

Tramp Assassins

aka (roll 2d6)

hit	•	rovers
murder	••	bums
killer	•••	vagabonds
butcher	••••	drifters
avenging	•••••	hobos
homocidal	••••••	wanderers

a simple
game about
travel & killing

Tramp Assassins is a sharpie & cardboard roleplaying game about a crew of venture anti-capitalists on a deadly hunt in a world of anachronistic anarchic americana.

You are dirty, vengeful trainhoppers on a quest through the surreal hobo underground, to commit propaganda of the deed against an irredeemably bad man. Ride free, aim true!

Tramp Assassins takes place in all time periods, and yet outside of time. Mayhaps some tricky train magic is causing timelines to overlap! Whenever need to know the tech level, aesthetic or socio-political environment determine *when* someone/something is from. roll 1d6:

- ▣ 1800s-1910s steampunk, wacky gadgeteering, worlds fair, hoop skirts & unicycles, bombs, “turn of the century”
- ▣ 1920-30s dustbowl hobo, depression era, banjos, bindlesticks & clown makeup, olde-timey vaudevillian
- ▣ 1940-50s beatnik rambler, poetic artistes, avant garde literature & music, travel as self-exploration
- ▣ 1960-70s yippie radical, weather underground, drugs, leftist guerilla movements, newly liberated sex freaks
- ▣ 1980-90s street punk, spikey leather & chain, chaos, alleyways, bdsm baddies, over-the-top road warriors
- ▣ 2000s+ rioter, convergence chaser, tight op-sec, REI dumpster, burner phones & scamouflage, “the east”

But don't let the result dictate anything to you! It is here as mere inspiration, as are the other Spark Tables you will find in this gamebook. Above all else remember:

The Golden Rule

It's always up to you & your crew. If you and yours don't like a rule, change or ignore it. There is no correct way to play this game.

What you need would be nice to play;

- ⊗ 2-5 people : More or less is proolly fine too.
 - ⊗ Cardboard : Ideally a big piece and a bunch of small
 - ⊗ Sharpies : Different colors could be cool.
 - ⊗ 6 d6 Dice : Same dice you need to play Hot Dice
- Other things like; Crayons, Thumbtacks, Glue, Duct Tape, Pencils, Spray paint, Museum tack, could come in handy.

Conductor - is the tramp who is driving the adventure! They are the DM / GM / storyteller. They're also here to have fun, but they're more focused on managing the game as a whole as opposed to the minutiae of a single character. You think you could wear the Conductor's hat? All it requires is a willingness to try & that child's imagination we were all born with!

Riders - aka Tramps, 'bos, or players. These are the PCs or player characters. The stars of the show! You get to;

- Pretend to be a hobo
- Narrate their actions
- Manage a buncha junk
- Try to kill someone

Safety Tools

Before you begin play, have a conversation about the content of the game and include any;

Third Rails - themes or content that are deemed off limits.

Players should also know that at anytime while playing they can declare that the story has gone;

Off the Rails - the game is paused and current scene comes to an end.



A softer Players can also ask each other to;

Mosey-on-down-the-road - move on from the current scene gracefully.

MAPS & TRAVEL

Get out your largest piece of cardboard and put it somewhere everyone can reach.

Take turns drawing a line, with yer EYES CLOSED, across the cardboard with a sharpie.

Try to make your line without any turn sharper than ~45 degrees

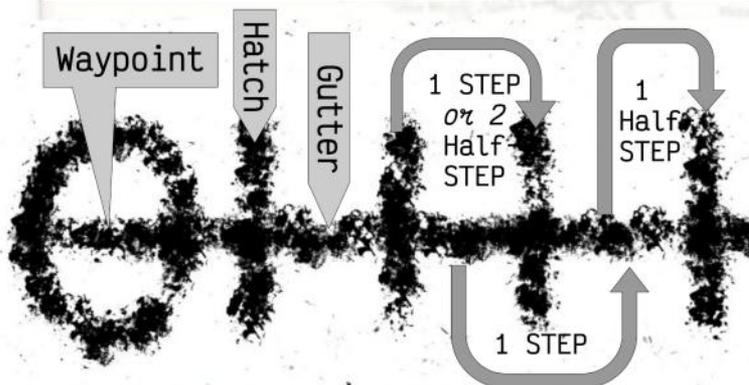
Draw a circle at each intersection to represent a **waypoint**. While yer at it, draw a couple in the middle, or at the end of a line. Have ~10 waypoints.

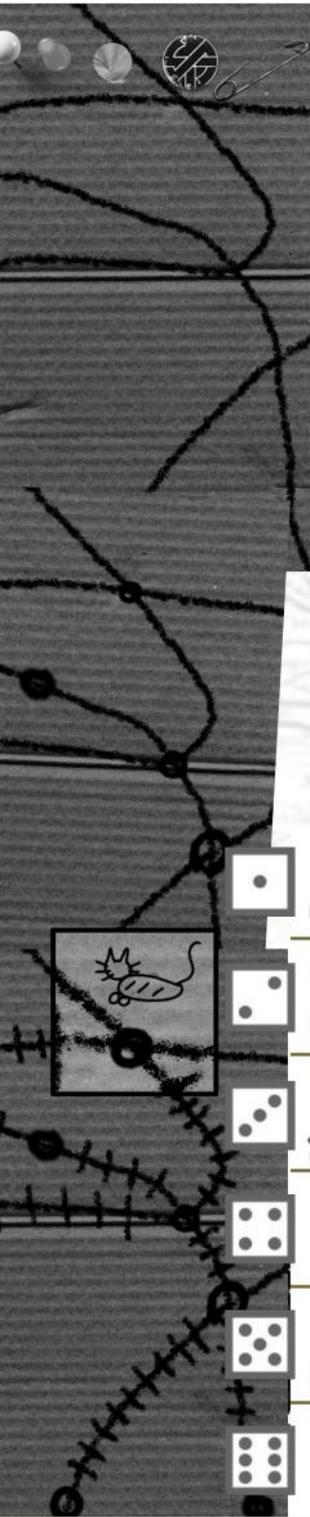
Now between each of these points, draw some track hatches. There can be extra long or short tracks, but try to make about 4-9 track marks btwn each point of interest.

"Yer traveling now kid..."

To travel from Hatch to Hatch is
one Full-STEP
or two Half-STEPs .

The spaces btwn Hatches are **Gutters**.
To go btwn Gutters & Hatches costs;
one Half-STEP





Pins & needles make good character tokens.

Unless otherwise stated, travel is assumed to be a group effort and is resolved through The Engine mechanic

Waypoints : points of interest

Waypoints are places where the *Riders* can get off and explore/rest/kill etc. Establish the details of your starting waypoint and a few others, but leave some unwritten til they come up in play.

To flesh out waypoints: Roll 4d6 to generate 2 hobo symbols from the chart below. Draw the symbols next to the waypoint and use them as inspiration for that location. Example;

*Kindhearted lady + Bread = Dottie's Diner
Dottie is known to feed hobos at night*

kindhearted lady	judge lives here	doctor no charge	man with gun lives here	kind gentleman lives here	dishonest person lives here
poor people live here	beware thieves about	tramps here	mean dogs here	POLICE	people are afraid
courthouse or police station	jail	good place to catch train	safe camp	dangerous place	here is the place
work available	good chance to get money here	good for a handout	good water good place to camp	good road to follow	hobos arrested on sight
bad water	telephone	bread	trolley	be ready to defend yourself	town allows alcohol
anything goes	get out fast	tell pitiful story	hold your tongue	nothing doing here	you'll get cursed out here

BUILD~A~BO

Place name "Nickname"
the Nonsensename

A proper 'bo monicker is;
A Place, A Nickname, & Some Nonsense

If yer having trouble, try this:

- What state, city or county did you first sleep outside?

ie; Norcal, Philly, Tuscaloosa

- What was your one of your grand-parents' names? Shortened.

ie; Josephina = Jo, Seph, or Fina

- What's yer favourite hobo slang or nonsense word? *ie; moon-covered,*

on-the-fly, mulligan-stew

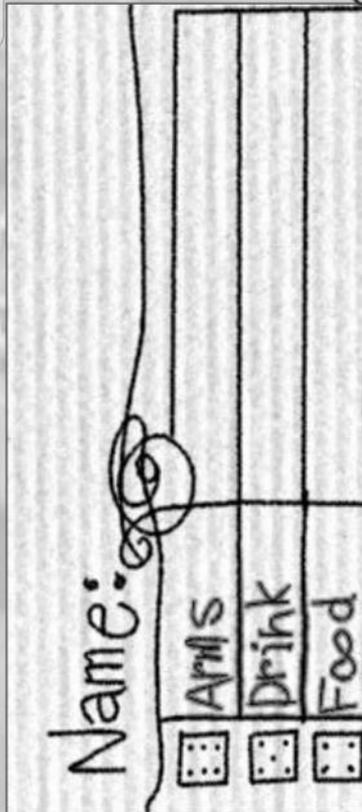
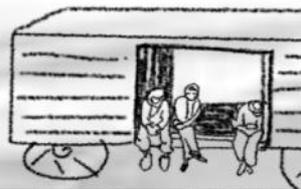
Now put those 3 names together in any order like;

- *Norcal "Jo" Screwsloose*

- *On-the-fly "Fina" Philly*

- *Seph the Tuscaloosa*

Trackgreaser



There is no official character sheet, *sharpie on a cardboard box-flap* is the traditional method for recording your character's information.

Category	☐	☐	☐	☐	☐	☐	☐
Arms:	Gun	Knife	Fistload	Rock	Bomb	Umbrella Blade	
Food:	Gorp	Donuts	Can o' Beans	Curry Bag	EBT Sushi	Pizza Bones	
Drink:	EtoH	Water jug	Tinctures	Space -bag	Coffee	Tea Thermos	
Habit:	Coogle	Fiddle	Journal	Rollies	Spray- paint	Plant Book	
Junk:	Lucky Charm	Bindle -stick	Old Socks	Mommy Issues	Milk Crate	Love Letter	
Kit:	Tarp	Bed Roll	Campstove	Multi- tool	Carabiner	Chaos Pouch	



In yer pack

'bos are defined by what they carry. To determine your starting Gear roll 6d6:

∅ Each number representing a type of resource

- ☒ - Arms : a deadly weapon
- ☒ - Food : nom nom
- ☒ - Drink : any consumable liquid
- ☒ - Habit : what your fiddle with
- ☒ - Junk : the baggage yer lugging around
- ☒ - Kit : proper useful survival tools

A result of ☒☒☒☒☒☒ means you start with 3 Arms, a Food, a Habit and some "useless" junk.

As you decide what your stuff actually is, say it out loud & write it down. No one may have a duplicate of a specific thing, including you. *Synonyms & adjectives are acceptable.*

A Tramp is only next-to-nothing without Gear. If you end up losing or giving up all yer Gear, you are still fine for the moment.

{In fact the Conductor may rule that you have a mechanical edge when moving fast & freely}

However, if due to some consequences, you are told to lose a Gear and you have none, your *Rider* must be retired. Tell the table how you leave the story; Death, arrest, sellout, love-jail, a day job, its up to you.

If you wanna keep playing; Roll up a new 'bo!

Roll	STEPs
☒☒☒☒☒☒	6 STEP _s
☒☒☒☒☒	5 STEP _s
☒☒☒☒☒	4 STEP _s
☒☒☒☒	3 STEP _s
☒☒☒	2 STEP _s
☒☒☒	10 STEP _s

Gear can be used for any number of things within the narrative, but there are two important mechanical uses:

- If you roll **Three of a Kind**, & you have Gear of that same die result(6 is Arms, 5 is food, etc) you can score those 3 dice as STEP_s equal to that die result, with trip-1s being worth 10 steps!
- You can **spend** a piece of Gear to give yourself or fellow tramps STEP_s of that same value described above.

THE ENGINE

rule
rewar
dange
obsta
consequ

Start Here:
Rider names
their course
of action

← discourse →

Conductor
names the
stakes

Goal & Strategy.
"what do i want"
"how am i doing it"

"how many
steps will
it take"

HOT
DICE!

It is usually decided
beforehand if any other
character or force is
rolling with or against

IF all
dice are
scoring

IF any
dice are
unscored

Any leftover dice?

with

When *Riders* are working on
a goal together, PASS the
dice around the table
after each roll.

progress is safer when
working together

PUSH

PASS

STAY

against

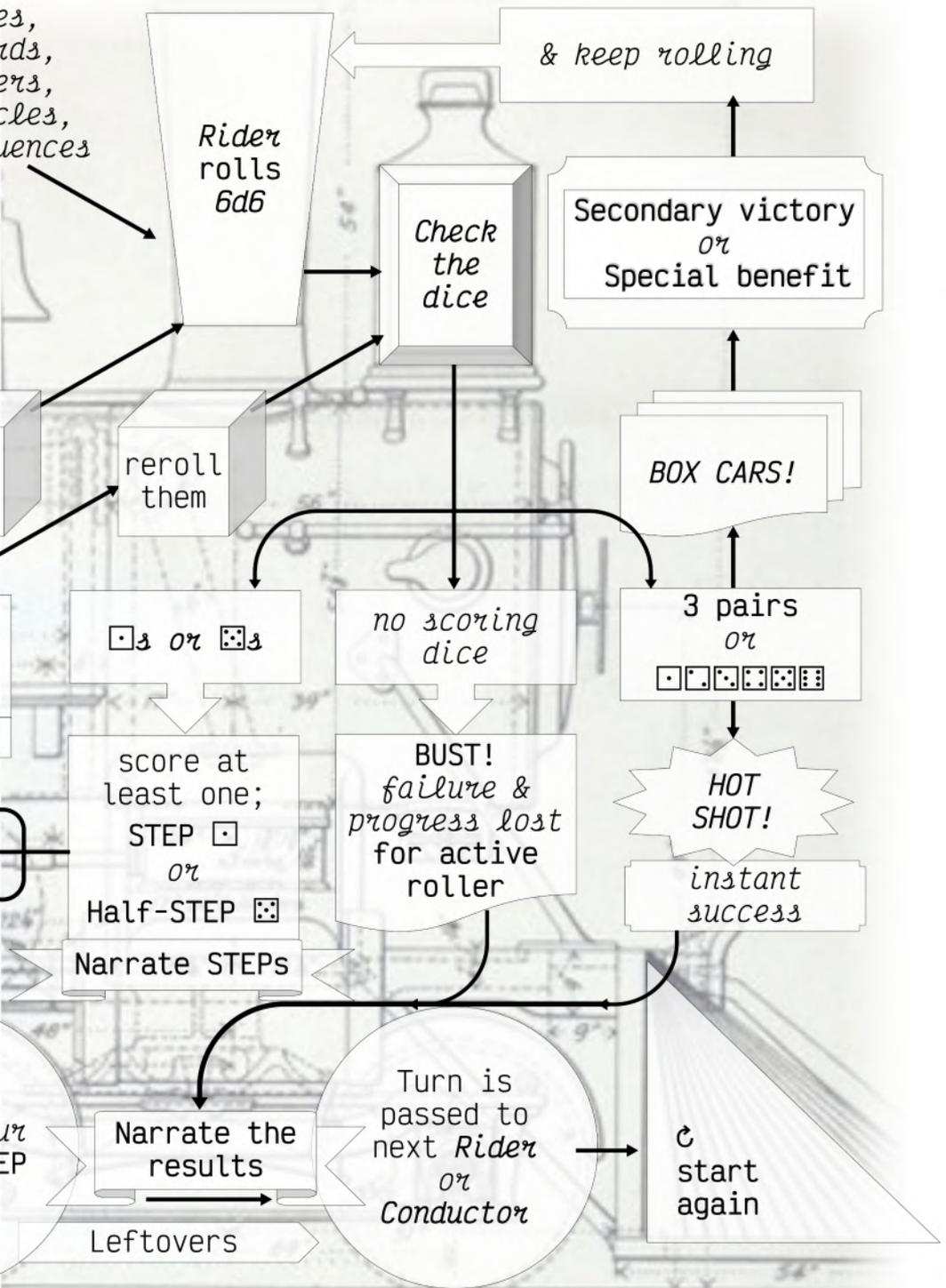
When there is an active
force opposing you, PASS
that *Rider* or *Conductor*
the dice after each roll

Their scored STEPS will
count against yours!

STEAL:
opt.
rule

STAY:
Accept your
scored STEPS
total.

*the *realist* 'bos may notice; there are some differ



ifferences btwn this and traditional "Hot Dice"

THE ENGINE

the long written-out form...

The Engine is a tool for resolving broad or sweeping story action, it is different than say, freeform roleplaying or downtime activities {but may be interrupted by instances of such play}. It's for the long scenes like travel, heists or fights.

It starts when a *Rider* or *Riders*, names a course of action. In doing so they should be expressing their general goal and strategy. This is not "I open the door," its more like

"Thru our contacts, we hunt down the Marquis's location."

Through naming their course, *Riders* should answer the questions "What do i want?" & "How am i doing it." The *Conductor* will respond by naming the stakes & at least answering the question "How many steps will it take." Stakes can include;

- ⊗ The consequences of failure & the rewards of success
- ⊗ Possible dangers & obstacles along the way
- ⊗ Any additional, optional & special rules

Not all stakes have to be named, they can change along the way, & some may be secret to the *Riders* at first.

These first two stages are often more of a back and forth conversation or negotiation between *Rider* and the *Conductor*, but are essential to do before dice are rolled. Once complete the *Rider* rolls six six-sided dice aka 6d6.

If one is familiar with the game Hot Dice, this part will be very familiar. Check the dice for these possible results;

3 pairs

▣ ▣ ▣ ▣ ▣ ▣

1s or 5s

no scoring dice

BOX CARS

HOT SHOT

STEP & HALF-STEP

BUST

BOX CARS means that you have found an ideal position or situation. What you use it for is up to you. This result means the active roller, in negotiation with the *Conductor*, gets to achieve some secondary victory {like killing a low-level bad man} or gain some special benefit {like a windfall of supplies}. After that has been canonized with the narrative, play starts over with that *Rider* rolling 6d6.

HOT SHOT means the active roller instantly succeeds at their aim. If the HOT SHOT was rolled by an opposing force, they are immediately successful preventing the other *Rider/s* goal.

STEPS ▣ & HALF-STEPS ▣ are "scored" meaning the physical dice are placed aside. Each HALF-STEP represents action or progress taken toward an aspect of a goal, like setting up a meeting or putting your boots on. A STEP {aka FULL-STEP} represent something more substantial like having a meeting or boot stomping someone.

Narrating each STEP is completely optional.

The active *Rider* must score at least one STEP to move on to their next decision; PUSH PASS or STAY, but first;

BUST - If the dice are rolled and there are no scoring dice or special rolls(HOT SHOT, BOX CARS) The active *Rider* immediately fails at their objective and unless otherwise stated, any STEP progress for that *Rider* is erased. Narratively this can mean all their effort ended up being counterproductive or was planned for by the enemy.

PUSH, PASS or STAY - Once the active *Rider* scores at least one STEP(FULL or HALF), they may have up to 3 options.

- ⊗ A *Rider* may PUSH when they want to continue tempting their luck and rolling again. Whatever unscored dice remain are rolled again and checked for scoring, special rolls etc. If all the dice are ever all scoring, the active *Rider* has to PUSH. This is also known as HOT DICE!
- ⊗ A *Rider* usually doesn't have the *choice* to PASS or not, but it could come up. It is more often dependent on whether the *Rider* is already working together with their teammates, in which case all *Riders* PASS the dice between each roll OR when the *Conductor* is rolling for some oppositional force, in which case the active *Rider* will PASS the dice to the *Conductor* as they instruct. An active opponent's scored steps will count against yours! When you PASS the dice, the new active roller decide whether to then PASS or PUSH.
- ⊗ A *Rider* may choose to STAY if they think the STEPS they've acquired so far are sufficient to succeed at their task. If it turns out the *Rider* doesn't have enough STEPS to complete the task, the *Conductor* is still obliged to give some concession appropriate to the STEPS achieved. If the *Rider* has more STEPS than necessary their excess progress or **leftovers** can be turned into some added bonus on top of their success OR they give their leftovers to next *Rider*, represented by some "setup" action.

Optional Rule: Stealing. For those that wanna play in a more cutthroat world/game. Whenever someone STAYS, their unscoring dice may be picked up and rolled by the next person in the turn order, including the *Conductor*. If they BUST, the progress remains with the original roller. If the dice are scoring, they steal the previous roller's progress and keep rolling on top of it until they either choose to STAY or BUST.

When the results of a *Rider's* turn has finally been resolved, the *Conductor* & *Riders* should narrate the results. The turn passes to the next person or whoever called "next," and The Engine starts over from the top for that new roller.

Or you go back to freeform roleplay til someone has an action that would require the use of The Engine mechanics.

ROAD TO TERMINUS

Dearest *Conductor*, This section is meant to assist you, but other 'bos can read it & I don't think it'll ruin the game.

Obstacles

On the way to kill the bad man the crew should encounter at least 5 sub-missions like;

- Heist to get supplies
- Recon to find his train
- Infiltration to get close
- Riot for a distraction
- Brawl to take out guards
- Race to get in position

Or whatever your players come up with as their own plan.

Also consider: *"There are six trains & the bad man is on one of them..."*



The Bad man

We don't need to know everything about him at the start. *{do I even have to say that the bad man can be a non-man?}*

Periodically ask the players questions like:

- "Why does your character want to kill him?"
- "What's something he's done that makes him bad?"
- "How ya think the world will change once he's dead?"
- "When did you first encounter the bad man or his ilk?"
- "Who of yours has the bad man hurt?"
- "Where can you no longer go b/c of the bad man?"

Consequences

Threaten the player's Gear first, then their position in the world, & lastly threaten their character's lives,

If the player's fail at at crucial element of the plan give them a **MARK**, which will be used against them in the Terminus phase.

Rewards

The very easiest reward is *players get 1d6 Gear*, but don't forget introducing allies, information, or fun!

Whenever the players complete a satisfying sub-mission, give them a **SHOT**, which will help them during the Terminus phase.

Alternate Rules

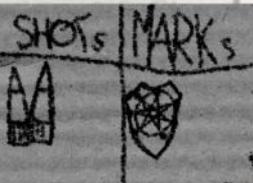
Make 'em up! Do tell the other players when the conditions are altered. Many of the best rulings I've ever made/seen came up on the spot. Heck, please email me yer alternate rulings & maybe I'll put em in the next edition Here are some ideas I just didn't have time or space to get to

- Trips-triggered superpowers
- Resource for rerolls
- "Liar's Dice" version
- Evil die eats STEPs on a 6
- Everyone has a different nickname for everyone else

NEW
CORRIDOR
TRAIN.
(WEST COAST
ROUTE)

NO. 1. THIRD CLASS
DINING CAR.
2. CORRIDOR.
3. FIRST CLASS
DINING CAR.
4. KITCHEN.

Terminus



The concluding phase resolves the **SUCCESS**, **AFTERMATH** & **FORTUNE** of the assassination attempt & assassins.

Tally up all **SHOTS** & **MARKS** the party has acquired.

Players can collectively trade 6 Gear for one **SHOT**

Players get a **MARK** for every *Rider* retirement.

Roll 6 dice, two at a time. and consult the historical assassin faces chart to determine the outcome.

The first two dice will determine:

⊗ The **SUCCESS**fulness of the assassination attempt.

The second & penultimate pair will dictate:

⊗ The immediate **AFTERMATH** or lasting effect.

And the very last dice roll will tell us:

⊗ The final **FORTUNE** of the assassins themselves.

The result on the dice will correspond to the historical **SUCCESS**, **AFTERMATH** & **FORTUNE** of the figure presented.

Discourse about the historical record is encouraged!

The *Conductor* may spend a **MARK** to force a die reroll.

The *Riders* may spend a **SHOT** to reroll a die, or cancel the effect of a **MARK**.

Once all **SHOTS** & **MARKS** have been spent; tell the story.

Leon F. Czolgosz



Dmitry Vladimirovich Karakozov



Gavrilo Princip



Galeanisti



Alexander "Sasha" Berkman



Laureano Cerrada Santos



Dmitrii Grigor'evich Bogrov



Germaine Berton



Michele Angiolillo Lombardi



Émile Henry



Kurt Gustav Wilckens



Alfredo Luis da Costa & Manuel Buíça



Mateau Morral



Manuel Pardiñas Serrano



Luigi Lucheni



Sergey Mikhaylovich Stepnyak-Kravchinsky



Jean-Baptiste Victor Sipido



Wong Sau Ying



Narodnaya Volya = Peoples Will



Kaneko Fumiko



Tetsuya Yamagami



Raúl Pellegrin & Cecilia Magni



Walter "Valerio" Audisio



Violet Gibson



Joëlle Aubron



Ted Kaczynski



Herman Bell



Sante Geronimo Caserio



Arthur Caron



Gaetano Bresci



Gino Lucetti



Liú Shifu



Emil Max Hödel



Vera Ivanovna Zasulich



Samuel "Sholom" Schwarzbard



Giovanni Passannante



<p>Tetsuya Yamagami Assassinated Shinzo Abe with a homemade shotgun, the former Prime Minister of Japan, in 2022. Yamagami told investigators that his motive had been personal rather than political. Surprising backlash against Unification Church.</p>	<p>Kaneko Fumiko Based on historical records, Kaneko Fumiko (1903-1926) was a Japanese anarchist and nihilist who plotted to assassinate members of the Japanese Imperial family. Kaneko was sentenced to death, refused a pardon & took her own life.</p>	<p>Narodnaya Volya - Peoples Will Revolutionary socialist political organization operating in the Russian Empire, which conducted assassinations of government officials in an attempt to overthrow the autocratic Tsarist system.</p>
<p>Violet Gibson Irish-born British woman who attempted to assassinate Benito Mussolini in 1926. She was released without charge but spent the rest of her life in a psychiatric hospital in England. Triggered a wave of popular support for Mussolini.</p>	<p>Walter "Valerio" Audisio Italian partisan and communist politician. A member of the Italian resistance movement during World War II. Involved in the capture & death of Benito Mussolini, and is believed to have personally executed him.</p>	<p>Raúl Pellegrin & Cecilia Magni Members of the urban guerrilla group Manuel Rodríguez Patriotic Front. Ambushed a motorcade carrying Chilean dictator Augusto Pinochet on 7 September 1986. Failed due to unexploded munitions. Triggered wave of repression.</p>
<p>Herman Bell BPP & Black Liberation Army member, one of the SF 8 defendants. Plead guilty to killing Sergeant John V Young in the Ingleside police station in 1971. Convicted of killing 2 more cops in Harlem. Released in 2018.</p>	<p>Ted Kaczynski AKA the Unabomber. Murdered three people and injured 23 others between 1978 and 1995 in a nationwide mail bombing campaign against people he believed to be advancing modern technology and the destruction of the natural environment.</p>	<p>Joelle Aubron Member of Action Directe that allied itself with the Red Army Faction. Along with comrade Nathalie Ménigon she is consider responsible for the assassinations of General René Audran and Georges Besse.</p>
<p>Gaetano Bresci Italian anarchist & weaver. Assassinated the king Umberto I of Italy in response to the Bava Beccaris massacre. Memorialized as an anarchist martyr with a monument in Carrara.</p>	<p>Arthur Caron French Canadian anarchist and a member of the Industrial Workers of the World. Masterminded an attempt to assassinate John D. Rockefeller, but was killed when the bomb went off prematurely.</p>	<p>Sante Geronimo Caserio Italian anarchist. Fatally stabbed Marie François Sadi Carnot, President of the French Third Republic, to avenge the executions of anarchist bombers. "Courage, cousins-long live anarchy!"</p>
<p>Emil Max Hödel Plumber from Leipzig, Germany, and a propaganda of the deed anarchist, failed to assassinate the German Emperor, Wilhelm I. His actions were used to justify the Anti-Socialist Law.</p>	<p>Liu Shifu Influential Chinese revolutionary. Liu attempted to assassinate Naval Commander Li Zhun but Liu failed and lost one hand in an accidental explosion. 3 years in prison. Loved Esperanto.</p>	<p>Gino Lucetti Italian anarchist and anti-fascist who attempted to assassinate the dictator Benito Mussolini in 1926. Sent to prison but was freed or escaped in 1943. Anarchist brigade named after him.</p>
<p>Giovanni Passannante Italian anarchist who attempted to assassinate king Umberto I of Italy. Sentenced to life imprisonment, conditions of which drove him insane. Consequences included crackdowns & retaliations.</p>	<p>Samuel "Sholom" Schwarzbard Russian-French poet, communist & anarchist. Shot and killed Symon Petliura, whom Sholom held responsible for the 1919 Ukrainian pogrom of jews, in which Sholom lost his family. Acquitted.</p>	<p>Vera Ivanovna Zasulich Russian revolutionary & Karl Marx correspondent. Shot and seriously wounded Colonel Fyodor Trepov in response to his treatment of political prisoners. Acquitted & hero-worshipped!</p>

<p>Gavrilo Princip Bosnian Serb student who assassinated Archduke Franz Ferdinand and Duchess von Hohenberg, in Sarajevo on 28 June 1914. Set off a chain of events that led to the outbreak of World War I.</p>	<p>Dmitry Vladimirovich Karakozov Russian political activist and the first revolutionary in the Russian Empire to make an attempt on the life of a tsar. His attempt to assassinate Tsar Alexander II failed and Karakozov was executed. Antinihilism surged.</p>	<p>Leon F. Czolgosz Polish-American laborer and anarchist who assassinated United States President William McKinley on September 6, 1901, in Buffalo, New York. Caught in the act, Czolgosz was tried, convicted, and executed. Antianarchism surged</p>
<p>Laureano Cerrada Santos Notorious forger and Spanish CNT veteran. Together with other MLE-CNT comrades, attempted to assassinate Franco by plane. There were a lot of shenanigans, and it maybe failed due to internal betrayal? It was a very confusing book.</p>	<p>Alexander "Sasha" Berkman Russian-American anarchist who, in response to the Homestead massacre, shot and stabbed industrialist Henry Clay Frick, who survived. While demonstrating heroism, his attentat was universally regarded as a dismal failure.</p>	<p>Galleanisti Followers or supporters of the insurrectionary anarchist Luigi Galleani. Their bombs killed people, but almost completely missed their targets like; John D. Rockefeller & US Attorney General A. Mitchell Palmer</p>
<p>Michele Angiolillo Lombardi Italian anarchist. Assassinated Spanish Prime Minister Antonio Cánovas in 1897, in response to the repression and mass torture at Montjuich. Captured and executed. Street named after him!</p>	<p>Germaine Berton French anarchist and trade unionist. She is known for the murder of Marius Plateau, a royalist & editor for the Action Française journal. Her mugshot is in a number of surrealist art pieces.</p>	<p>Dmitrii Grigor'evich Bogrov Ukrainian Jewish lawyer, disturbed by Russian pogroms & feeling guilty for his Okhrana(police) collaboration, assassinated the Russian Prime Minister Pyotr Stolypin @ the Kyiv Opera House.</p>
<p>Alfredo Luís da Costa & Manuel Buiça Journalist & schoolteacher were the two assassins of the 1908 Lisbon Regicide of King Carlos I of Portugal and the Prince Royal, Luis Filipe. Venerated as heroes of the First Portuguese Republic.</p>	<p>Kurt Gustav Wilckens German anarchist, who killed Lieutenant Colonel Hector Benigno Varela, the Argentine military leader responsible for the brutal repression & massacre of hundreds of workers on strike.</p>	<p>Émile Henry French anarchist who took credit for a series of bombing including the Café Terminus, which he targeted for being a representation of the bourgeoisie. "there are no innocent bourgeois"</p>
<p>Luigi Lucheni Italian anarchist and the assassin of Empress Elisabeth of Austria in 1898. Resulted in the International Conference of Rome for the Social Defense Against Anarchists.</p>	<p>Manuel Pardiñas Serrano Spanish anarchist who shot and killed José Canalejas, the Prime Minister of Spain. Inspired by execution of Francisco Ferrer. Was said to have committed suicide, but had two bullet wounds.</p>	<p>Mateau Morral Anarchist librarian. Attempted regicide of Spanish King Alfonso XIII & Queen Victoria Eugenie, on their wedding day. Shot himself. Was the pretext to execute anarchist Francisco Ferrer.</p>
<p>Wong Sau Ying Chinese anarchist. Avenging her dead lover, she detonated a bomb at that Chinese Protectorate in Kuala Lumpur, only injuring the british officers. Mass arrests & deportation of anarchists.</p>	<p>Jean-Baptiste Victor Sipido 15 yo Belgian anarchist. Attempted to assassinate Albert Edward, Prince of Wales, at the Brussels-North railway station in Brussels on 5 April 1900. Acquitted due to his youth.</p>	<p>Sergey Mikhaylovich Stepanyak-Kravchinsky Russian revolutionary. Stabbed to death the head of Russia's secret police General Nikolai Mezentsov in 1878. Fled to UK and spent the rest of his life writing & lecturing among leftists.</p>

FINAL THOUGHTS

This game has been a bouncing around my brain for a very long time, with multiple points of inspiration.

For a little over a decade, I *allegedly* got around the country by riding trains. They were lovely adventures that I hold dear to my heart. When you are on a tramping, you have an ocean of free time. Sometimes I could get my road dogs to play some freeform roleplaying games to pass the time. I always dreamt of a roleplaying game that could be played in the jungle and whose rules could be easily learned by any old 'bo.

The other spark was probably the very first time I heard some fellow taTTeRPaGe nerds mention the term "Murder Hobos" to describe the playstyle of most D&D games. I thought, "I wanna play actual murder hobos!" but that was never what they were talking about.

So here is my bridge, to all the train punx, oogs and rambler, here is an introductory roleplaying game that is designed to be playable in the nastiest of jungles & to all my geeks & D&D freaks, here is a taste of the world of real world tramps - as authentic as I could make it without giving away any secrets.

b/c we've all had to do some;



walking



local busing



amtrak bathrooming



free-bike riding



greydog scamming



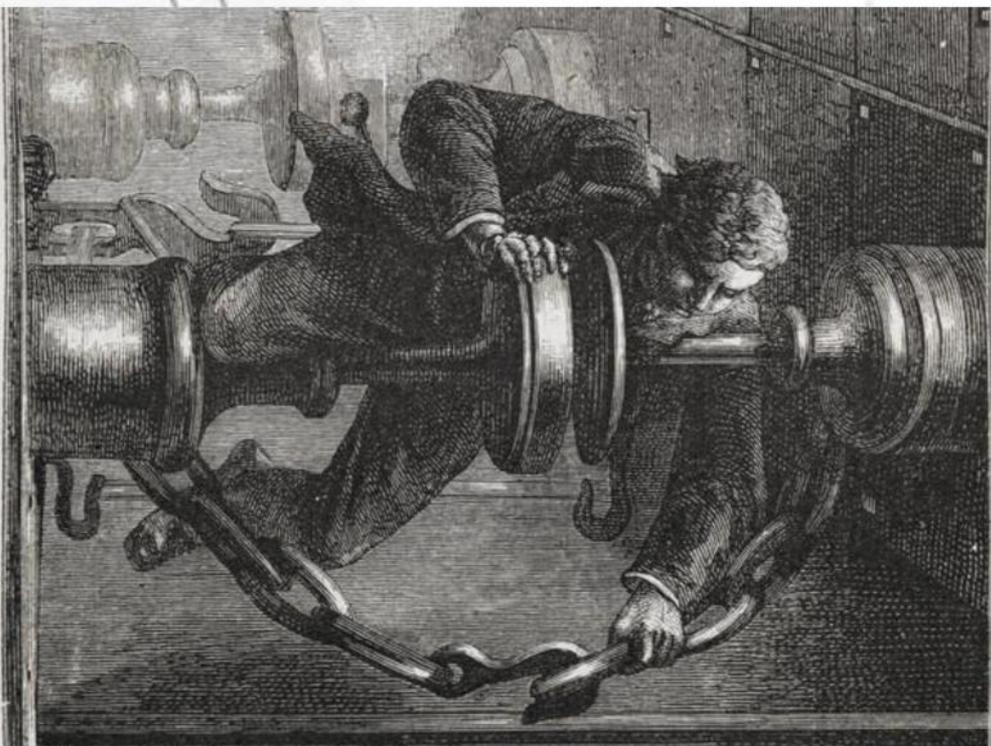
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This is the first thing I ever wrote about this game but it didn't end up fitting anywhere:

You stumble through the jungle and plop down round a campfire to overhear;

"I have it on good anti-authority that when famed anarchist Alexander "Sasha" Berkman traveled to Pittsburgh in order to kill the industrialist bastard Henry Clay Frick, he got there by riding freight trains. Most say the train riding part was hogwash, and sadly the assassination attempt was a buffonish failure for which Sasha suffered greatly..."



This game is not intended to instruct anyone in, nor promote any criminal activity including trespassing, vagrancy or political assassination.

*"Load up on guns, bring your friends
It's fun to lose and to pretend"-KC*

Special Thanx to;

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