

# Nasty, Brutal & Short

## Introduction

Deep beneath the world of man all the ancient races still abide. The most numerous are the Goblins who make their living by stealing from the world of man and doing the bidding of more powerful beings.

Life for a Goblin is nasty, brutal and short, so they form gangs for mutual protection. These are rules for playing these Goblins in the modern world.

Goblins form gangs for mutual protection and amusement while adventuring. Goblins run by players should all be part of the same gang.

## Rules of Play

When things get interesting the game is played in Turns of about ten seconds in length.

Each turn follows the sequence below:

### 1. Regenerate

Goblins can regenerate any wound short of decapitation or cremation. They regenerate one point of Toughness per turn.

### 2. Movement

Goblins can choose to move before or after their enemies. Note that squares are 5' across.

They can move up to 3 + Speed in squares, -1 if in Medium Armour, -2 if they are in Heavy.

They cannot move through a solid object over waist high or another figure (unless they let you). You can climb over or up an object but this is at half speed. Stealthy movement is also at ½ speed.

### 3. Use Wyrd

A Weirdo can use one Wyrd from his Wyrdbook in a turn. Wyrd's can be used repetitively. To use a Wyrd on an enemy you must be able to see him.

### 4. Bloody Combat

Goblins & others can attack once each in a turn. They can only fight another figure in a square next to their own (including diagonally).

They can shoot at any figure that is in line of sight & range, even if they are fighting.

The Goblins always attack first.

The attacker makes a Fighting or Shooting Savvy check minus their opponent's DEX.

Shooting at someone in cover decreases Savvy by -1 (soft cover) or -2 (hard cover)

If there is more than one attacker attacking a single opponent each one gets +1 to their Savvy check. A Tunnel Rat gets +2 because they are opportunists. The difference between what the attacker needs & what he scores is the damage.

Armour stops the first few points of damage: Light Armour stops 1 point, Medium Armour stops 2 points and Heavy Armour stops 3 points.

If his armour doesn't stop all the damage the defender must take the rest from his Toughness.

A Goblin reduced to zero toughness is *splatted*, and has to wait until he has fully regenerated before he can get up again.

### 5. Use other Skills

Anything not listed above can now be done.

## Attributes (player's choice)

New Goblins have ten points to divide between the four attributes below.

Each attribute must be given between one & three points.

Strength	STR	Dexterity	DEX
Cunning	CUN	Malice	MAL

## Skills (calculate from Attributes)

Skill	Natural	Examples
Agility	DEX x 2	Climb, Leap etc
Fighting	STR + CUN	Kill, Maim
Intimidate	MAL x 2	Do what I say!
Know-stuff	CUN x 2	Know stuff
Perception	CUN + MAL	Spot, Hear

Shooting	DEX + CUN	Sniper
Speed	STR + DEX	Run, React
Stealth	DEX + MAL	Sneak, Hide
Tinker	DEX + CUN	Make, Repair
Toughness	STR + MAL	Grit, Courage

## Savvy (player's choice)

New Goblins are 'Best' in two skills & 'Alright' with three others of their choice. The rest are Useless.

Level	Bonus
Useless	-1
Alright	+0
Best	+1
Bestest	+2
Top Gob	+3

## Savvy Check

Roll less than Natural + Savvy on 1D20.

When using a skill a roll of 1 is an automatic success & a roll of 20 an automatic failure.

## Gender (player's choice)

All Goblins are male for reasons that will become obvious later. The male pronoun is used on this page to save time and wordage.

## Profession (player's choice)

**Bruiser:** Well armed & armoured the Bruiser is often the leader of a party of Goblins.

His job is to defend his gang & kill stuff.

Fighting +2, Double Trouble, any Armour.

**Weirdo:** The master of Wyrd, he starts with 3 Wyrd's of his choice in his Wyrdbook.

He is not good in combat & not very tough.

Lore +2, Wyrd's, no Armour allowed.

**Tunnel Rat:** This is the burglar & scout of the party. He stops his friends getting killed by traps.

Tinker +2, Sneaking, Burglary, only Light Armour.

**Ragman:** A good ally against powerful enemies and monsters and the Goblin's only 'diplomat'. He is not bad in combat either.

Intimidate +2, Fierceness, only Light or Medium Armour.

## Professional Abilities

**Double Trouble;** Bruiser can attack twice in a turn if he has not moved, against adjacent opponents.

**Sneaking;** Tunnel Rat gets +3 to stealthy movement & hiding. Enemies can use perception to spot him.

**Burglary;** Tunnel Rat can use his Tinker skill to pick locks, or to find & disarm traps. Others can't.

**Fierceness;** As long as the Ragman stays put and puts on his fierce face he will prevent a single chosen enemy approaching closer than 10'. He must choose to do this before Movement.

## Improving Goblins (player's choice)

After an adventure the Goblins divide the loot between them equally. They can then spend some of this on Savvy to improve themselves.

### Cost Improvement

500	Improve Attribute by +1
100	Improve a Skill's bonus by +1
200	Weirdo can add a new Wyrd to his book.

Costs are in Dollars.

## Equipment (player's choice)

All new Goblins begin with a set of suitable rags, an Oilskin Cape & a Knapsack containing:

*Blanket, Rope (30'), Torch, Sack, Three Sea Shells, Small Umbrella & a Water-flask.*

In addition a Goblin will have:

Bruiser	Light Armour, Big Knife, Attitude.
Weirdo	Cudgel, Funny Hat, Wyrdbook, Pencil.
Tunnel Rat	Knife, Burglary Tools (in a Roll).
Ragman	Light Armour, Cudgel, Mad Grin.

They may also choose up to three items from the following list:

*Chalk, Chisels, Crowbar, Grapnel, Hammer, Step Ladder (6'), Small Mirror, Pickaxe, Pole (8'), Pot of Grease, Spade, Whistle, Iron Spikes (x6).*

## The Wyrdbook

To use a Wyrd takes a successful Know-stuff Savvy Check. Rolling an unmodified 10 causes 2 damage (armour doesn't stop this).

**Blind:** Enemy is blinded for 3 turns. Range 30'.

**Buff:** Touch a Weapon to give it +1 to Fighting/ Shooting skill for 3 turns.

**Burn:** Ignite an inflammable object.

**Daze:** Enemy cannot attack for 3 turns. He can still move & defend himself. Range 30'.

**Duck'n'Weave:** Reduces the Fighting skill of anyone who attacks the Weirdo by 1 for 3 turns.

**Float:** Weirdo can float up/down 30'.

**Go Black:** Weirdo cannot be seen for 3 turns unless he attacks an enemy in any way.

**Haste:** Weirdo can move again in Wyrd phase.

**Lock-up:** Touch holds a door shut against anything except an 'Open Says I' Wyrd.

**Nobble:** Chosen creature gets -2 to all Savvy Checks for 3 turns. Range 30'

**Open Says I:** Touch opens a locked door or lid.

**Pop-out:** Weirdo disappears, & then reappears at a point he can see within 60'.

**Tickle:** If Weirdo successfully makes a Shooting check this automatically causes 2 damage (i.e. normal armour can't stop it). Range 30'.

**Trollskin:** Weirdo has equivalent of Heavy Armour for 3 turns. Doesn't work with Dodge.

**Wisp:** Create a floating ball of light for 5 minutes. It stays put or follows Weirdo if he wants.

## The Armoury

Once they start making a few dollars Goblins can begin to equip themselves better.

Item	\$	Notes
Knife	5	
Big Knife	10	+1 to Fighting
Cudgel	Free	
Nightstick	20	+1 to Fighting
Chopper	25	+1 to Fighting
Fire Axe	50	+2 to Fighting, STR 3
Hedge Trimmer	100	+2 to Fighting
Chainsaw	300	+3 to Fighting, STR 4
Darts/Shuriken	3	Range 10m, DEX 3
Taser Stick	100	KO's enemy (1 turn)
Revolver	75	+1 to Shooting, 60'
Auto Pistol	100	+1 to Shooting, 60'
Sawn-Off	75	+2 to Shooting, 30', STR 4
Shotgun		
SMG	250	+3 to Shooting, 60', STR 4
Taser Gun	300	20', see Taser Stick
Brigandine	25	Light Armour
Kevlar Helmet	50	Light Armour
Lined Greatcoat	75	Medium Armour
Kevlar Jacket	100	Medium Armour
Kettle Plate	150	Heavy Armour, STR 5
SWAT Rig	300	Heavy Armour, STR 4
Ninja Pyjamas	50	+2 to Stealth
Tiger Claws	30	+2 to climbing
Stun Grenade	25	Stuns for 1 turn
Walkie-Talkie	50	Comms up to 1 mile
Fashionable	100	+1 per \$100 to duds or Bling
		intimidate Goblins

**Note:** Ammo is always in short supply, so Goblins rarely have a full load. 10 rounds costs 10% of weapon cost.

**Further Note:** Some items cannot be used by Goblins without enough STR (see notes column).