL THE PERIL, BUT REMAINS UNINJURED!



MOVE QUICKLY, YEATS...



CONFOUND THESE DEMON-INFESTED STATUES!



AS YOU WISH, ADEPTUS...

BACK IN THE SWAMP, AFTER FAILING TO PASS THE PERIL OF THE VICIOUS CROC, STOKER AND BROTHER ELIJAH RECOVER THEIR WOUNDS!

MONTANA ANNIE WISELY RETREATS OVER THE FOOTBRIDGE. THE WAY IS CLEAR FOR THE GOLDEN DAWN!

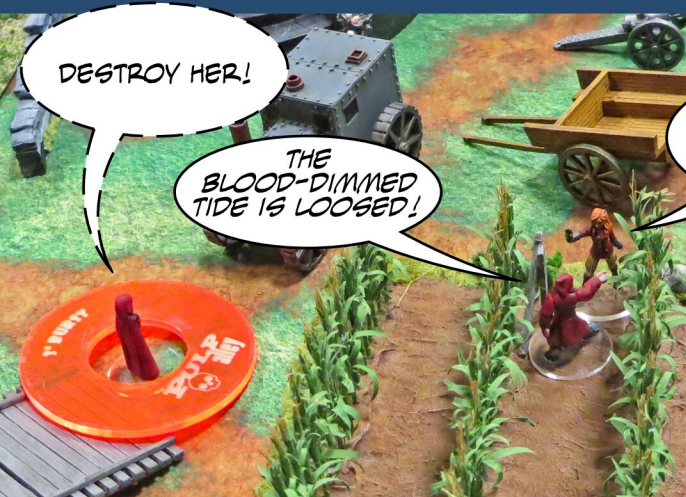
### turn 3



OOOPHHH...

**POW**

ENNNNG...



DESTROY HER!

THE BLOOD-DIMMED TIDE IS LOOSED!

THIS IS NO PLACE FOR POETS, SCUM!

THE CORNFIELD AT THE FOOT OF THE BRIDGE BECOMES THE SITE OF BLOODY CONFLICT...YEATS RUSHES ANNIE...IN THE ENSUING BRAWL YEATS IS KNOCKED DOWN, THEN SHOVED BACK WHEN ANNIE PLAYS A KNOCKBACK CARD. BUT ANNIE HAS TAKEN ANOTHER HIT AS WELL, AND WILL FAIL THE HEALTH CHECK! THEY'RE BOTH DOWN!



WHAT CAN I DO FOR YOU BOYS?

TAKE ZEM, GUSTAF! I VIL KEEP VATCH!

THULE'S ELSA, KEEPING AN EYE ON MUNRO AND DEPLOYING AN OUTRAGEOUS GERMAN ACCENT, REMAINS IN PLACE AS KOSSINNA MOVES TOWARDS ZARA'S CABIN...

ELSA! KOMMEN SIE MIT!

Y'ALL NEED TO TELL ME WHAT I NEED TO KNOW, LITTLE LADY...

YOU SHALL TASTE MY STEEL, AMERIKANISCH!

I HAVE NOTHING TO SAY TO YOU, YOU CAD!

THE SOUTHERN GENTLEMEN AND THULE SOCIETY CONTEST CONTROL OF ZARA THE GYPSY. AUGUSTUS ABBOTT ATTEMPTS THE PLOT POINT BUT FAILS THE PERIL!!! KOSSINNA RUSHES PINKNEY HATCHETT. NO DAMAGE IS INFLICTED!!!

WHAT IN TARNATION...

DICE ROLLS AT PLOT POINTS HAVE BEEN UNIFORMLY ABYSMAL, AS CAPT. WOLF AND BROTHER ABRAHAM CONTINUE TO FAIL THE EXTREME PERILS AT EACH OF THEM. A CASE IN POINT BELOW.....

DRAT! FAILED AGAIN?!?

THE SWAMP CROC CONTINUES TO TAKE HIS TOLL AS STOKER AND ELIJAH CONTINUE TO FAIL THEIR DICE ROLLS FOR THE EXTREME PERIL. AMAZINGLY, THEY CONTINUE TO RECOVER!



HUH... THAT WAS EASY! MAYBE TOO EASY...

WHY AM I ALWAYS THE ONE THAT HAS GO INTO THE SWAMP???

GOOD JOB, BOSS!

NOW LET'S GET OUTTA HERE!

MUST ... ROLL ... BETTER ... DICE...

MMM... TASTY!

JUDGING THE TIME IS RIGHT, BEAU JUDD CONFRONTS MUNRO AND, UNLIKE HIS OPPONENTS, EASILY PASSES THE PERIL AND SEIZES THE MAIN PLOT POINT!

KACHOMP!



**BANG**

MEIN GOTT!

GROAN...

SHE DIDN'T TREAD SOFTLY...

YOU'LL GET A BANG OUTTA THIS, FRAULEIN!

WITH THE PINKERTONS SEIZING THE INITIATIVE, TO END THE TURN, JIMMY MCKENNA MOVES UP TO SLOW DOWN THE THULE SOCIETY'S PLANS...

MCKENNA'S DYNAMITE FINDS ANOTHER TARGET...ELSA TAKES A HIT, BUT SHE'S NOT DOWN!

WITH THREE TURNS TO GO, CAN BEAU JUDD HANG ON TO THE MAJOR PLOT POINT?!

# turn 4

WITH THE START OF TURN 4, UNSEEN ASSASSINS EXPLODE FOUR INCENDIARY DEVICES, REPRESENTED BY 3 INCH BURSTS. THESE BURSTS ARE PERMANENT! BURSTS ARE PLACED BY THE PLAYERS: EACH PLAYER ROLLS A DIE, AND THE TOP FOUR ROLLERS PLACE A BURST IN ORDER OF HIGH TO LOW ROLL. NO BURST MAY BE PLACED WITHIN 6 INCHES OF ANY OTHER BURST. THE PINKERTONS ROLL LOWEST AND WON'T BE ABLE TO PLACE A BURST! IN ADDITION, ALL ALLIANCES COME TO A HALT! IT'S EVERY LEAGUE FOR ITSELF!



WHAT THE...

HAVING SEIZED THE MAJOR PLOT POINT, THE PINKERTONS ARE PRIME TARGETS. BURSTS ARE PLACED ON MCKENNA AND HORNER: EVIDENTLY THE PLAYER WHO PLACED THE FIRST BURST DECIDED THAT JUDD WAS ALREADY IN EXTREMELY PERILOUS TERRITORY, SO CHOSE ONE OF HIS COLLEAGUES INSTEAD!

AS IF THE CURSED STATUE WASN'T PROBLEM ENOUGH... SIGH...

BROTHER ABRAHAM, STILL ATTEMPTING THE MINOR PLOT POINT, IS STRUCK BY ANOTHER INCENDIARY!





THE SOUTHERN GENTLEMEN TARGET KOSSINNA WITH THE FINAL INCENDIARY...

**KAROOOMP**

THE REST OF TURN FOUR UNFOLDS... EVENTS IN THE SWAMP CONTINUE UNABATED, AS BOTH SIDES ARE UNABLE TO MAKE PROGRESS AGAINST THE CROC PERIL. BROTHER ABRAHAM IS UNAFFECTED BY THE INCENDIARY, MOVING OUT TO ATTEMPT THE PLOT POINT, BUT FAILS THAT PERIL! CAPT. WOLF AGAIN ATTEMPTS THE MINOR PLOT POINT, AND AGAIN FAILS!!!! WHAT LOUSY DICE ROLLS! FLORENCE FARR AND YEATS OF THE GOLDEN DAWN ADVANCE TOWARDS THE PINKERTONS, SLOWED BY THE PERIL OF THE TEMPLE. KOSSINNA FAILS HIS PERIL BUT IS UNHARMED. AND ABBOTT ATTEMPTS THE ZARA PLOT POINT BUT COMES ONE SUCCESS SHORT! MCKENNA SUCCESSFULLY PASSES THE INCENDIARY PERIL AND PULLS BACK TO COVER JUDD, WHO RETREATS TO COVER BY THE FARMHOUSE.

MEIN LUFTKISSENFahrZEUG IST VOLLER AALE!

HERE COME THEM DANG CULTISTS!

SO MUCH FOR FRIENDSHIP, EH PINKNEY?

BEAU JUDD PLAYS A BLAST IT FORTUNE CARD, ALLOWING HIM TO PLACE A 3 INCH BURST SQUARELY ON PINKNEY HATCHETT. PINKNEY NEEDS 2 CUNNING OR MIGHT BUT FAILS! HE'S DOWN, BUT UNFORTUNATELY FOR JUDD, WILL RECOVER! MEANWHILE, AN INCENDIARY HAS TAKEN TOM HORNER OUT! MCKENNA COVERS JUDD.

**turn 5**

**Stay Down**  
 Play: When an enemy fails a Health check.  
 Effect: The enemy may not roll a Recovery check at the end of this turn.  
*"We both know how this is going to end."*  
**Challenge**  
 Roll 2 successes with: Cunning or Might  
 Peril: 2 hits if failed

OUCH!

**THWUMP**

ELSEWHERE, CAPT. WOLF, BROTHER ABRAHAM, AND AUGUSTUS ABBOTT ALL SUCCEED IN SEIZING A MINOR PLOT POINT! FINALLY! FARR AND YEATS ADVANCE, TAKING DOWN MCKENNA. JIMMY, HOWEVER, IS INDOMITABLE AND RECOVERS! MEANWHILE, BACK IN THE SWAMP....

GURRRGLE...

BURRRP

THE CROC CONTINUES TO HAVE A FIELD DAY MAKING MEALS OUT OF MALACHI AND STOKER. ASTOUNDINGLY, BOTH CONTINUE TO RECOVER, RETURNING EACH TURN FOR STILL MORE REPTILIAN ABUSE!!!!

PEACE, GERMAN!  
WE CAIN'T LET JUDD GET AWAY  
WITH IT. FOLLER ME!

JA, MEIN FREUND!

WHAT THE...

GOIN'  
SOMEWHERE'S,  
YANKEE?

THOPPA THOPPA THOPPA

IN THE  
NAME OF ISIS, I  
DO CURSE THEE,  
JUDD!

BANG

KAROW KAROW

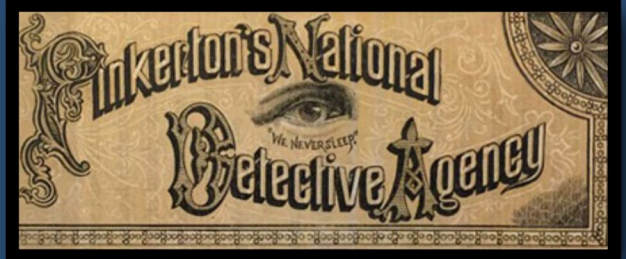
I'LL BE  
BACK....

ABOVE: EVENTS REACH A CLIMAX! BEAU JUDD, TRYING TO PROTECT THE MAIN PLOT POINT, USES HIS SEVEN LEAGUE BOOTS TO HOOF IT TO COVER BEHIND A TREE. PINKNEY FIRES UP HIS INFERNAL VELOCIGADGET AND FLIES BEYOND AND BEHIND JUDD, FIRING AWAY! BUT JUDD IS SHOOTING WITH 4 D12'S, WHICH IS TOO MUCH FOR HATCHETT, WHO TAKES A HIT AND GOES DOWN, LEAVING JUDD UNSCATHED! MEANWHILE, KOSSINNA AND ABBOTT OPEN UP ON JUDD, WHO DODGES THE HAIL OF BULLETS BUT CAN'T AVOID TAKING A HIT, HIS FIRST!

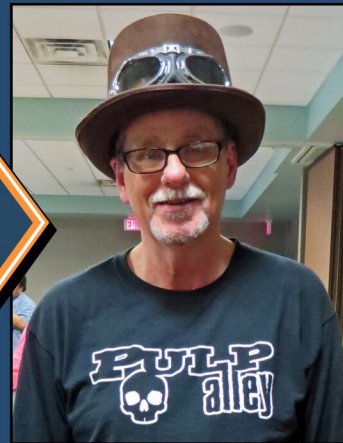
LEFT: MCKENNA DESPERATELY TRIES TO STOP THE CULTISTS, BUT HIS DYNAMITE HAS NO EFFECT ON FLORENCE FARR! YEATS ADVANCES TO CLOSE RANGE AND FIRES...JIMMY IS DOWN! IN DESPERATION, FLORENCE USES HER CURSED PRESENCE ABILITY TO PLAY A PERIL ON JUDD...HE FAILS THE CHALLENGE AND TAKES HIS SECOND HIT! BUT HE'S STILL STANDING! NO ONE ELSE CAN REACH HIM, SO AS THE FINAL TURN ENDS, THE PINKERTONS, WITH THE MAJOR PLOT POINT IN HAND, COME OUT VICTORIOUS!



THE VICTORIOUS  
BEAU JUDD  
STRIKES A  
POSE...



THE GAMEMASTER, WEARING A  
SILLY HAT BUT A COOL T-SHIRT,  
STRIKES A POSE...



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