

ARIZONA BOB IN "LOOKING FOR HARRY" – CHAPTER ONE

A Larger Than Life adventure

The dhow slowly rocked up and down in the azure sea with hardly a breeze on the sail. The red haired dancing girl couldn't understand what the two strangers were saying but she knew she was safe in their hands. In fact the slight wind felt kind of nice on her bare skin. "I've always liked boats", she said to no one in particular.



"I've always liked boats", she said to no one in particular.

"So what's the plan, Arizona?" Sir Winston "Winnie" Hollocraft asked softly while keeping his pistol leveled on his target.

"I don't have one," Arizona replied.

Winnie tossed a quick glance towards the rangy American and said. "What do you mean you don't have one? What am I paying you for?" he continued, addressing the question to himself as much as to AZ.

"Give me a minute," AZ replied.

"I will. But do you think they will?" he asked pointing towards the rear of the dhow.



"I will. But do you think they will?" he asked pointing towards the rear of the dhow.

AZ looked down from the bow at Herr Doktor and his men and thought. What are they doing here and why the interest in the girl? And how did I get into this mess anyway?"

To find out we have to go back to the beginning.

OPENING SCENE –

Arizona Bob and his business partner Jefferson Davis Saunders are discussing their financial situation at the office (The Longbranch Inn off of E. 11th in Austin Texas)

"So what your saying is we're broke," Saunders asked.

"Not exactly," AZ replied as he tossed back a second shot. "But real close."

"Well if we have to, we can always get jobs." Saunders finished his drink. "Not that I'd want to and all. But...hey, are you listening?" Saunders turned to look at what had gotten AZ's attention. It was a tall lady in a long yellow dress. No surprise there he thought.



Slap! The lady stormed off as AZ rubbed his face.

Saunders smiled as he listened to AZ and the lady talking to each other for a couple of minutes. Slap! The lady stormed off as AZ rubbed his face.

"What'd you do that for?" AZ asked as she retreated away.

"Trouble with the ladies again Bob?" Saunders looked around for the waitress but couldn't find her. He did notice a fancy fellow walk in and scan bar. The fellow walked up to the bartender. Saunders nudged AZ as the two men looked over to where they were sitting.

"English?" AZ asked as the fellow walked towards them.

"French," Saunders said.

"Bet. You buy?"

"Deal," the two adventurers shook hands.

"G-day gentlemen, I represent Sir Winfred Hollowcraft." The man said.



"G-day gentlemen, I represent Sir Winfred Hollowcraft."

Saunders slapped the table and AZ laughed. Saunders pulled some money from his pocket and continued to look for the waitress.

AZ nodded and smiled. "Please to meet you, uh?"

"Chauncey. Chauncey Upper crust. And you must be Mr. Arizona?"

AZ extended his hand and the three began to talk.

Larger Than Life is the new Pulp rules coming out from Two Hour Wargames. And it's different than other THW products because the Pulp are different than other gaming periods. Most games set up the scenario, choose forces, and fight a set piece battle. Sure, maybe it's a skirmish scenario where the hero has to accomplish something but usually that's it.

But in the Pulp it's all about the story. Fast paced scenes where the hero moves from one to the other solving problems or challenges until the final scene where he confronts the evil villain or finds the object of his search.

And that's how Larger Than Life plays.

What better way than to provide a demo; so here we go.

In LTL you have a main character or Star that represents you. To make him or her unique there are

- *Three primary attributes (Brains, Brawn, and Bravado) that tie into*
- *Sixty-two 62 skills.*
- *Three character groups (Adventurers, Lawmen, and the Jack-of-All-Trade)*
- *Ten professions.*
- *Advantages and Disadvantages that further differentiate them. One example is Exudes Confidence, an advantage that allows the Star to modify the actions of his group in a positive way. But for every advantage you choose you have to roll for a disadvantage to offset it.*

Once your Star is created (this includes who he works for, his "home" and the weapons he will use) you are ready to start the story.

That's where the Opening Scene comes in. In the opening scene the Star learns what needs to be accomplished. Rolling on the People, Place, or Thing Table tells you what the story is about. Simply roll 1d6 and add the result to the Rep (think quality, morale, etc) of the Star. In this case AZ needs to find someone.

It's up to me to do the background story so here's what I decided it would be. (If you are playing one the pre-made scenarios that will be coming out for LTL then all this and more will be provided).

Sir Winfred Hollowcraft is in need of help in finding one of his employees, Harry Blogett. Harry was last seen in Barylstan, a small independent country in the Middle East where Sir Hollowcraft conducts extensive business. AZ and Saunders come highly recommended by a mutual acquaintance of theirs and Hollowcraft. If the duo is interested in taking the job, Uppercrust will advance them some money and they will leave tomorrow with "Winnie". But how do they get there?

That's where rolling on the Where To Next Table comes in. You start with where you are at and then figure out where you are going by a couple of dice rolls. The results were that the next location would be an Exotic Locale (Barylstan) and the way to get there would be via commercial ship or liner. This is where a little logic goes a long ways. Being in the "heart of Texas, Austin doesn't have a deep-sea port. But there is one on the Gulf of Mexico so a quick roll on the Available Transport Table yielded a result of train. So AZ and Saunders were going to meet Winnie at the train station and take it to the deep-sea port.

But before we move on to the next scene, the Travel Scene, we have to conclude the Opening Scene.

While on the Opening Scene I rolled an "interaction" and that resulted in the duo meeting a lady in the bar. The interaction didn't go well and she slapped AZ...and then returned with her boyfriend. This resulted in another round of interaction (based on Reps and circumstances) and that led to ...

As Chauncey Uppercrust walked away Saunders said, "Well that worked out pretty well if I say so myself. Just enough time for us to...hey, are you listening to me? Wait, the girl's coming back right?"

"Yea and she's not alone," AZ replied.

Phoebe was back and she had brought her high-strung boyfriend Bradley.

"G'damn cowboys," Bradley muttered under his breath. "I'll show them!"

Bradley reached into his pocket and pulled out a pistol but before he got too far he was staring down the business end of AZ's "big ass pistol".

"Do you really want to do that?" AZ asked with a smile.

"Shoot him Bradley! Shoot him!" Phoebe yelled in a shrill voice.

Saunders looked over Bradley's shoulder and saw Charlie the bartender grabbing his sawed off and coming around form the bar.

"Well Bradley," AZ spoke again." Your play."



"Well Bradley," AZ spoke again." Your play."

Bradley felt the sweat running down his brow.

"Just put the pistol down on the table and we're all good," Saunders said softly. As he watched Bradley move his hand down he continued, "That's right, good, good." Saunders grabbed the gun as AZ slipped his pistol back into his holster.

Charlie walked up with his sawed off leveled at Bradley's back. "Any trouble here?"

Bradley turned around and grabbed Phoebe by the arm and they started to leave.

"I'll be back, " he said as they left.

"You can pick your gun up tomorrow!" Charlie yelled as Bradley left the bar.

Game wise here's what happened. Phoebe and AZ had an interaction where the result was that she passed more d6 on the test and got "pushy". Normally that would mean the two characters would fistfight but seeing how it was a female and AZ is a gentleman, sort of, when she passed more d6 I decided if she won she'd slap him while if he won AZ would spin her around and push her away. But I wasn't going to let AZ get away scot-free with either result so I decided to have her return with a boyfriend and run the interaction again with him. Which resulted in Bradley winning the first part but AZ getting the drop on him on the second part. Like I mentioned previously Pulps is a bit different than the normal skirmish game so the player will have to do a little bit of storytelling when playing. BTW LTL can be played solo as well as same side and head to head. But back to our story.

TRAVEL SCENE-

The next day finds Saunders and AZ at the train station where Chauncey Uppercrust waited with Sir Hollowcraft and Sarah Jane.

"Mr. Saunders, Mr. uh, Arizona. Sir Winston Hollowcraft and his daughter Miss Sarah Jane."

"A pleasure gentlemen," Winfred extended his hand.

AZ shook it and replied "Sir Hollowcraft.

"Rubbish, call me Winnie." Winston turned and continued, "Gentlemen, my daughter Sarah."

In LTL each Star has a Love Interest. This is the one person that the Star will drop everything to rescue if need be. The Love Interest may not always reciprocate the affection of the Star. Like in this case with Sarah Jane.



“Mr. Saunders, Mr. uh, Arizona. Sir Winston Hollowcraft and his daughter Miss Sarah Jane.”

“Miss,” said Saunders as he and AZ tipped their hats.

“Cowboys. How colonial,” she replied with a slight huff. “Well if we must, we must.”

“Sarah!” Winnie rebuffed. “Excuse my daughter gentlemen. She...doesn’t travel well.”

AZ smiled as Sarah rolled here eyes.

“Chauncey,” she said. “Are my bags onboard?”

“Yes Miss Sarah. Sir, if you will,” Chauncey asked Winfred.” I’ll tend to that errand now.”

“Quite,” Winnie motioned to the train. “Shall we?”

Sarah led the way and entered the train as AZ whispered to Saunders, “I think she likes me”.

It was Saunders turn to roll his eyes.

LTL starts with the Opening Scene then goes to a Travel scene. This gets the characters from point A to point B. Each time there is a travel scene (basically when you roll on the Available Transportation Table) there’s a chance that the characters will encounter someone while enroute. I rolled and this time there wouldn’t be an encounter. This means the characters now should proceed to a Story Advancing Scene. However in this case there would be a second Travel Scene as the group had to take a train to get to the Gulf to catch a ship to their destination, Barylstan. So as the group boarded the ship it was time to roll for a possible encounter on board. And there was. The group was being followed. This meant that when the Travel Scene ended (the ship docked) the group would run into a Stand Up Fight. But more on this later....

