



## ATTACKED BY A MOB

*This bolt-on is a optional, self-contained system to provide GM's with a way of giving GM's some structure on how to run the complicated nature of a mob during a scenario. If used, it should usurp any 'local rules' provided in a particular scenario or campaign.*

Mobs are dangerous entities; a mass of people, chanting, shouting, angrily expressing some general frustration or direct anger at some specific situation of person. For this system a mob is considered a group of 5 or more people – although it scales up to hundreds and thousands.

The system assumes the mob has taken an interest in the character(s), tension is high and something is about to kick off; the mob will be operating on one of three levels:

- 1) **Restrain:** they want to restrain or detain the character(s) for some reason
- 2) **Hurt:** they decide to give the character(s) a thrashing with fists, kicks and maybe a few improvised blunt-force weapons; it could be because of something the character(s) have done or is a result of random anger, a group of people acting in fear – looking for a scapegoat.
- 3) **Kill:** this is reserved for focussed anger. The character(s) have definitely done something that warrants the unflinching mob desire to murder them.

This system covers the following items:

- Talking down a mob (confrontation)
- Evading and eluding a mob
- Attacked by a mob – fighting back - consequences
  - Includes creating window of opportunity (to escape or talk down)
- The stress of being chased. How character groups are rapidly dispersed leading to isolation and risk.



~The Age of Hastur~

Author: Djr

Release Date: August 2011

Version: 1.0

Compatibility: YD 2.1 & 2.5

## TALKING DOWN A MOB (CONFRONTATION)

That say's "talking" and not taking down a mob.

If the situation is feasible, then the GM can allow character(s) the chance to throw up their hands and appeal for calm, to cajole and persuade the mob that they're not guilty of anything, or that harming them would be a bad thing. Alternatively, the character(s) can resort to using intimidation and threats. Finally, instead of talking the mob down character(s) can simply turn and run for it; if this is the case then go to "Evading and Eluding a Mob".

**Using Persuasion:** it's a one chance option. Takes a few minutes to conclude. Use Persuasion skill check with a penalty of -20% DM. If you fail, you fail. If you make the skill check then the mob gets to make a general IDEA roll (give them a default INT of 9) with an IDEA of 45; the GM rolls 1d100 and tries to score below this value). If the value of success of the IDEA roll is more than the value of success of the character's Persuasion skill check, then the Persuasion is a fail.

**Success:** reduce the level of mob interest in you by 1, in other words from Hurt to Restrain; or from Restrain to *not interested*, in which case they disperse or allow you to walk away.

**Critical Success:** reduce the level of mob interest in you by 2.

**Failure:** the mob attacks.

**0-0:** whatever you said simply infuriates the mob further; they attack but with one level higher; so instead of Restrain they try to Hurt you; or if they were only going to Hurt you, now they want to Kill you.

**Using Intimidation:** give the mob a COOL score of 40 if they merely want to Restrain you; COOL 80 if they want to Hurt you and COOL 120 if they want to Kill you.

Increase their COOL by +20 points (for resisting intimidation) if this is the second, or more, time you've used it during this whole episode with the mob.

**Success:** they'll back off, walk away (a small distance) and basically give you room to escape. After a minute or so, the mob will reform and come looking for you; so you'll need to go to "Evading and Eluding a Mob" but with a +20% bonus DM to your chance of success there – this is because you've had time to make a better escape.

**Critical Success:** they back off and don't come back after you.

**Failure:** the mob attacks.

**0-0:** the mob attacks but one level higher; Restrain becomes Hurt; Hurt becomes Kill.

## EVADING & ELUDING A MOB

This refers to character(s) being pursued by an angry mob of 5 or more people.

Any character or single group need to make a number of successful checks to fully avoid the mob. The number of checks is equal to how angry the mob is with the character(s). Restrain = 1 check; Hurt = 2 checks; Kill = 3 checks before the mob disperses and considers the character(s) to have escaped.

The GM can introduce any narrative to describe the chase and subsequent attempts to get away, but at some critical point there will need to be a check. At any point a check fails, it signifies the character(s) have been found: the mob attacks.

**Duration:** every check can happen within a few minutes of each other or a few hours; it's the GMs call. As a rule of thumb I'd say the mob spends 1d100+10 minutes hunting for the character(s) for every check to be made.

Any check is run as follows:

Mob's Score is a total of:

- Mob's DEX is 2d6
- Mob's CON is 3d6
- Mob's ability to search and find, varies on the size of the mob:
  - Mob is 5 to 20 people, then +1d20 to score
  - Mob is 20 to 100 people, then +20 to score
  - Mob is 100 to 1,000 people, then +40 to score
  - Mob is 1,000 or more (a whole town), then +80 to score
- +1d20 for the opposed roll concept

Character\*\* score is a total of:

- DEX
- CON
- Value they succeed (or subtract if failed) a Hide / Evade/ Move Stealthy skill check.
- +1d20 for the opposed roll concept

**\*\*Groups:** if the characters are in a group then use the lowest scores of everyone in the group. If a particular character resents this, then he or she needs to separate from the group and go it alone.

NOTE: This might seem overly complex but it's a lot quicker than a lot of individual dice rolls, and if the check is done by the GM in secret – then he can provide narrative towards the known conclusion.

## **The Outcome**

The highest score wins.

**If the mob wins:** it has found the character(s) at this point: the mob attacks

**If the character(s) win:** then the mob has either moved far beyond the character positions or has simply been unable to find them. If there are checks still to be made then the characters will be aware of the mob moving around in the area looking for them. If there are no further checks to be made, then the characters will face no further threat from this mob.

## THE MOB ATTACKS

What the mob wants to do with you has a direct and immediate effect on how they attack you.

### **RESTRAIN**

**They want to restrain or detain the character(s) for some reason:**

Each character can either comply or fight back.

**If complying:** that character allows themselves to be restrained, disarmed (of visible weapons) and either held or taken somewhere – according to the motives of the mob. Go to Consequences of Restrained, below.

**If fighting back:** the aim is to create a window of opportunity, a moment where the character can either attempt to throw up their hands and talk down the mob (persuasion) or make an opportunity to escape. To determine if any character is successful in this, execute the following opposed roll against each separate character:

Mob's Score is a total of:

- Mob's STR is 20<sup>∞</sup>
- Mob's DEX is 2d6
- Mob's intelligence about the way to handle the situation is 1d20
- +1d20 for the opposed roll concept

<sup>∞</sup> Mob STR is only 20 because they're not fully engaged here. They're just grabbing you.

Each character score is a total of:

- STR
- DEX
- Value they succeed (or subtract if failed) an IDEA <sup>α</sup> roll.
- +1d20 for the opposed roll concept

<sup>α</sup> This shows the character using the immediate environment and any opportunity as an advantage.

A character may choose to use a weapon at this time. Blunt-force weapons have little effect in this situation; they cause stun damage, may break a few noses but won't create the window of opportunity the character wants as the mob surges over them. Any weapon that causes Hit Point damage (HP) may be used; but bear in mind this could anger the mob – who at this moment only want to restrain the character.

A weapon may be used as many times as if possible, for **three** consecutive rounds, before the injuries are noted by the mob and take effect.

During these three rounds, the character will automatically hit. Just deduct any ammunition, and roll for damage for each attack. There's no need to roll for hit-locations (unless the GM feels the situation warrants it).

Total the amount of damage done and add this to the character's score (above).

Meanwhile, there are immediate consequences of using weapons in this situation:

- The character will be counter-attacked by angry or frightened members of the mob. Using a weapon results in the character sustaining 1d3 hits per round, each hit delivering 1d3 Stun damage. Check for hit-location and the standard chance of stun-damage being more serious and doing actual bodily harm (HP).
- There is a chance the mob becomes ever more angry. The GM should roll 1d100 - 20. If the result is less than the amount of HP damage done by the character to the mob, then increase the mob's anger by one level, from Restrained to Hurt. Use consequences of Hurt when determining any further damage done to the character.

Note: every 5 HP damage done to the one results in one seriously wounded person; every 10 HP damage results in one person dying. This could have implications for character(s) later on.

## The Outcome

Compare the total Mob score to the total Character score.

**Character wins or has an equal:** then they have created a window of opportunity. They may either attempt to "Talk Down the Mob" – see above; or, they can flee, which results in going to "Evade & Elude the Mob" as they realise the character has slipped away and give chase.

**The mob wins:** go to consequences (below).

### Consequences of being Restrained:

- The GM has absolute control of the character(s) whilst the mob has them.
- They are held by a combined STR of 20 and may be taken somewhere else. The character cannot attempt to escape again until the dynamic of the situation has changed; this is categorically down to the GM to announce.
- Any attempts at Persuasion or Intimidate are pointless until either a) 4 hours have elapsed, b) there are less than 5 of the mob present. Any Persuasion attempt suffers -20% penalty; any Intimidate suffers -20% penalty and the Threat Score is reduced by 20 points.

## HURT

**The mob decide to give the character(s) a thrashing with fists, kicks and maybe a few improvised blunt-force weapons; it could be because of something the character(s) have done or is a result of random anger, a group of people acting in fear – looking for a scapegoat.**

Each character can either comply or fight back.

**If complying:** the character curls up, wraps their arms around their head, grits their teeth and prepares to take a beating. Go to Consequences of Hurt, below.

**If fighting back:** the aim is to create a window of opportunity, a moment where the character can either attempt to throw up their hands and talk down the mob (persuasion) or make an opportunity to escape. To determine if any character is successful in this, execute the following opposed roll against each separate character:

Mob's Score is a total of:

- Mob's STR is 50<sup>∞</sup>
- Mob's DEX is 2d6
- Mob's intelligence about the way to handle the situation is 1d20
- +1d20 for the opposed roll concept

<sup>∞</sup> Mob STR is only 50 as this is the average of five people surrounding and attacking a character.

Each character score is a total of:

- STR
- DEX
- Value they succeed (or subtract if failed) an IDEA <sup>α</sup> roll.
- +1d20 for the opposed roll concept

<sup>α</sup> This shows the character using the immediate environment and any opportunity as an advantage.

A character may choose to use a weapon at this time. [...].

Total the amount of damage done and add this to the character's score (above).

Meanwhile, there are immediate consequences of using weapons in this situation:

- The character will be counter-attacked by angry members of the mob, some of who may have brought blunt force weapons with them. Using a weapon results in the character sustaining 1d3 hits per round, each hit delivering 1d6 Stun damage. If required, roll for hit-location to see if armour or other damage reduction has any effect; there is a standard chance of stun-damage being more serious and doing actual bodily harm (HP).
- There is a chance the mob becomes ever more angry. The GM should roll 1d100. If the result is less than the amount of HP damage done by the character to the mob, then increase the mob's anger by one level, from Hurt to Kill. Use consequences of Kill when determining any further damage done to the character.

## The Outcome

Compare the total Mob score to the total Character score.

**Character wins or has an equal:** then they have created a window of opportunity. They may either attempt to "Talk Down the Mob" – see above; or, they can flee, which results in going to "Evade & Elude the Mob" as they realise the character has slipped away and give chase.

**The mob wins:** go to consequences (below).

### Consequences of Hurt:

For the next 1d6 minutes the character suffers a sustained beating; most likely curled up on the floor after dropping down, or being knocked down. After the experience comes to an end the mob will disperse, quickly or slowly (GM's call), leaving the character bloodied and bruised, clothes dirtied – maybe even ripped away. There is a risk of broken bones and internal bleeding, of lost teeth and swelling on the brain. Confidence can be damaged leaving the victim anxious, angry and upset. At the very least the character will have facial bruising, black eyes, split lip that linger for a week: making it evident they've been in a fight (this may inspire dislike in some, or sympathy in others – GM decision, or use NPC motivation score in Yellow Dawn rulebook).

The GM should go through the following list, applying effects where required:

- The character suffers 1d3 injuries, each delivering 1d3 HP's of damage. Armour has no effect because the mob will either remove it; or target their hits to vulnerable areas. Of course, a character may have other means of absorbing or deflecting damage; these should be considered.
- Regardless of how much HP damage is sustained by the character, use the above value (1d3 x 1d3 HP) as the **risk score** for what follows. These risks are based on the physical violence rained down on the character, including being grabbed by hair, neck and limbs, stamped on, dragged and repeated blunt force trauma.
- Clothes ripped from body or at the very least ruined: if you roll beneath Risk Score x 2 on 1d100.
- Broken jaw: if you roll beneath Risk Score on 1d100 (see expanded notes below).
- Smashed teeth: if you roll beneath Risk Score on 1d100 (-1 APP until repaired by dental surgeon)
- Lacerations to face bad enough to cause permanent scarring – from being dragged by legs, and by head smacking off a solid surface (wall, ground): if you roll beneath ½ Risk Score on 1d100 (-1 APP permanent).
- Knocked out: if you roll beneath Risk Score on 1d100 (lasts until you can roll '1' on 1d6, one roll per minute)
- Beaten into a coma: if you roll beneath ½ Risk Score on 1d100 (lasts until you can roll '1' on 1d20, one roll per day; suffer -20% to all physical and mental skills for 6 months after waking up)
- Suffer internal bleeding or swelling of the brain that is life threatening: if you roll beneath ½ Risk Score on 1d100 (see expanded notes below)
- Make an Anxiety roll, using the Risk Score as a penalty DM, or suffer the loss of 0/1d6 COOL. (*Those using this with CoC can swap Anxiety & COOL for the Sanity score.*)

#### Broken Jaw

This requires 6 weeks to heal, during which time the victim's jaw is wired shut, and they cannot eat solids. -40% penalty DM to any communication skills.

#### Internal Bleeding / Swelling of the Brain

The victim will feel unwell, suffering -40% to all skills and all vital stats are *halved*. They will be unaware of the injury until somebody makes a MedTech skill check to recognise the symptoms.

The injury poses a serious risk to the victim. Every hour the GM should roll 1d20. On a '1' the victim will collapse, barely conscious, and wracked by unbearable pain. This only gets worse. After 3d20 minutes the victim will fall into unconsciousness and enter a coma. After another 3d6 minutes the victim will enter Cardiac Fibrillation suffer a heart-attack and then going into Death Stage 1.

The injury can only be "cured" with Emergency Surgery (count as 'serious wound' for cost).

## KILL

**This is reserved for focussed anger. The character(s) have definitely done something that warrants the unflinching mob desire to murder them. A character will not necessarily know if a mob intends to kill them.**

Each character can either comply or fight back.

If complying: the character will be grabbed, dragged, kicked, beaten to the point of being subdued; they will then be attacked again with much more aggression, and it's possible that they may be strung up to hang, beheaded or set alight. Go to Consequences of Kill, below.

If fighting back: the aim is to create a window of opportunity, a moment where the character can either attempt to throw up their hands and talk down the mob (persuasion) or make an opportunity to escape. To determine if any character is successful in this, execute the following opposed roll against each separate character:

Mob's Score is a total of:

- Mob's STR is 50<sup>∞</sup>
- Mob's DEX is 2d6
- Mob's intelligence about the way to handle the situation is 1d20
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Each character score is a total of:

- STR
- DEX
- Value they succeed (or subtract if failed) an IDEA <sup>α</sup> roll.
- +1d20 for the opposed roll concept

<sup>α</sup> This shows the character using the immediate environment and any opportunity as an advantage.

A character may choose to use a weapon at this time. [...].

Total the amount of damage done and add this to the character's score (above).

Meanwhile, there are immediate consequences of using weapons in this situation:

- The character will be counter-attacked by angry members of the mob, some of who may have brought lethal weapons with them, such as knives, spiked clubs, long blades or firearms. Using a weapon results in the character sustaining 1d6-2 hits per round, each hit delivering 1d6+1 HP damage. Check for hit-location.

## The Outcome:

Compare the total Mob score to the total Character score.

Character wins or has an equal: then they have created a window of opportunity. They may either attempt to "Talk Down the Mob" – see above; or, they can flee, which results in going to "Evade & Elude the Mob" as they realise the character has slipped away and give chase.

The mob wins: go to consequences (below).

### Consequences of Kill:

For the next 1d100 + 4 minutes the character suffers a sustained beating to the point of being subdued (identical to Consequences of Hurt, above). At this point the character will then be murdered, either through acceleration in the violence, or through something more dramatic.

At the very least the character will have significant facial bruising, deep lacerations to head, body and limbs, and broken bones. Clothes (and armour) will be torn from the body.

Make a LUCK roll. If failed, the character is hung, set-alight, beheaded or some other gruesome and unavoidable route to death. If they succeed then there's a chance they might survive.

The GM should go through the following list, applying effects where required:

- The character suffers 1d6 injuries, each delivering 1d6 HP's of damage. Armour has no effect because the mob will either remove it; or target their hits to vulnerable areas. Of course, a character may have other means of absorbing or deflecting damage; these should be considered.
- Still alive?
- Each limb has a 05% chance of being broken.
- Suffer 1d6 Major Complications. Use the hit-location table (in Yellow Dawn rulebook) to determine where these occur. Some of these can be fatal.
- 20% chance beaten into a coma: lasts until you can roll '1' on 1d20, one roll per day; suffer -20% to all physical and mental skills for 6 months after waking up)
- Make an Anxiety roll with a penalty of -20, or suffer the loss of 1/1d6 COOL. (*Those using this with CoC can swap Anxiety & COOL for the Sanity score.*)

## THE STRESS OF BEING CHASED

This is an optional system giving GM's some structure to introduce the idea of panic and irrational thinking into the characters behaviour – rather than the default notion that all people panic and run in the same direction.

### Characters in a group who want to stay together

Being chased by anything can quickly result in a group of characters being dispersed as their minds work on survival rather than thinking about where the others are going.

To stay in a group during periods of such stress requires each member to succeed in a COOL check. Each character that fails begins to act independently of the group – likely resulting in them becoming separated from the group.

An immediate LUCK roll, as and when appropriate, ideally before anything nasty happens to them, will allow such characters to find another character – or the main group (GM's decision). In other words, they're only separated by a small distance and easily find each other again.

Otherwise they're considered **isolated**.

Anybody with a Leadership skill check can attempt to use it to override the failed COOL check of others; in other words, they have the ability to see what's happening, see the group fragmenting and shout, "Hey, you, on me, on me! This way!" with enough authority to cause that person to follow. One

Leadership skill check required per individual character (who has failed a COOL check).

The Hero Bonus, "Ice Cool in Hot Water" provides a bonus to any COOL check.

**Isolated Characters who want to find the group again:** If they failed the LUCK roll (above) then they're now separated from the others and considered to be **isolated**. How they find each other again could be easy to reconcile, based on the current location. They might have radio sets. They might have been smart and planned a fall-back rendezvous point.

If none of these are possible, and if it's truly a case that the character is now "lost" in a hostile environment – then force the character to make another COOL check to keep their wits about them, otherwise they act with a certain degree of irrationality. This can include the default sit and do nothing approach; hiding from the reality with head in hands.

If the player can't come up with a justifiable way of finding the others then it's down to their intelligence and an IDEA check.

The character should make an immediate IDEA check based on their knowledge of the others in group, and thinking about what they might do in this situation – where they might go. If they're classed as acting irrationally, then apply a penalty of -20, -40 or -80 to the IDEA check, depending on how much stress the GM thinks the character might be going through.

**Success:** allow the character to reconnect with somebody else or the whole group, GM's decision. This can take up to 4 hours and may expose the isolated character to risks of the immediate environment as they move about – such as bumping into parts of the mob.

**Failure:** the character spends 4 hours on their own; either not moving or roaming the wrong area. They will certainly be exposed to risks of the environment for the whole period.

NOTE: if the mob is still out looking for them, then force the isolated character to go through "Evading & Eluding a Mob". If the mob has dispersed, then is there a chance (failed LUCK roll for example) that the isolated character stumbles on some of these people – causing a small localised mob to flare up again? Or if the LUCK roll is extra-ordinarily successful – maybe reward the character by having them stumble onto an important location or event.

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# About the Author

David J. Rodger (born 1970 in Newcastle Upon Tyne) is a British science fiction & fantasy author and game designer best known for his novels set in a near-future world of corporate and political intrigue. So far he has published five novels; four that are set in the same world: *God Seed*; *Dante's Fool*; *Iron Man Project* and *Edge*, and one, *Dog Eat Dog*, set within the world of *Yellow Dawn*.

*Yellow Dawn* is a role-playing game set in the same future world as his novels, ten years after it has been devastated by a terrible mutagenic virus. Rodger's novels often combine high-tech intrigue and political/corporate machinations with elements of the Cthulhu Mythos, as created by H.P. Lovecraft.

Rodger's contributions to the Mythos include the creation of a new Great Old One in his novel *Edge*, and the use of the Outer God Nyarlathotep in the novel *God Seed*.

In *Yellow Dawn* Rodger's interpretation of the Mythos, in particular the Great Old One Hastur, is a major part of the background material. Rodger has recently published *Shadows of the Quantinex*, a large-scale campaign expansion for the *Yellow Dawn* game.

Rodger has also written *Cloudy Head*, a children's story illustrated by Kenn-Ole Moen, and *Murder at Sharky Point*, a murder mystery game.

Rodger spent 8 years working for a non-departmental government agency, developing a virtual communications service within the IT Division, before moving into commercial project management for a UK media company. In 2000 Rodger's presence on the Internet got him a place in the BBC documentary *Through The Eyes of the Young*, directed by Chris Terrill. Rodger now lives in Bristol, England, with a Braun coffee-maker, writing from a house on a hill with a view of Earth's curve.. He can be found on the web at: [www.davidjrodger.com](http://www.davidjrodger.com)

## About Yellow Dawn

The Earth has been ravaged by viral pathogens. The death of billions was observed by the orbital colonies and deep-space habitats largely unaffected by the Outbreak. Terrified of infection, nobody came to help. Less than 30 percent survived the first few weeks. Then came the 2nd Wave of infection, spreading steadily outwards from the impact points, and that was when the horror really began...

It's been 10 years since *Yellow Dawn* happened and you're part of this world. A survivor. You've seen a handful of cities bounce back; you've seen settlements spring up across the New Wilderness and you've seen the dead things that come shrieking out of the ruins at full sprint. Rumours of alien monsters and Satanic ceremonies filter out from the deep wilderness on the tongues of travellers; you've seen recorded footage, fuzzy and badly shot, purporting to be evidence of a new threat to humankind. Some people believe, most do not. There's a hundred different stories hitting the satellite feeds every day, of people carving a niche for themselves in this Brave New World: adventurers, entrepreneurs, engineers, mercenaries and story

*Yellow Dawn* (The Age of Hastur) is a creation of David J Rodger. This document is Copyright © 2011 David J Rodger, all rights reserved. Visit [davidjrodger.com](http://davidjrodger.com) for more free downloads, and to preview or buy his books of cyber fiction and mythos horror.

tellers. It's been 10 years and now you've got a chance to join them. A chance to become a hero. Post an advert on-line fishing for clients, or stuff your possessions into a backpack and head off into the New Wilderness to test your skills.

FEATURES: High-tech and Low-tech weaponry • Equipment and armour • Zombie surges • Computer hacking • Drug abuse • Non-human characters • Scavenging Dead Cities for resources and raw components to build whatever you need • Enhancements through cyberware and bioware. • Complex political, corporate and quasi-religious tensions • Schools of Elemental Magick, occultism, demonology, and many new alien horrors of the Outer Chaos - H.P. Lovecraft's Mythos.

More information: [www.davidjrodger.com/yellowdawn.htm](http://www.davidjrodger.com/yellowdawn.htm)

IMPORTANT NOTE: At the point of releasing this bolt-on system, *Yellow Dawn* (2.1) is currently going through a major update; version (2.5) is due to be released in Winter 2011.

## Shadows of the Quantinex

"*Shadows of the Quantinex*" is a major campaign for *Yellow Dawn*. The characters are approached by the Chief of Security for a corporate family. The job is described in brush-strokes as: counter-extortion, physical intimidation and research. The client is looking for PR damage control. What the characters discover is the monstrous truth behind what actually caused *Yellow Dawn*, and a trail of events and clues that leads them across the globe, and beyond, to ultimately stop events that threaten to destroy what's left of humanity.

Preview or purchase a copy:

<http://www.lulu.com/product/paperback/shadows-of-the-quantinex/5057523>

## Enjoy Cthulhu Mythos Fiction?

Take a [peek at my collection of novels](#) - available in paperback, Amazon Kindle and iBook formats. [God Seed](#) contains an avatar of Nyarlathotep; [EDGE](#) contains a new Great Old One; as does [Dog Eat Dog](#) - set in the post-apocalyptic world of "Yellow Dawn - The Age of Hastur".

Wishing you the best of dark dreams.

David J Rodger  
- Bristol, 2011