

# FOR THEY ARE LEGION..

A SETTING FOR ANTI-PALADIN GAME'S MINI SIX GAME SYSTEM

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*Nomen mihi Legio est, quia multi sumus*  
My name is Legion, for we are many.

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*They walk among us.*

*Call them Demons, or Devils, or whatever you like, but the Hellborn moves amongst humanity, picking off the weak, corrupting the innocence, and exhorting the decadent. Why they here? We do not know. All that we can do is hope that they can be found and stopped before they bring down the final fall of man.*

*And there is hope, there is **always** hope... but for only those who are strong and brave enough to take on such a task. These few work for Pandora, a secret conspiracy dedicated to protecting humanity at any cost, and it is they who dedicate their lives to ensure we can live ours.*

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*For They Are Legion (FTAL) is a modern day game of investigation and horrors that sets determined and powerful humans against a veiled invasion of the demon, fiends and other entities from hell. Using the Mini Six game system (freely available as a PDF download), it allows players to take the role of chosen heroes, working for a special and secret organisation, as they attempt to track down and neutralise a threat that most of humanity can barely comprehend.*

Individuals recruited for Pandora have their own unique abilities, although none are powerful enough to attempt to overcome a demon alone. Fortunately, few, if any demon is willing to face humanity in its true form, and these creatures instead look to corrupt and subvert mankind to its own ends; a trait that while hiding them from most mortals creates a trail that ultimately will lead to their undoing.

But why have they come? That can not be answered. Perhaps they look to create their own power bases, or maybe finish the work of their lord Lucifer. It could be that they have been driven from hell, by their own kind or in some ongoing war with agents of God. Whatever the true reason for their arrival, we can only hope to discover it before it is too late.

== Sidebar Start ==

*What is Mini Six?*

The Mini Six game system is a derivative of the Open D6 mechanics (itself a version of the systems that ran games like Ghostbusters and Star Wars) created by Ray Nolan and Phil Morris via their website – AntiPaladin Games (include link). The current Bare Bones edition is a 38 page PDF free to download (or a printed copy can be purchased for a few

US dollars), and presents a simple, easy to follow, cinematic set of rules that can be quickly adapted to meet any setting you care to imagine. The authors of Mini Six have truly captured the key elements of its parent system and have boiled them down to create a great little game that can be run with little more than a few friends, a handful of D6, and a bit of imagination.

Running *For They Are Legion...*

To run this Mini Six setting, you will need to download a copy of the Bare Bones Edition rules and familiarise yourself with the core mechanics there in. By default, FTAL uses the Easy Static Combat option (see page 7 of the rulebook), although there is nothing that stops the more traditional Open D6 combat options being used.

It should also be noted that a number of optional rules have been created for FTAL, and these have been designed to work along side those present in the rulebook. Again while not necessary for play, in the author's opinion they do much to reflect the setting and style of play imagined for *For They Are Legion...*

== Sidebar End ==

## CREATING A CHARACTER

All Players are operatives of Pandora, an organisation dedicated to the discover and destruction of the Hellborn threat. Pandora Operatives come from all walks of life, and work together in loose cells (or boxes as they get called) to track down and neutralise demons.

### ATTRIBUTES

All players have 13 Dice to distribute between the following Attributes: *Physique* (the equivalent of Might), *Coordination* (Agility), *Intellect* (Wit), and *Personality* (Charm).

### SKILLS

All players have 7 Dice to distribute amongst the following Skills. Any Dice unspent may be used to purchase Perks, see below.

- *Physique*: Unarmed, Armed, Endurance, and Power.
- *Coordination*: Athletics, Drive, Stealth, Accuracy, Firearms, Pilot and Sleight of Hand.
- *Intellect*: Medical, Computer Use, Electronics, Mechanics, Navigation, Investigation, Knowledge\*, Language, and Willpower.
- *Personality*: Streetwise, Intimidate, Persuasion, Disguise, Contacts, Empathy, and Resources\*\*.

\* The Knowledge skill can be used to specialise in any skill not covered by other Intellect skills (i.e. skills covered under such topics as Social Sciences – History, Anthropology, Psychology, etc – or Hard Sciences – Physics, Chemistry, etc.)

\*\* See the section on Resources below for more details on using this skill.

### NEW PERKS

In addition to any unspent Skill Dice, players gain 2 extra Dice to purchase Perks. This represents the special calibre of individual recruited as operatives for Pandora. Note that any of the existing *General Perks* from Bare Bones Edition of Mini Six may also be selected (at the GM's discretion).

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- *Expertise (1)* – You are an expert in your chosen field. Select one skill to represent the operative's training and expertise (i.e. his/her career before joining Pandora), and once per game session, you may reroll that skill after any failure.
- *Witch Sight (2)* – You have the ability to see things touched or influenced by the Hellborn. Unfortunately this doesn't extend to Hellborn themselves, who are usually disguised too well for such abilities. In general this sight works as a hunch or feeling that a creature of Hell has influence a site or has come in contact with a person, but will not give specifics.
- *Unnatural Recovery (2)* – You recover extraordinarily fast from wounds and damage. Any Hero points spent doubles number of wounds recovered.
- *God's Fury (2)* – You are the deliverer of punishment to the Hellborn. Any Melee or Unarmed) damage done by the character to a Hellborn can not be regenerated at their improved rate (i.e. can only heal at a normal human natural rate).
- *Deadly Aim (2)* – You have an unerring aim. When using the Firearms skill, the Wild Die explodes when rolling a 5 or 6 (rather than the usual 6).
- *Veteran (2)* – You have been hunting Hellborn longer than most, and have learnt more than a few tricks on the way. Every session you being with one extra Hero Point (i.e. 4).
- *Strong Willed (1)* – The horrors posed by the Hellborn do not affect your operative in the way it does others. You may spend Hero Points to automatically succeed Will power rolls.

## NEW COMPLICATIONS

Characters also have the following new Complications to select from (in addition, again at the GMs discretion, to any of the existing Complications in the Bare Bones Edition of Mini Six).

- *Dependents* – Although the war against the Hellborn is usually undertaken in shadow, family and friends of Pandora agents can be drawn unwillingly into the conflict. You have one (or more of these), perhaps it is a family who know nothing of your 'real' job, or it could be that kid sister you promised your parents you'd look after. In whatever case, whenever your dependent gets involved, you gain a CP.
- *Fall out* – Facing down the corrupting force of the Hellborn can quickly driven even the strongest operative insane. While you aren't quite there yet, you have developed some sort of fallout from the exposure of the malign forces of hell. Perhaps you have belts of uncontrollable anger, or you've fallen on to drink or drugs to see you through the hard times. This fallout is bound to raise it ugly head when you least expect it, in which case you gain a CP when the GM forces you to act on this compulsion.

## SETTING MECHANICS

While *For They Are Legion* works for the most part like any other Mini Six game, a few setting specific rules can be used to reinforce the flavour of 'hunting demons'.

## HERO POINTS

Pandora operatives are the best of the best and with this goes just a little more luck to match that ability. To represent this all characters begin each game session with 3 Hero Points (as opposed to the normal 1).

## RESOURCES

While Pandora is a secret conspiracy, it does have considerable resources with which to assist its operatives. While most basic equipment is readily available (i.e. firearms, electronic and surveillance equipment, body armour, etc.), other one-off items require more than simple money to acquire.

In these cases (i.e. requisitioning specialised equipment, undercover identities, explosives, etc.) a Resources roll is required. This is done as any with any other task roll, with the Target Number assigned by the GM based on the availability of the item and its relevance to the case in hand. Success results in the item being located, while failure means that it could not be found in time.

## WOUND LEVELS

Hunting the Hellborn is a dangerous and deadly pursuit. Many Pandora Operatives are forced to retire from active duty due to the injuries sustained in the field. To reflect this increased level of danger the following additional penalties are applied to the *Incapacitated* and *Mortally Wounded* levels of damage.

- *Incapacitated* – Any character knocked out receives a -1D temporary modifier on all *Coordination* Attribute or Skill rolls until they are fully healed (i.e. have no Wound Levels of damage at all).
- *Mortally Wounded* – Any character being mortally wounded receives a -1D temporary modifier to all *Physique* and *Coordination* Attributes and Skills until fully healed (the -1D for any Incapacitated damage is not cumulative). Additionally characters affected in this way receive 1 point of Madness (see below).

## WILLPOWER & MENTAL WOUND LEVELS

The creatures of Hell can affect people on many levels, especially those who do not believe that such beings exist. When encountering a Hellborn (or the effects of one) characters might be called on to make Willpower tests. Failing such tests result in Mental Wounds that temporarily impair the character.

Willpower is tested by making a Willpower skill roll versus the Target Number of the effect encountered by the character. On a success no Mental Damage is done, while on a failure the difference between the number rolled and the Target Number is determined. The amount of the difference determines the level of mental wound.

There are four levels of Mental Wound – *Shaken*, *Impaired*, *Severely Impaired* and *Catatonic*.

- *Shaken (1-8 less than the TN)* – The character no longer receives a Wild Die when making skill rolls, until a 10 minute break is taken to recover.
- *Impaired (9-15)* – The character is at -1D to the *Intellect* Attribute for 1D6x10 minutes.
- *Severely Impaired (9-15)* – The character is at -1D to *Intellect* and *Personality* Attributes for 2D6 hours.

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- *Catatonic (16+)* – The Character is in a total state of shock and is temporary reduced to zero (0) dice in both their *Intellect* and *Personality* Attributes. This Catatonia lasts 1D6x10 minutes. Additionally characters affected in this way receive 1 point of Madness (see below).

Mental wounds are cumulative (i.e. a character taking a *Severely Impaired* Mental Wound, also has the effects of being *Shaken* placed on them) and are recovered from in order (i.e. a *Catatonic* character becomes drops to being *Severely Impaired* after 1D6x10 minutes; *Severely Impaired* becomes only *Impaired* after 2D6 hours; *Impaired* drops to *Shaken* after 1D6x10 minutes; and *Shaken* is removed after a complete 10 minute break.)

Additionally, medically trained persons can increase the speed of recovery of a patient with a *Medical* skill roll (or other appropriate *Knowledge* skill). A successful roll (versus a TN of 11), decreases the mental wound level by one immediately. This can be repeated until the patient is fully recovered, or a failure occurs. Upon failure no further recovery rolls can be made by any character.

== Sidebar Start ==

### Bringing your Operative to Life

What is presented here is just the bare bones and mechanics of your character; now is your opportunity to bring them to life. In FTAL you are playing an operative working for a nebulous and conspiratorial organisation, but what then did they do before taking up this role? What was it that drew Pandora to them? And how where they recruited? What sacrifices did the operative have to make to join Pandora? And who did they leave behind?

As for the operative themselves, what did they want to get out of joining Pandora? Are they altruistic or do they have there own agenda? What are your operative's goals? And how do these fit with their role within the organisation? What do they do to relax, and escape the heavy, doom laden world they find themselves in?

There are many, many questions you can ask yourself to bring your operative to life, and then even more you could ask your fellow players to determine how you work together. Are you friends or is there some animosity between you? Have you worked together before, or are you all fresh faces? How is your 'boxes' relationship with Pandora's leadership? And just how do they communicate with you?

By asking yourself questions like this you will some discover that you will not only enjoy the tasks set to you by the GM even more, but that you will soon start to create your own distinct history and motivations, that will bring even more fun to the table.

== Sidebar End ==

## THE HELLBORN

The Hellborn come in many forms, from animalistic creatures that prey on the weak and lonely, through to the cunning and calculating beings that possess and control the innocence. Each Hellborn seems to have it own reason and goal in the mortal realm – from simple destruction and blood letting, through to gaining power and control over humanity.

Despite their varied motivations and modes of operation, however, one thing remains true of all Hellborn – they will corrupt and destroy humanity if they are not stopped.

## THE POWERS OF THE HELLBORN

Every Hellborn has its own unique abilities with which it attempts to corrupt and subverts those around it. There isn't likely any such thing as a 'typical' Hellborn, with each striving to achieve its own goals using its own talents. What follows, however, are some of the more common abilities to be possessed by such creatures.

- *Regeneration* - Almost all Hellborn have the Regeneration ability. Regardless of what form they are currently in, or what body they might possess, the Hellborn recovers one level of wounds per turn.
- *Possession* - Some Hellborn are able to possess those driven mad by their presence. A creature attempting such a feat, must overcome the target's Willpower (as an opposed roll). As a modifier to their roll, the victim's Willpower roll is lowered by 2 points for every point of Madness they have.
- *Mimic* - Hellborn love to torment their victims before they strike. The use of the Mimic ability allows them to look and sound like almost any creature or human they have previously observed, and it is with this power they slowly drive humans insane. It is very difficult for someone to see through such abilities, and those that do often wish they hadn't.
- *Phantasm* - Those Hellborn with this power are able to change the way the world looks to the observer. This can be small changes, such as making a door in a wall seem as if it not their, through to large, incredibly frightening visions. Thankfully, even the most powerful Hellborn have difficulty maintaining the most complex visions, and these are the easiest dispelled.
- *Incite Emotion* - Ever felt the touch of uncontrollable rage or despair? This is a power of the Hellborn. Inciting emotions is often the best way of compelling someone to act in the way the Hellborn want, and is generally harder to resist than most powers (as we are all subject to emotions as humans).

In play, these powers can be used automatically, with the intended victims needing to make a Willpower roll versus the Target Number noted against the power. Success means that the target has successfully shrugged off the effects, while failure results as noted against the power.

## MADNESS & CORRUPTION

Interacting with Hellborn, be it intentionally or by coincidence, almost always results in Madness. While Pandora operatives are made of sterner stuff, and do not gain Madness as easily as other mortals, they can still be driven to corruption by taking too much mental or physical damage. Further, witnessing certain types of acts or being involved in

Every time a Pandora operative receives a point of Madness, they must roll 2d6 (as a note, non-operatives only roll 1d6 if required). If the number rolled is greater than their current Madness then they are corrupted. Corrupted characters are likely to be removed from play immediately, as they are now influenced by the Hellborn.

Madness is rarely recovered, although long periods of full rest or the understanding of a task well done may suffice.

## EQUIPMENT

Pandora operatives are well equipped, both with weapons and with the tools needed to undertake their work in the field. As stated above most mundane and regular items, such as

torches, cellphones, laptops and small arms, are easily acquired, with larger items needing more time and resources to gather.

## WEAPONS & ARMOUR

Most regular weapons (and the appropriate licences) are simple enough to acquire with little or no notice – depending of course where in the world your hunt leads you, while light body armour is easily concealed and highly effective. Larger pieces of weaponry and full combat body armour, however, may need Resource rolls to track down.

For the majority of weapons and armour refer to the Mini Six rulebook.

- *Body Armour* - Padded Leather Jacket (AV 2), Stab Vest i.e. Police Issue Vest (AV 2 versus bullets, AV 4 versus Melee or Unarmed), Concealable Ballistic Vest i.e. worn under other cloths (AV 3), Ballistic Vest (AV 5), Combat Inserts (+1 AV to other Armour types).

## FIELD EQUIPMENT

Working in the field, Pandora operatives need to be equipped with the best there is to offer. Acquiring equipment included in the list below is likely to require a Resources roll.

- Field Kit (i.e. Archaeologist's tool kit, Explorer's equipment, specialist tramping or travelling gear).
- Audio/Visual Recording equipment (specialist surveillance gear)
- Tool kit (Hi end Carpenters gear, Engineer's equipment, Electrician's or Mechanics tool kit, etc.)
- Disguise kit
- Evidence Collection kit
- Comms Devices (Field radio, GPS unit, tied network, etc.)
- Emergency Responses Kit (survival gear, Paramedics equipment, etc.)
- NBC Equipment (Gas mask, Geiger counter, etc.)
- Entry and Intrusion (Lockpicking tools, Electronic Entry Tools, Mimic Id cards, etc)
- High Spec Electronic Devices (PDAs, Laptops, Cell phones).

## PLAYING THE GAME

So you've made characters, understand that you face Hellborn Demon intent on destroying mankind, and geared up ready to face the threat. But what do you do next?

## SET-UP & INVESTIGATION

As the operatives work for Pandora, getting set-up and into the action is easy enough. The Hellborn can potentially be anywhere, undermining humanity and looking to the fall of man in almost any place or situation. The Pandora conspiracy allows operatives to travel the world and encounter new and terrifying things.

Once in the field however, the main focus of *For They Are Legion...* is investigating just where the Hellborn are and what they want. This is not a simple matter, with clues likely hidden or requiring delicate interpretation, victims terrified, unwilling to talk, and the constant worry of discovering the true threat before being ready to face it

The Hellborn rarely work in plain sight, and most prefer to use others to do their 'dirty' work, ensuring that they remain well hidden. Such agents are innocent of any corruption, working simply as bullyboys and thugs, but others they may be simple mindless drones under the total control of their demon master. This makes determining who or what can be saved a difficult task at the best of times, with victims often caught between the evil of the Hellborn and the necessary aggression of the Pandora operatives.

Further, those creatures that operate in our work are cunning and manipulative, and will be rarely caught in the open. They set-up fall-guys, traps and double backs in everything they do to ensure that they can see any threats coming. The Hellion will not be caught easily, and it takes dedicated, determined operatives to track and destroy their quarry.

While most Hellborn can be killed - although few are as easy to slay as a man - some can not. These demons must be driven from their mortal hosts and captured (to be returned to Pandora), and discovering what must be undertaken to achieve this is often more difficult than any confrontation.

## CONFRONTATION & COMBAT

Combat in the Mini Six system is usually quick and deadly, with those unprepared and surprised likely out of the fight before it even starts. Fighting with a Hellborn is even worse; in general they are strong, faster and more desperate than any human. They are also willing to sacrifice anything to ensure their continued existence in the mortal realm, a option most human are no quite so willing to take.

To succeed in fighting a Hellborn or its minions, Pandora operatives need to ensure that the odds are in their favour; that they are well prepared, well armed and are fighting on friendly ground. Too many boxes have vanished, never to be heard from again, when attempting to tackle a Hellborn threat without doing the group work.

## FALL OUT

Like an enviable tide, the operatives of Pandora will corner and trap their quarry and even the most deceitful or shadowy Hellborn will one day be wiped from the face of the Earth. Or so you'd like to believe.

Battling demons from hell is a mind rending occupation that sees many operatives fall before they've barely started. Not only must the hardest of decisions must be make in the field – often as difficult as who can live and who must die – but pitting oneself constantly against the monsters of a great evil leads only to madness and corruption.

While outwardly few Pandora operatives show the strain of their task, inwardly most have succumbed to their own vices. Be it drink or drug, violence of self loathing, fighting Hellborn is a sentence for death – and in most cases fortunately one that doesn't take too long to fall.