



## GAME STATISTICS

### QUICK REFERENCE GUIDE



This bonus download is provided to offer a handy reference resource for the game statistics featured in *ADM3233: Pulp Villains—Lord Kongo*. They have been formatted for easy printing on 8.5-inch by 11-inch paper and graphical backgrounds have been omitted.

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## — LORD KONGO —

### VENGEANCE-DRIVEN SIMIAN MASTERMIND

**Attributes:** Agility d10, Smarts d12+1, Spirit d8, Strength d12+3, Vigor d10

**Skills:** Boating d6, Climbing d8, Driving d6, Fighting d12, Intimidation d10, Investigation d8, Knowledge (Biology) d10, Knowledge (Chemistry) d10, Knowledge (Earth Science) d10, Knowledge (Electronics) d10, Knowledge (Engineering) d10, Knowledge (Medicine) d10, Knowledge (Physics) d10, Knowledge (Space Science) d10, Knowledge (Zoology) d10, Notice d6, Piloting d8, Repair d12, Shooting d10, Stealth d6, Swimming d6, Throwing d10, Weird Science d12.

**Pace:** 8; **Parry:** 9; **Toughness:** 15 (4)

**Hindrances:** Arrogant, Berserk, Overconfident, Restless Mind (see below), Vengeful.

**Edges:** Acrobat, Alertness, Ambidextrous, Arcane Background (Weird Science), Brawny, Brilliant Scientist\*, Fleet-Footed, Failsafe\*, Font of Information\*, Gadgeteer, Jack-of-All-Trades, Improved Rapid Recharge, Killer Instinct, McGyver, Mighty Blow, Mr. Fix It, Rapid Recharge.

**Weird Science Gadgets:** Brainstorm Blaster (see page 15), Concussion Grenades (Stun), Cerebral Shield (see page 16), Telescopic Power Goggles (Farsight), Phosphor Grenades (Blind), Power Armor Breastplate (Armor: +4 Toughness), Repulsion Grenades (Havoc)—30 Power Points.

#### Special Abilities:

*Bite or Punch:* Str+d6.

*Brachiation:* Lord Kongo can move through trees at Pace 6.

*Fleet-Footed:* Kongo rolls d10s instead of d6s when running on all fours.

*Improved Frenzy:* Lord Kongo may make two fighting actions each round with no penalty.

*Large:* Attackers add +2 to any attack rolls directed at Lord Kongo.

*Low-light Vision:* Lord Kongo ignores attack penalties for Dim and Dark lighting.

*Pounce:* When forced into physical combat, Lord Kongo can pounce on his prey. He can leap 1d8" to gain +4 to his attack and damage. However, his Parry is reduced by -2 until his next action.

*Unwavering:* Lord Kongo get +2 to recover from being Shaken.

*Sharp Senses:* Lord Kongo's keen senses provide him +2 to all Notice rolls.

*Size +3:* Increase Toughness by +3. Kongo is 7-feet tall and 1,000 pounds.

\* Indicates a Hindrance or Edge from the *Thrilling Tales* core book.

## PROFESSOR KRISTOF MAGYAR, "THE BEAST BARON"

### ARISTOCRATIC SUPERSCIENTIST

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

**Skills:** Boating d6, Driving d6, Healing d6, Intimidation d8, Knowledge (Atomic Science) d12, Knowledge (Biology) d10, Knowledge (English) d10, Knowledge (Hungarian) d10, Knowledge (Russian) d8, Knowledge (Zoology) d10, Notice d8, Persuasion d8, Piloting d6, Repair d6, Shooting d6, Taunt d8

**Charisma:** -6; **Pace:** 6;

**Parry:** 2; **Toughness:** 3 (2)

**Hindrances:** Bloodthirsty, Mean, Small

**Edges:** Beast Bond (Terror Zoo), Brilliant Scientist\*, Connections (Hungarian Government), Connections (US Government), Filthy Rich, Scholar (Atomic Science and Zoology)

**Gear:** Browning High Power Model 1935 Pistol (2d6+1, AP1) (see the *Thrilling Tales* core book, pg. 68), Custom Bulletproof Vest (Armor +2, covers torso only, negates 4 AP)

# HENCHMEN

## “COLONEL” DIEDRIK VAN DER MOLEN

### MERCENARY HUNTER AND TRACKER

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

**Skills:** Boating d6, Driving d6, Fighting d6, Knowledge (Africa) d6, Knowledge (Battle) d6, Knowledge (Hunting) d8, Notice d8, Riding d6, Shooting d12, Stealth d6, Survival d8, Swimming d6, Tracking d10.

**Pace:** 6; Parry: 5;

**Toughness:** 8 (2)

**Hindrances:** Shellshock\*, Stubborn.

**Edges:** Alertness, Bring It On!\*, Dead Shot, Dirty Fighter\*, Dodge, Hard to Kill, Nerves of Steel, Marksman, Quick Draw, Really Dirty Fighter\*, Steady Hands.

**Gear:** Krag-Jørgensen M1894 Rifle (see page XX), Scope, 10 Krag Speedloaders (50 rounds, see page XX), Bayonet, Mauser C96 Pistol (2d6+1) (see the *Thrilling Tales* core book, p.68), Custom Bulletproof Vest (Armor +2, covers torso only, negates 4 AP).

\* Indicates a Hindrance or Edge from the *Thrilling Tales* core book

## ⊗ THE MACREADY GANG

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

**Skills:** Fighting d6, Intimidation d6, Shooting d6, Streetwise d6

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

**Gear:** Brass Knuckles; Bulldog Revolver or Astra 400 pistol (both weapons found in the *Thrilling Tales* core book, p.68); Switchblade or Billy Club.

### Special Abilities:

*Never Shaken:* As Mooks, members of the Macready Gang are never shaken. If an attack equals or exceeds their Toughness, they are out of the fight.

## JADU

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

**Skills:** Boating d8, Fighting d10, Knowledge (Battle) d6, Knowledge (English) d6, Notice d8, Repair d6, Riding d6, Shooting d8, Stealth d10, Survival d8, Swimming d8, Throwing d8, Tracking d10.

**Pace:** 6; **Parry:** 9; **Toughness:** 7

**Hindrances:** Anemic, Loyal (to Kongo).

**Edges:** Alertness, Block, Counterattack, Danger Sense, Dodge, Gadget (Electric Staff)\*, Improved Block, Mighty Blow, Quick, Woodsman.

**Gear:** Electro-Staff (as Damage Field, see below.)

### Special Abilities:

*Inbred:* Thanks to Kongo's mental tinkering, Jadu's Smarts and Vigor Attributes no longer suffer the ill-effects of his ancestor's inbreeding. He does, however, still suffer from the Anemic Hindrance.

*Wild Die:* Jadu is considered a Henchman and as such rolls a Wild Die along with his Trait die when making tests, taking the better result of the two.

\* Indicates a Hindrance or Edge from the *Thrilling Tales* core book.

## ⊗ TUVANA WARRIORS

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

**Skills:** Fighting d6, Notice d6, Survival d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5 (1)

**Hindrances:** Anemic, Illiterate, Savage\*

**Gear:** Short Sword and Shield (40%), Spear and Shield (60%), Sling or Bola (100%)

### Special Abilities:

*Inbred:* Generations of inbreeding have left the Tuvana tribe with lower Smarts and Vigor Attributes than standard Mooks. In addition, they suffer from the Anemic Hindrance.

*Never Shaken:* As Mooks, Tuvana Warriors are never shaken. If an attack equals or exceeds their Toughness, they are out of the fight.

\* Indicates a Hindrance or Edge from the *Thrilling Tales* core book.

# CREATURES

## ⊗ ARACHNOTANS

**Attributes:** Agility d10, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d8

**Skills:** Climbing d12+2, Fighting d8, Intimidation d10, Notice d6, Shooting d10, Stealth d10

**Pace:** 8; **Parry:** 6; **Toughness:** 7

**Edges:** Berserk, Combat Reflexes

**Special Abilities:**

*Bite/Claws:* Str+d4.

*Brachiation:* Arachnotans can move through trees at Pace 6.

*Fleet-Footed:* Arachnotans roll d10s instead of d6s when running on all eight of their limbs.

*Low-light Vision:* Arachnotans ignore attack penalties for Dim and Dark lighting.

*Multiattack:* Arachnotans can attack with up to four of their claws and a bite in a single round with no penalty.

*Size +1:* Arachnotans stand between five and six feet tall and weigh over 250 pounds, with an arm span of seven feet.

*Venomous Bite (-4):* Victims of an Arachnotans bite must make an immediate Vigor roll at -4. Failure causes death in 2d6 minutes. Success causes 1 wound and Exhaustion.

*Wall Walker:* Arachnotans can walk on vertical surfaces at Pace 8.

## ⊗ BURROWING MONKBEETLE

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

**Skills:** Climbing d8, Fighting d6, Notice d6

**Pace:** 4; **Parry:** 5; **Toughness:** 6 (4)

**Edges:** Berserk

**Special Abilities:**

*Armor +4:* The Monkbeetle is covered in a hard chitinous shell.

*Bite:* Str+d4.

*Burrow:* Pace 6. Monkbeetles can disappear and reappear on the following action anywhere within 6”.

*Fleet-Footed:* Roll a d10 when running instead of a d6.

*Size -2:* Monkbeetles are typically less than a foot in height.

*Small:* Attackers subtract 2 from their attacks to hit.



**⊗ FENRIS DOG SOLDIERS**

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

**Skills:** Driving d4, Fighting d10, Intimidation d6, Notice d12, Shooting d8, Stealth d6, Survival d6, Tracking d10

**Pace:** 8; **Parry:** 7; **Toughness:** 7 (1)

**Hindrances:** Loyal

**Edges:** Combat Reflexes

**Gear:** M1 Garand (.30) and four 8-round clips (Range: 24/48/96; Damage 2d8; RoF 1; AP 2, Semi-Auto), helmet (50% chance vs. head shot), fatigues, survival knife (Str+d4; +1 to Survival rolls)

**Special Abilities**

- *Armor +1:* Enhanced musculature.
- *Bite:* Str+d6.
- *Fleet Footed:* Dog Soldiers have a Pace of 8 and roll a d10 when running.
- *Go for the Throat:* Dog Soldiers instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- *Low Light Vision:* No penalties for dim or dark lighting.
- *Sharp Senses:* Dog Soldiers have an acute sense of smell; they get a +2 to Notice and Tracking rolls.
- *Squad Tactics:* Between their meticulous training with other members of their unit and the natural inclination toward pack tactics of their canine genetics, Dog Soldiers coordinate with and fight like well-oiled machines with others of their kind. Each additional Dog Soldier counts as two adjacent allies for purposes of determining Gang Up bonuses. Squad Tactics does not allow them to exceed the standard maximum Gang Up bonus of +4.

**⊗ ALPHA DOG SERGEANT**

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The Alpha Dog Sergeant shares the same statistics as the standard Dog Soldier, with the following additions:

**Skills:** As Dog Soldier plus Knowledge (Battle) d6

**Edges:** As Dog Soldier plus Command, Nerves of Steel.

**Gear:** As Dog Soldier plus Colt 1911 (.45) (Range: 12/24/48; Damage: 2d6+1; AP 1; Semi-Auto)

**⊗ FUR SCREAMER**

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**Attributes:** Agility d8, Smarts d6(A), Spirit d4, Strength d4, Vigor d4

**Skills:** Climbing d8, Notice d6, Swim d6, Throwing d8

**Pace:** 8; **Parry:** 2; **Toughness:** 3

**Edges:** Berserk

**Special Abilities:**

*Bite:* Str+d4.

*Brachiation:* Fur Screamers can move through trees at Pace 8.

*Hurl:* Fur Screamers hurl stones from the branches of their trees lairs. These stones cause Str+d6 damage if they are above their target, or Str if the Fur Screamer does not have the high ground. Range is 5/10/20.

*Low-light Vision:* Fur Screamers ignore attack penalties for Dim and Dark lighting.

*Scream:* The wail of the Fur Screamer fills a Medium Burst Template centered on the creature. Any nonmagical crystal, glass, ceramic, or porcelain objects in the area of effect are instantly destroyed, exploding into thousands of glistening shards.

Characters within the Template must make Vigor rolls or be Shaken. With a raise, victims must make Vigor rolls at -2 and also results in a -2 penalty to hearing-based Notice rolls for the target until they recover from being Shaken.

*Size -1:* Fur Screamers are small, approximately two to three feet tall.



## ⊗ GORETIGER

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d12+1, Vigor d8

**Skills:** Climbing d8, Fighting d8, Notice d6, Stealth d8, Tracking d6

**Pace:** 8; **Parry:** 6; **Toughness:** 9

**Edges:** Berserk, Combat Reflexes

**Special Abilities:**

*Claws/Fists:* Str+d6.

*Fleet-Footed:* Goretigers have a Pace of 8 and roll a d10 for running.

*Low-light Vision:* Goretigers ignore attack penalties for Dim and Dark lighting.

*Multiattack:* Goretigers can attack with their front claws and both fists in a single round with no penalty.

*Pounce:* GoreTigers can pounce on their prey. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.

*Size +3:* GoreTigers weigh over 1,000 pounds and stand over seven feet tall.

## ⊗ SONAR KRAKEN

**Attributes:** Agility d6, Smarts d6(A), Spirit d10, Strength d12+8, Vigor d12

**Skills:** Fighting d10, Notice d6, Stealth d6, Swimming d10

**Pace:** 12; **Parry:** 7; **Toughness:** 24 (6)

**Edges:** Berserk, Bring It On!\*, Danger Sense, Improved First Strike, Improved Sweep.

**Special Abilities:**

*Aquatic:* The Sonar Kraken breathes water, and can swim at Pace 12.

*Fear -4:* The sight of the Sonar Kraken elicits a Fear check at a -4 penalty.

*Gargantuan:* Opponents get a +4 to all attack rolls.

*Size +10:* The Sonar Kraken is 100 feet long over 200 tons in weight. Its tentacles are each over 20 feet long.

*Sonar:* Using its namesake sonar, the eyeless Sonar Kraken can "see" in complete darkness and ignores all lighting penalties. The behemoth cannot be surprised while underwater as it immediately senses the location of any creature swimming in a 24" proximity.

*Tentacles:* Str+d12 Damage. A Sonar Kraken may make up to four tentacle attacks each round. These tentacle attacks count as Heavy Weapons. On a raise, the creature has grappled the victim. A grappled victim's only possible action is attempting an opposed Strength roll each round to escape. Once grappled, the Sonar Kraken does its Strength damage automatically in crushing damage.

A tentacle can be severed if it is dealt 24 points of damage in a single attack. If the tentacle is currently grappling someone, a roll of 1 on the attack die indicates the grappled victim is struck instead.

*Tough Hide:* Armor +6. The thick hide of the Sonar Kraken counts as Heavy Armor. As such, they can only be hurt by Heavy Weapons.

\* Indicates a Hindrance or Edge from the *Thrilling Tales* core book.

WEAPONS, VEHICLES, AND TECHNOLOGY

KRAG-JØRGENSEN M1894 RIFLE (8×58R)

Range	Damage	RoF	Cost	Weight	Shots	Min Str
45/90/180	2d8	1	100	11	5	—

Notes: AP 2

- Krag Speedloaders:* The unique design of the Krag-Jørgensen rifles allow for the use of speedloaders that effectively dump 5 cartridges into the rifle’s magazine. Using the speedloader allows 5 shots to be loaded as free action.

THE INTELLECT SIPHON

WEIRD SCIENCE GADGET

The prototypes of the handheld version of the Brainstorm Chamber took several standard “ray gun” shapes. Such forms, however, meant Kongo’s masterpiece weapon might at some point be out of his reach. And this would not do.

The Brainstorm Blaster’s final form is a sleek, silver demi-gauntlet made to fit the huge wrist and hand of Lord Kongo. In this way the Blaster is always ready to use, and his hands and fingers are free to tinker with his latest gadget or crush his enemies to bloody pulp.

A long, flexible titanium cable snakes its way from the rear of the demo-gauntlet, up his arm, and connects to The Cerebral Shield (see pg. 13). The cable and crown transmit intellects stolen by the Brainstorm Blaster directly into Kongo’s brain.

BRAINSTORM BLASTER (WEIRD SCIENCE GADGET)

Range	Damage	RoF	AP	MinStr	Burst	Weight
Cone Template	Special	1	—	d8	Cone	30

Notes: Ignores Armor but not cover.

The wielder of the Brainstorm Blaster makes a Shooting roll at +2. Anyone caught in the cone template must make an opposed Spirit roll equal to or greater than the attacker’s Shooting total. Doing so means they have resisted the brain drain and are unaffected.

Those who fail suffer a permanent 1 die reduction in Smarts and all linked skills (or a permanent 2 die reduction on a raise). If a victim’s Smarts is reduced to zero, their brain becomes that of a moronic child.

Each die of Smarts stolen by the Brainstorm Blaster permanently increases Lord Kongo’s Smarts by +1 point (for example, from 1d12+1 to 1d12+2). There is no upper end to this bonus point advancement.

## THE CEREBRAL SHIELD

### WEIRD SCIENCE GADGET

Kongo wears a titanium Pschent upon his brow. While the crown mimics the appearance of the Double Crown of Ancient Egypt, it is laced with a labyrinth of complex circuitry. This helmet protects Kongo's ever-so-important brain, nullifying any Called Shots to his cranium via a localized force field. Also, it blocks attempts at Mind Reading and Mind Control (including the Puppet power).

## ELECTRO-STAFF

### WEIRD SCIENCE GADGET

Anyone struck by Jadu's Electric Staff takes Str+2d6 electrical damage (2d8 on a raise). The Staff's wielder may also simply touch an opponent (+2 to Fighting) and inflict 2d6 electrical damage only.

Type	Damage	Weight	Cost	Notes:
Staff	Str+2d6	10	N/A	Parry +1, Reach 1, 2 hands, AP 2

## S.S. EAGLEHORN

### MODIFIED COMMERCIAL FREIGHTER

The *Eaglehorn* has been modified by Lord Kongo; passenger and crew accommodations have been converted into cells, Moreau pens, and small experimental labs and machine shops; companionways have been widened to allow Kongo to move through the vessel (at the cost of cargo space); and the coal-powered steam engines have been replaced with compact versions of the Pulse Wave Regurgitating Generators that power Science City X. (This makes it possible to detect/track the *Eaglehorn* from up to 15 miles away, if one possesses the necessary knowledge and equipment).

**Acc/TS:** 3/10

**Toughness:** 15(1)

**Crew:** 27 (12 Moreaus; 15 Tuvana)