

Hunted in the Bounce

A COCKNEY ADVENTURE

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JUST
INSERT
IMAGINATION



*As Macbeth said to Hamlet In a Midsummer Night's Dream,
We've been done up like a couple of kippers.
Del Boy - Only Fools And Horses*

All you need for this adventure are the Savage Worlds Deluxe rules, this document, and copies of the pre-generated characters. Feel free to use the blank character sheet to make your own characters as well.

Introduction

It's a Wednesday afternoon, the perfect time for getting absolutely munted in 'The Duke', the party's local pub. In the boozier, the locals are all getting a bit rowdy; some bloke in the corner is fast asleep, Knock-off Nikk is trying to break dance (as anyone would after a few pints), but it's all good, because spirits are high. West ham has just won the footy and, after one last pint, the party leaves the pub and decides to drive home. After all, they ain't had that much, only three or four pints.

The drive home is the usual bollocks; few cans in the back of the car, mad tunes, and classic bants. It all comes to a sudden stop as the car swerves across the road and smashes into a bloody expensive looking Bentley Mulsanne. Everything goes quiet, except for a hubcap, slowly spinning to a halt in the middle of the road.

Out of the chewed-up-and-bugged Bentley steps, Jimmy the Shoe and his right-hand man Dan the Daggerman from Dagenham. The party all know these two men. Everyone does, because they're the most feared gangsters in all of London. These are men you do not say no to.

Jimmy calmly approaches with the Daggerman looming behind him, demands to see each of their wallets, takes their IDs and tells them that they have two days to come up with £100,000 for repairs, or The Daggerman will have his way with them. With this, Jimmy the Shoe calls for a replacement car and leaves them by the roadside in the middle of Peckham.

The plan

So the party does what any self-respecting punter would do in this situation, they return to the pub and get a few more lagers in. They discuss various plans; all of which are complete bollocks, and start larguing (lager fueled arguing). When they stop to take a sip of their drinks; they overhear some geezer on the table next to them. He's talking to his mate about how he works for Securicor and there's a massive amount of cash being moved through London by tomorrow, and It has to make a brief stopover in the Peckham post office. The party's eyes light up.

Setting Rules

From Savage Worlds

Blood & Guts and
Critical Failures.

Punted in the Bonce

When a raise is scored on a fighting roll this is treated as a Called shot to the head, perhaps your character did this by accident, or maybe they did it on purpose, but either way: it's gonna bloody hurt.

'Ave some of that

If you're born and raised in London, fighting with a chair leg, a pool cue or a side of frozen ham ain't nothin, mate. You're used to improvising. The rule for Improvised Weapons does not apply in Punted In the Bonce



The Robbery

The party starts outside the Peckham post office the following day 1 pm, in a rubbish motor they bought off some geezer for cash. They are about to do a robbery with a bunch of replica guns that Shifty Geoff got off his mate down the army surplus place. They may be the most under-qualified goons in the whole of East-London, but if they don't come up with the cash soon, they're gonna be brown bread, and what's worse; it's gonna be at the hands of the Daggerman.

So the plan is simple: Go in, wave some fake-weapons about, put the frighteners in 'em, get the cash and quickly drive it over to Jimmy's place in North London. Each member of the party has a plastic mask depicting an animal of their choice.

The post office is as typical as they come; it's basically a corner shop with a post office in the back. It's got shelves at the front with the sweets and crisps on it, it's got a fridge full of peculiar-brew and a counter next to all of this to buy fags and booze, but at the back, behind all of that stuff, is the post office.

Just walk through (follow the smell), behind a sheet of protective glass sits the dead-eyed employees of the scummy East London post office. It's got those queue-belt things (that nobody knows the name of), they're stuck to the floor by dried blood. But the employees here have seen everything, in this part of town you get used to seeing nutty stuff pretty fast.

The decor in the post office hasn't been updated in years. It looks and smells like it needs a good scrub, as do most of the people that visit or work there.

In the back, behind the counter, there is a safe, not a large one, but it is big enough to be a walk-in safe, which requires the input of two post office staff to get into. There is also a staff-room where the staff takes its breaks

Scenes, Twists & Complications

At the post office

Doing it proper

The post office workers have seen their fair share of nutters, and when the team comes in trying to rob the joint the workers don't give a monkeys'. They just stare at them with the cold dead eyes of a person that's worked in Peckham for a long time and ask them to wait at the back of a long queue and will refuse to 'serve' them until it's their turn. To make matters worse, some of the punters in the queue try to start up a bit of bants with the party.

Shut it you mug!

One of the bloody idiots behind the counter panics like a bloody absolute mug and smashes the alarm button, it makes a colossal racket, but believe it or not: that's not the problem: in her panic the plonker also boshed the button to bring all the shutters down. Not only that; but she hit the bloody thing so hard, it's stopped working. Try as she might the shutters won't come back up.

Have a go Hero

A member of the public inside the post office has been waiting for this day for years. He finally gets his chance to be a hero, he always keeps a special weapon (or a few) on him for just such an occasion too and attacks the party. The Trouble is; all of his weapons are complete rubbish and will be destroyed if he rolls a 1 on his skill die.

Weapon Name

Hot Sauce in a Water Pistol	Temporary Blindness for ten minutes and shaken if hit	
Home-Made croydon-pistol	2D6+1	Will backfire and cease to exist on critical failure
Kitchen wolverine	Str+d4	This is a bunch of kitchen knives duct taped to the user's hand to emulate the claws of a wild animal.
The bat of justice	Str+d6+1	A cricket bat with a knife duct taped to the end
Budget Katana	Str+d4	This is a Samurai Sword prop, meant for display purposes, it will very much hurt, but is blunt
Paintball Gun	Stinging, annoyance. Shaken if hit directly in the eyes.	

Robbery Robbery

The post office is stormed by a gang of robbers, not the party, by another group of robbers who obviously overheard the same conversation down the pub that the party did. They may not be immediately hostile, but they are as desperate to get that money as the party is.

5+3+1