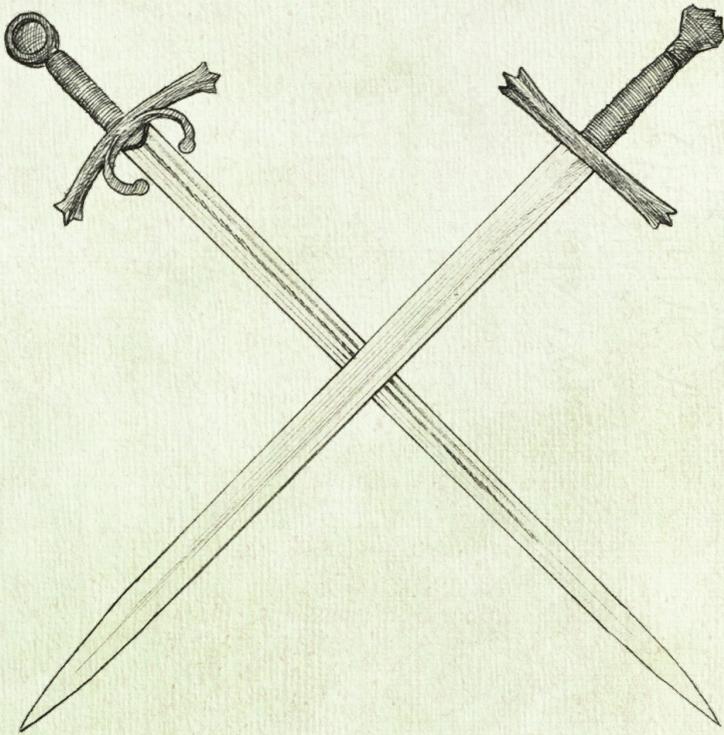


Ultima Forsan

Roman Relics



A Showdown scenario set in the
Macabre Renaissance of Ultima Forsan
By Giuseppe Rotondo and Mauro Longo

“We only need a quick search around the eastern ruins.
The map is clear! What could possibly go wrong?”

AN EASY JOB

An ancient map points at a valuable relic, hidden somewhere in the outskirts of Rome, one of the vastest Cities of Sorrow. The heroes only need to recover it to make an easy profit!

PLAYERS

This scenario is intended for two players. One plays the heroes daring the ruins in search of the relic, while the other plays the Dead and the dangers of the City of Sorrow. No GM is required.

The last section explains how to play this scenario with a different number of players and in different ways.

WHAT YOU NEED

In order to play this scenario you need:

- * A gaming area of about 24 to 36" per side.
- * The figure flats included in **Ultima Forsan Set One: Characters**, including the bonus file figures.
- * 6 to 10 scenery pieces such as trees, buildings and ruins.
- * The 6 tokens that you can find at the end of the scenario.

- * The usual Showdown dice and action cards.

SET UP

Player A (who plays the Dead) prepares the table:

- * He places the scenery pieces as he wishes. They must be at least 2" away from each other and from the edges of the gaming area.
- * He places as he wishes each of the six tokens inside or next to a scenery piece, face down, so that the crosses cannot be seen by the other player.

Player B (who plays the heroes searching for the relic) chooses one side of the gaming area as his deploy line and places his characters on it.

VICTORY

Player A wins if he eliminates all the heroes. Player B wins if one of his characters finds the relic and takes it out of the gaming area through the side he chose as his deployment.

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SPECIAL RULES

Heroes: Each hero is a separate unit, receiving a separate action card.

The Dead: All the Dead act on the same action card, but ignore cohesion rules.

They can never chose Hold as an action.

At the end of his every round, Player A rolls a d6 to determine the number of Dead reaching the area from the nearby ruins. These new Dead cannot exceed the number of eliminated Dead (so you can never have more than the original number). The player deploys them along one edge of the gaming area, or adjacent to one of the scenery pieces with a token that hasn't been examined yet by Player B.

The Relic Tokens: Heroes can examine a token by reaching it. The character must be adjacent and use one action to turn it upside down and reveal it.

The white cross represents the relic. It can be picked up and handed from one character to another as a free action.

Red crosses represent a red herring: nothing interesting there.

The black cross represents an unfortunate event. Roll a d6:

1 - Miasma: A cloud of miasma, the size of a LBT centred on the token, spreads around. See Ultima Forsan setting book for Miasma rules. The cloud disappears after resolution.

2 - Trap: A spring loaded blade is about to hit the hero, who must succeed in an Agility test or suffer 2d6 damage.

3 - Rocks: Part of the scenery piece falls down on the hero, who must succeed in an Agility test or suffer 2d6+2 damage.

4-6 - Restless Dead: All the Dead that had been eliminated crawl out of the debris or the ground, adjacent to the hero, and receive an immediate free attack!

Morale: For this scenario, neither the Dead nor the heroes roll for morale.

Fortune, Calamity and Freak Events: If the Dead roll an event which requires a Wild Card among their forces, ignore the result and use the following:

Miasma: A cloud of miasma erupts from out of one of the scenery pieces. Place a Large Burst Template adjacent to a randomly determined scenery piece, in a randomly determined direction: using a d12 like the face of a clock. See Ultima Forsan setting book for the effects of Miasma.

THE DEAD

Player A has twelve Husks, but during the game more arrive.

12 HUSKS

Slow, staggering and often uttering a characteristic moan, Husks are Dead with lifeless eyes, their hands always reaching out to clutch, and a shuffling gait. They always move in a straight line toward their target, to bite and throw it to the ground (and then devour it), heedless of any spears, fire or pits that may be in their way. They cannot climb, think up any kind of strategy, or swim; they have difficulty at climbing stairs and opening doors (for example, they have to make a successful Agility roll), but on the other hand they will never stop until they reach their prey.

Attributes: Agility d4, Smarts d4 (D), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Notice d4

Pace: 4; **Parry:** 4; **Toughness:** 7

Special abilities:

Claws: Str+d4.

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- * **Bite:** Str+d6.
- * **Dead:** These creatures have all the Special Abilities of the Dead.
- * **Shuffling Gait:** Husks cannot run.

THE HEROES

Player B chooses four heroes among the following, and makes one of them a Wild Card.

ALCHEMIST

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

Skills: Alchemy d8, Knowledge (Plague) d6, Investigation d6, Notice d8, Throwing d6

Pace: 6; **Parry:** 2; **Toughness:** 5

Edges: Arcane Background (Alchemy)

Gear: Alchemist's bag, ingredients (20 florins), dagger (Str+d4).

Powers: He can prepare 4 potions before the game, choosing among: *burst*, *healing*, and *speed*. He can pass healing and speed potions to other heroes.

GRAVEDIGGER

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

Skills: Fighting d6, Knowledge (Plague) d4, Notice d6, Stealth d6, Streetwise d6

Pace: 6; **Parry:** 4; **Toughness:** 6 (1)

Edges: Gravedigger, Fool the Dead

Gear: War spade (Str+d6; Reach 1; two handed), leather vest (+1 Armor).

DEAD HUNTER

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

Skills: Fighting d8, Knowledge (Plague) d4, Notice d6, Shooting d8, Stealth d6, Streetwise d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Gear: Axe (Str+d6), two flintlock pistols (range 5/10/20; damage 2d6+1; 1 Shot; 2 actions to reload), 20 shots, leather armor (+1 Armor).

ISCARIOT

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

Skills: Fighting d8, Knowledge (Plague) d4, Notice d6, Shooting d6, Stealth d6, Streetwise d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Edges: Acrobat, Iscariot.

Gear: Two katars (Agi+d6), leather armor (+1 Armor).

PLAGUE DOCTOR

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

Skills: Fighting d4, Knowledge (Plague) d6, Healing d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Edges: Plague Doctor, Healer.

Gear: Staff (Str+d4; Parry +1; two handed), leather armor, plague doctor mask.

FIGHTING MONK/NUN

Attributes: Agility d6, Smarts d6, Spirits d6, Strength d6, Vigor d6

Skills: Fighting d10, Notice d4, Persuasion d6, Taunt d6

Pace: 6; **Parry:** 7; **Toughness:** 6 (1)

Edges: Martial Artist.

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Gear: Fists (Str+d4). Tunic and Chirothecae (+1 Armor).

RED ODALISQUE

Attributes: Agility d8, Smarts d6, Spirits d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Streetwise d6, Taunt d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: Attractive, Red Odalisque.

Gear: Two sabers (Agi+d6). Custom made red gowns (Charisma +1 in circumstances where status matters).

PALADIN OF THE HOLY ROMAN EMPIRE OF FRANCE

Attributes: Agility d8, Smarts d6, Spirits d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Riding d8

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (3)

Edges: Command, Knight.

Gear: Full plate armor (corselet, arms, leggings), Steel helmet, long sword (Str+d8), medium shield. Augmented arm (+1 to melee damage and Str tests).

VARIANTS

SOLO PLAY

Shuffle the relic tokens and place them face down, so that you don't where the relic is. Deploy the Dead no further than 2" from a scenery piece with a token. During their action, the Dead always move toward the nearest enemy.

The Dead that arrive during the game always appear as close as they can to heroes, either along one of the sides of the gaming area or adjacent to a scenery piece with a token that hasn't been examined yet.

TWO TO SIX PLAYERS, COOPERATIVE

All players fight against the Dead. See Solo Play above for Set Up and Dead instructions. Two players use two heroes each, one Wild Card and one Extra.

Three players use one Wild Card hero each. Four, five or six players: each plays one hero, but none of them is a Wild Card!

TWO OR FOUR PLAYERS, COMPETITIVE

Two separate groups of heroes want to find the relic.

Set Up: One player places all the scenery pieces and the tokens (without knowing where the relic is), while the other chooses his side. The first player must deploy on the opposite side. Any other players must deploy on the other sides.

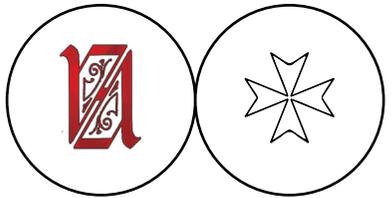
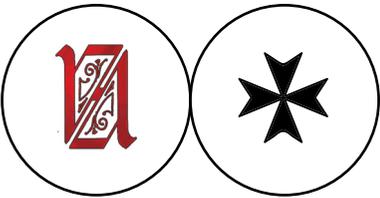
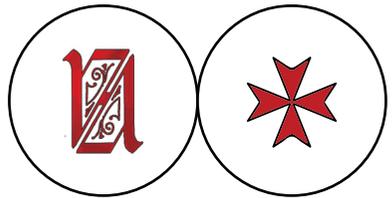
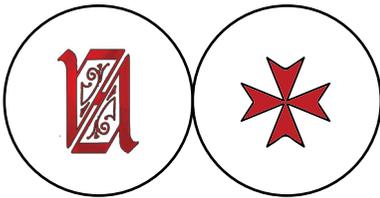
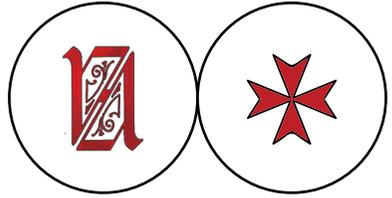
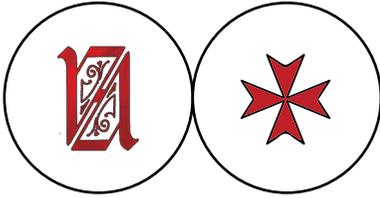
See Solo Play for instructions on how to play the Dead.

Players can agree to play with any combination of heroes as detailed in Two to Six Players, Cooperative, above.

THREE OR MORE PLAYERS, COMPETITIVE

Player A plays the Dead, all the others play the heroes of the same group. Set Up is standard.

Players use heroes as detailed in Two to Six Players, Cooperative, above.



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