ARIZONA BOB IN "LOOKING FOR HARRY" - CHAPTER TWO

A Larger Than Life adventure

STAND UP FIGHT SCENE-

The group arrives in Brigana, Barylistan's only deep-sea port. That night they meet for dinner to plan their strategy for finding Blogett. The evening comes to a close as the proprietor locks the front door there's a commotion in the kitchen.

" Abu! Get the back door." The cook yelled at the busboy.

"Yes boss!' Abu opened the door and was nearly knocked down as five men burst inside. Abu turned and ran screaming into the dinning room while the waitress and cook looked on in silence. The five armed men ran after the busboy.



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In the dining room Winnie, AZ, Saunders, and Sarah Jane were readying to leave when Abu burst in on them. "We're being robbed! The young boy yelled as he sprinted past the group.



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As the robbers enter the dining room AZ, Saunders, Winnie and even Sarah Jane pull pistols. For a moment there's a standoff as both sides glare at each other.



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"There's no need for anyone to get hurt," Winnie says.

The robber leader looks at Winnie and smiles.

Here's what happened in game terms. Last scene ended with the group being followed, which meant a Stand Up Fight would be the next scene. There are five different types of scenes that compose the story in LTL. They are the Opening Scene (AZ and Saunders at the bar), Travel Scene (when the group took a train and then a ship), Story Advancing Scene (where the Star must solve a Clue to advance the story), Other Scene (these are scenes that don't have clues so don't advance the story – like a Stand Up Fight), and then the Final Scene where it all comes together.

After determining that it was to be a Stand Up Fight I rolled on the location table to see if it would take place in the day or night (night) where it would take place (Café) and if there would be any innocent bystanders (6). It was now up to me to set up the scene. I decided the group was having dinner at night at a café and the enemy would attack them there. I rolled to determine numbers and type of enemy based on the People List for the locale and set it up.

The robbers burst in through the back door causing the three innocents to take a Crisis test. Two scored halt in place while the busboy scored a run away result. This cleared the way for the main component of the Stand Up Fight which is the Gaining the Upper Hand Table. This isn't part of the combat rules but instead is a way to determine which side has gained an advantage and will make the first move. The result may not always be combat but in this case it was. The two groups got to within 8 inches before the test as taken and

The robbers opened fire. The waitress screamed and ran as the busboy hit the front door running followed by the proprietor. AZ, Winnie, and Saunders got hit with AZ and Saunders going down.



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Winnie shrugged it off and took aim. Pop, pop. Down went one of the robbers, out of the fight. Recovering quickly AZ and Saunders opened fire from their knees taking out two more of the enemy. Sarah Jane fired at the robber leader who ducked behind the bar with the other remaining robber.



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"Kaseem," one of the robbers from behind the bar said. "Run! It's not worth dinars."

"No! You know what failure means!" Kaseem the leader looked into the eyes of his companions. "Follow me!"

The three robbers popped up from behind the bar...



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The robbers scored better than the Stars so got to fire first. Three of the fire scored hits. Luckily Winnie, Saunders, and AZ were Stars so they used their Star Power to reduce the damage they received. Winnie shrugged it off but Saunders and AZ were wounded, AZ so badly that he had to use the Larger Than Life rule to not go out of the fight. After the initial fire was completed the game now becomes a traditional battle. Winnie won the activation and the group fired. Two of the robbers were taken out of the fight while another was wounded. Subsequent Crisis tests were taken and this led to the remaining robbers ducking for cover behind the bar. As this ended the Stars activation, the robbers went next and decided to pop up and resume the fight.

As the robbers popped back up the group opened fire sending them all crashing back behind the bar. As quickly as it had begun the fight was over.



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As AZ and Saunders approached the bar Winnie turned to his daughter.

"Lock the door dear." Sarah slipped her pistol back into its holster and went towards the front door.

Winnie walked around to the other side of the bar. AZ had sat the leader up and had his gun on him, Winnie walked over to where they were and began to talk to the robber leader. The two had a brief exchange in a language that AZ couldn't understand.

"Father! They're coming!" Sarah yelled as she backed towards the bar. Bang, bang, bang came the sounds of pounding on the door. The cook had made it out from the kitchen was moving towards the front door. Winnie said something to him and the cook replied but kept going. Saunders pulled his weapon and pointed it towards the cook.

"No," Winnie said. "It's the local authorities."

Winnie pulled his pistol and placed it to the head of the leader and started to talk in a soft voice.

Depending upon where a scene takes place there is a chance for interaction with the locals. Gunfire is one way to trigger an interaction, in this case the arrival of the local authorities. Once the gunfire starts they will arrive in 1d6 turns. But before they could arrive Winnie had a chance to talk to the robber leader.

In a Story Advancing Scene there is a Clue that must be solved by the Star. There is another way for the Star to find a Clue when it normally wouldn't be in the scene and that's when they capture an enemy during combat. This gives the Star a chance to question the captured enemy, which is what Winnie was doing to the robber leader. Taking an Opposed Task Challenge based on skills and use any "prop" that can be used does this. In this case, Winnie would use his Influence skill and his pistol as a prop.

AZ watched as the robber leader and Winnie argued back and forth. No amount of persuading or threatening was going to work as the leader refused to give up much except that they had come for Winnie and not to rob the place. As Winnie gave up the authorities entered the café.

"No one leave, " said a burly policeman. "In fact have a seat."

A few minutes later someone named Inspector Azizz and Winnie were having a conversation. A bit later the two shook hands and the group was free to leave.

Once the authorities arrived Inspector Azizz was allowed to take an Opposed Task Challenge to find out what Winnie was doing in Brigana. The result was that Winnie didn't divulge any info. This ended the scene and it was time to go to the Advancing the Story Table. Adding together the Rep of the Star, the number of solved Clues, and a 1d6 score meant that in the next scene the Stars would have to find someone and get some info from them. But who would it be and where were they? We'll cover that in Chapter Three.