

STREET PREACHER

Billy Pink and Sooze have been in New Hope City for a very short time. As of yet they haven't found any jobs and money is getting tight. Then Billy caught a break, the manager of the flea bag hotel they were staying at had given him a message that someone had stopped by looking for him.

"Yeah, it's that beaky freak Street Prophet, what's his face? Fallow, Fallwell or something like that."

Billy caught up with Faluew an alien self-proclaimed Street Prophet. Billy didn't really care what his gig was as long as he paid. The job was more than he expected and the pay was less.

"Let me get this straight," Billy asked. "I'm supposed to keep you alive for three days and I get the minimum?"

"That's all I have and no one else will take the job," Faluew replied.

"What do the Police say about offering protection?" Billy asked.

"Nothing," Faluew replied. "Threats are just threats. Will you help me?"



From left to right, Billy Pink, Faluew the beaky freaky Street Prophet and Sooze hit the street

This would be Billy Pink's first job in New Hope City. His only friend was Sooze, a partner in crime from the old days. They had needed to lay low for awhile and New Hope seemed as good a place as any.

In New Beginnings (NB) players can choose what type of Encounter of scenario to play or go looking

for a job. This allows the game mechanics to design the scenario and that's what I chose.

I can guarantee I couldn't have designed this one if I tried. Here it is in a nutshell, compliments of the NB game mechanics.

Billy and Sooze must protect Faluew for three full days when his disciples will arrive. Faluew refuses to change his routine which consists of preaching in the streets of the Financial District in the day time and down at the Pub & Rec area at night. After that he sleeps in the Mission in the Lower Income area near the Space Port.

Billy's plan is to stay with Faluew 24/7, sleeping in shifts at the Mission. What follows is an outline of the Encounter.

ASSASSINATION

In this encounter there will be an attempt on the life of a Religionist.

OBJECTIVE

In this Encounter Billy Pink is acting as body guard to Faluew the Street Prophet who has been threatened with death. Billy is to thwart the attempt.

EMPLOYER

Faluew will pay Billy 1 Item, that's all he has.

AREA

The attempt can occur in the following areas depending upon time of day:

- Early - Home
- Day Time - Financial District
- Evening - Home (1-3) or Pub & Rec (4-6)
- Late - Home

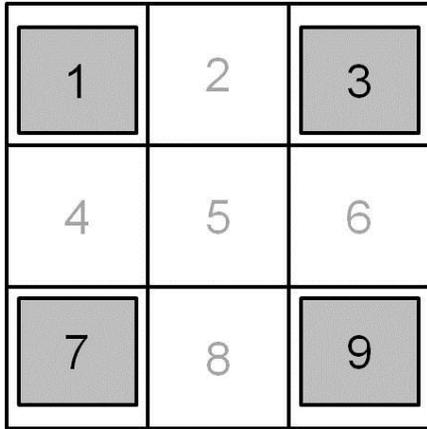
DAY PART

The assassination attempt can occur during any Day Part.

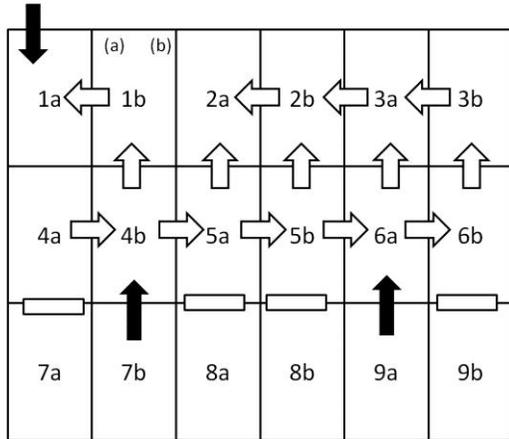
TERRAIN

The table top is a 2 X 2 Intersection (page, ##) pictured below in the Financial District or Pub & Rec. Faluew walks the streets preaching.

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The attempt can take place in a Mission using the Box Store floor plan. The floor plan represents a crowded shelter for the poor and unfortunately that can enter the shelter in the Evening Day Part but must leave at the end of the Early Day Part.



Box Store

- Day Time - Financial District 4 PEFs
- Evening - Home (1-3) 3 PEFs or Pub & Rec (4-6) 5 PEFs
- Late - Home 2 PEF

CHARACTERS

Faluew the Street Profit Rep 5 Religionist 2H MW

Billy Pink Rep 5 Dropout 2xBAP

Sooze Rep 4 Dropout BAP

Others are generated at random. The assassination attempt is triggered when a PEF (Possible enemy Force) is resolved with a result of LWC - Mercenary. *Each Mercenary will be an assassin.*

DEPLOYMENT

When in the Financial District or the Pub & Rec area Billy, Sooze and Faluew will enter the table from one edge, spend three turns of activation in each of three sections, then leave from the opposite edge.

If in the Mission Billy, Sooze and Faluew will move about the shelter until all PEFs are resolved.

SPECIAL INSTRUCTIONS

There is a three day window when the assassination is supposed to take place. Faluew must go through all four Day Parts in order to complete one day.

On the Early Day Part of the fourth day or if the attempt is successful or foiled the Encounter will end. If things go as planned there will be twelve Encounters.

DAY ONE -

ENCOUNTER ONE - THE MISSION

It's Early in the morning and the group leaves the Mission headed towards the Financial District. The table will be a Street layout with three buildings on either side of the street.

LAW LEVEL

The Law Level will vary for the time and location:

- Early - Home Law Level 1
- Day Time - Financial District Law Level 3
- Evening - Home (1-3) Law Level 2 or Pub & Rec (4-6) Law Level 3
- Late - Home Law Level 1

WEATHER

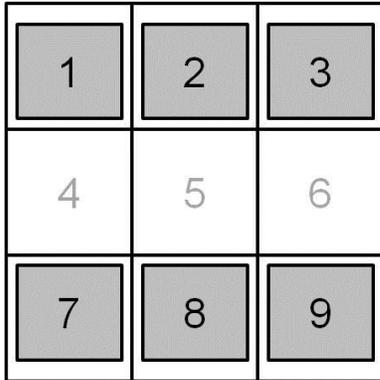
The weather is clear (page, ##).

PEFs

The PEFs will vary for the time and location:

- Early - Home 3 PEF

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Three PEFs are placed on the table with the group entering from 6 and leaving from 4. Three PEFs are resolved with two being nothing and one a two Law-Abiding Working Class walking to work.

To trigger a Mercenary result you have to run into LWC to start with which is probably 60% of the time. Then you have to roll 2d6 and score a 7. THEN you have to roll 1d6 and score a 3. Hopefully I can roll up and assassination attempt before the twelve scenarios are finished.

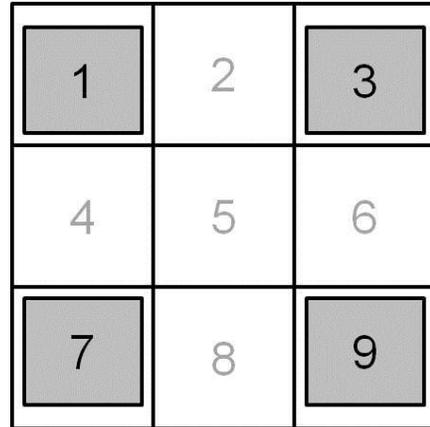
First impressions, so far so good, I like not knowing what you're going to run into. Would have liked to resolved more PEFs but hey, it is the wee hours of the morning. Next up is the Financial District in broad daylight. Not too worried about that, more concerned about the Pub & Rec at night and the Mission when Billy and Sooze have to sleep in shifts.

I wrote down each turn as it happened but didn't include it as nothing of consequence occurred. As it didn't take too long to complete it wasn't a big deal. I'll do it for each Encounter just in case and delete it if nothing happens. I still have eleven more scenarios to go. I figure I'll play three or four per day depending how quick they play out. On to the next one!

DAY ONE -

ENCOUNTER TWO - THE FINANCIAL DISTRICT

The Financial District is another 2x2 table with buildings at each corner section and two streets intersecting in the center section. We call it an Intersection layout. Here's what it looks like.



The group enters the table in section 2. Four PEFs are placed on the table, one in the street of section 4, two in section 8 in the street and 1 in section 9 inside the building.



The group enters at the top of the photo. The four PEFs are the round colored markers on the table. The red arrows represent entries and exits to each building, for simplicity I used 4" square tiles.

Turn One - PEFs 1 Billy 6

Billy cannot activate so remains in place.

PEFs activate and 2d6 are rolled for each one to see what they will do.

- White PEF in section 4 - Stay
- Green PEF in section 8 sidewalk - Stay
- Orange PEF in section 8 opposite sidewalk - splits into 2
- Red PEF in section 9 in the building - leaves the building and enters section 5

As Billy and a PEF do not occupy the same section the PEF is not resolved. The extra PEF makes it five now.

Turn Two - PEFs 6 Billy 5

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The PEFs cannot activate.

Billy activates and Faluw starts preaching. He must preach for three turns of activation in three sections. One turn of preaching down!

Turn Three - PEFs 3 Billy 1

The PEFs start to move in and out of the buildings and back and forth but none into section 2. Billy activates and two turns of preaching are complete.

It's starting to get a bit tedious writing down where each PEFs move to. I'll just write down as they are resolved.

Turn Four - PEFs 3 Billy 2

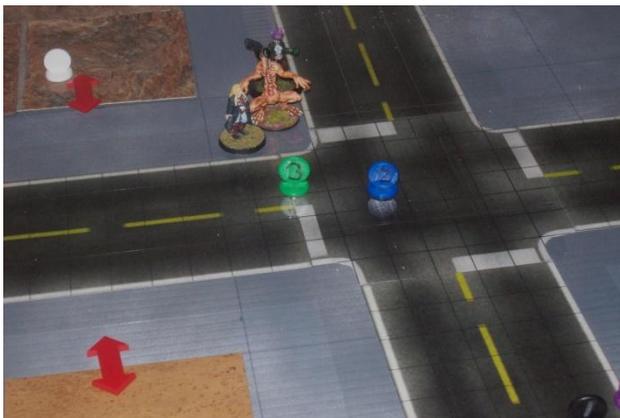
PEFs move back and forth while one splits into two while the Green and Blue PEFs enter section 5.

Third turn of preaching, time to move to the next section.

There are six PEFs on the table now and none have been resolved yet. Two are adjacent to the group and in the middle of the table where I was going to move to next. I figure it's better to meet the PEFs head on ASAP instead of letting them gang up on me.

Turn 5 - PEFs 3 Billy 4

Billy goes first and the group moves into section 5.



The group moves into section five triggering two PEFs. You can see the White PEF in the building in section 4 and two more in section 8 coming up the street.

It's time to resolve two PEFs. Billy and Sooze cannot have weapons drawn as it's against the law in NHC (Brandishing a Weapon a Class 2 Minor Offence) so if need be they'll have to draw their weapons on the fly. Now let's see what these PEFs are.

- First one is LWC.
- It's Lisa Lumley ⁽¹⁾ interviewing Paulina a pole dancer who works at Lew's Booty and a couple of her friends, April and Lilly.



I roll up the first PEF and it's as outline above. I place four more LWC down for the second and start rolling for particulars.

(1) I have taken all of my 28mm figures that can be used for NB and have made cards for them like this one. It provides an easy way to generate characters, tell some basic stats and builds the story of New Hope City.



- Second PEF is three office workers heading to lunch. The fourth is another LWC, GUN!
 - The Merc pulls out his pistol and fires before Billy can draw- snake eyes, jam and miss.
 - Billy fires two rounds into the chest and the assassin drops obviously dead. OD.
 - Sooze barely gets her weapon out.

PEFs activate and two split into two split into two PEFs.

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Crap! Two PEFs resolved and still six more. Time to get out of here ASAP as there's too many potential figures that can be generated. I decide to head into section 8 and two more PEFs.

Turn 6 - PEFs 3 Billy1

PEFs activate first. Two PEFs enter section 5 where Billy, Sooze and Faluew are. Guns remain drawn and Billy *knows* someone is calling the cops.



Two more PEFs are resolved.

- Seven total characters, three businessmen and four LWC. Four quick rolls don't turn up another assassin.

Billy and the group move into section 8, the edge of the table. Two PEFs are resolved, cut to the chase.

- Six more figures, one is a Rep 5 assassin. It's not even close. Mixed in with the crowd she draws and fires at Faluew. Bam, bam! The Street Preacher goes down hit in the chest and the head.



The assassin in the red dress gets the drop on Billy and fires twice at Faluew.

- Billy fires off two shots, two late and hits the assassin in the head and chest. She goes down Out of the Fight.
- Sooze pumps a round into her gun arm as well for good measure.

Billy activates and checks Faluew. The head wound makes him Out of the Fight but the chest wound is a Bleeder. Billy's military training kicks on and he tries immediate first aid to the Street Preacher. Sirens are heard nearby.



In this picture Sooze stands guard as there are more PEFs that are yet to be resolved. The assassin is down in the right side of the picture and the Police can be seen arriving.

Turn 7 - PEFs 3 Billy1 Police 4

The Police hit the scene and immediately yell for Sooze to drop her weapon. She does. The Police cordon off the area as the ambulance makes its way onto the table.



End of the scenario with the Police cordoning off the area. Billy and Sooze are taken in for questioning, Faluew is taken to the hospital and will recover. At least Billy hopes he does as he really would like to get paid.

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Excellent game and it was very tense. All those PEFs make it very uncertain as to what is going to happen. Each PEF could generate between 1 and 6 Non-Player Characters and an unknown number of assassins. I hadn't counted on the PEFs literally doubling. Overall a fun game and like I said, not one I could have designed.