



A DISASTER SHARK
ADVENTURE FOR
SAVAGE WORLDS



DOG HOUSE RULES PRESENTS

TRAILER PARK

Shark Attack



DHR3002SW

NO
VACANCY

TRAILER PARK SHARK ATTACK!

A Disaster Shark Adventure for Savage Worlds



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PLAYTESTERS

BREEZY LAWN MOBILE VILLAGE

Michael Mazzafro, Candace McAfee, Jason Wooldridge,
Bert Garcia, Arlene Allen

PINK SUNSET MOBILE CITY

Ingmar Slomic, Marisa Facey, Dana Warner, Dirk Warner

PINK ORCHARD TRAILER TOWN

Edd Booher, David Claborn, Marko J. Sertic, Brodie Kreder, Alex Kreder

DIAMOND PINES MOBILE HOME PARK

Geoffrey Lea, Elizabeth Davidson, Jenae Guinn, Russ Parker,
Richard Fafard, Chris Thesing

GRAND RIVER CHATEAU

Chris "Savage Mommy" Fuchs, Jim Autry, Jason Sulwer, Todd Peters,
Francois Labreque

SHADY MAGNOLIA TRAILER VILLA

Jennifer Soles, Josef Lenz, Bridget Pool, Scott McKinley, Dan "Oz" Smith

HONEY LAKE MOBILE COMMUNITY

Steven James Pope, Buckle Nagle, Jordan Caves-Callarman, Eric Reichert,
Tyler Rhoades, Gaurav Gulati, Jordan Pridgen

BREEZY HILLS TRAILER VILLA

David Olds, Kent King, Rick Crabtree, Edward Linder, Theo Linder,
Barbara Connett, Mitchell King

WHAT THE HECK IS TRAILER PARK SHARK ATTACK!?

The trailer park is flooded with sharks! Can you survive? Pick a character at random. If you get chewed in half by a shark, pick another 'Parker and keep playing.

Trailer Park Shark Attack! is a **Savage Worlds** disaster shark adventure that is in the same chum-filled vein as made-for-TV shark movies that are so bad they're good.

The killer shark movie genre has some of the best B-movie carnage ever presented on the small screen. This adventure is designed to be played like one of those low-budget Saturday night movies. It's fair to say that the full genre of shark disaster movies has provided inspiration for the making of this adventure.

In this fast, furious and fun adventure you get to pick from three different scenarios and many different scenes and dilemmas to make your own special adventure in a flooded trailer park. With the combination of different scenarios and complications you could play **Trailer Park Shark Attack! (TPSA!)** not once or even twice but ... well ... a whole bunch of other times, maybe more than we can count!

The GM will decide which scenario to play. Meanwhile, each player will choose one of the 24 everyday trailer park residents at random and if the 'Parker dies, the player just picks another from the character pile and starts playing the new Wild Card. The game is designed with six players in mind – as it was played in its original convention format – but it can work with 2-8 players. If less than four players are treading the waters, the GM is encouraged to have each player draw two cards from the character pile.

Why did your trailer park flood? Why is it full of sharks? Make it to the end and find out!



SETTING RULES

The Dog House Gang recommends the use of these Setting Rules in **Trailer Park Shark Attack!** so the game play flows like a low budget B-movie.

Beer Bottles and Tire Irons

To follow suit in the shark movie genre where make-shift weapons are used regularly, there are no penalties for using improvised weapons.

Gritty Damage

Life is tough in the Park, especially when it's flooded with sharks. See **Savage Worlds** rules for more information.

CHARACTER CARDS

TPSA! comes with 24 fully-designed characters. That's a lot of 'Parkers! DHR has provided a set of character cards for your convenience.

This game is meant to mimic the shark movie genre which doesn't always have the best and brightest in the mix. It's highly advised **NOT** to let the players pick and choose the optimum group of gun-toting ass-kickers that are strapped with a cool Jon boat or mud bogger to "win" this adventure. No sir. That's not how we do it in the trailer park. We have a saying in the Park, when life gives you lemons you make grain alcohol lemonade.

Here's what we recommend that you do:

Print out all the character sheets, put the Gator Rassler and the Mud Bogger aside, mix up the rest and put them in a stack face down. Then insert those two remaining characters – that have a means to escape – somewhere in the bottom half of the stack. Next, have the players pick from the top of the pile, from the youngest player to the oldest player. What they get is what they play! Half the fun of **Trailer Park Shark Attack!**

TRAILER PARK SHARK ATTACK!

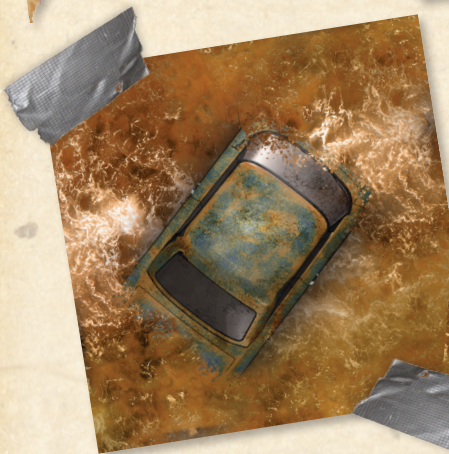
TRAILER PARK NAME GENERATOR

For added fun, before you start playing, have the group roll up a name for their very own trailer park. Roll a d20 for each column and add the pieces together. Are you playing in the Lucky Flamingo Trailer Resort or the Breezy Dream Mobile Manor?

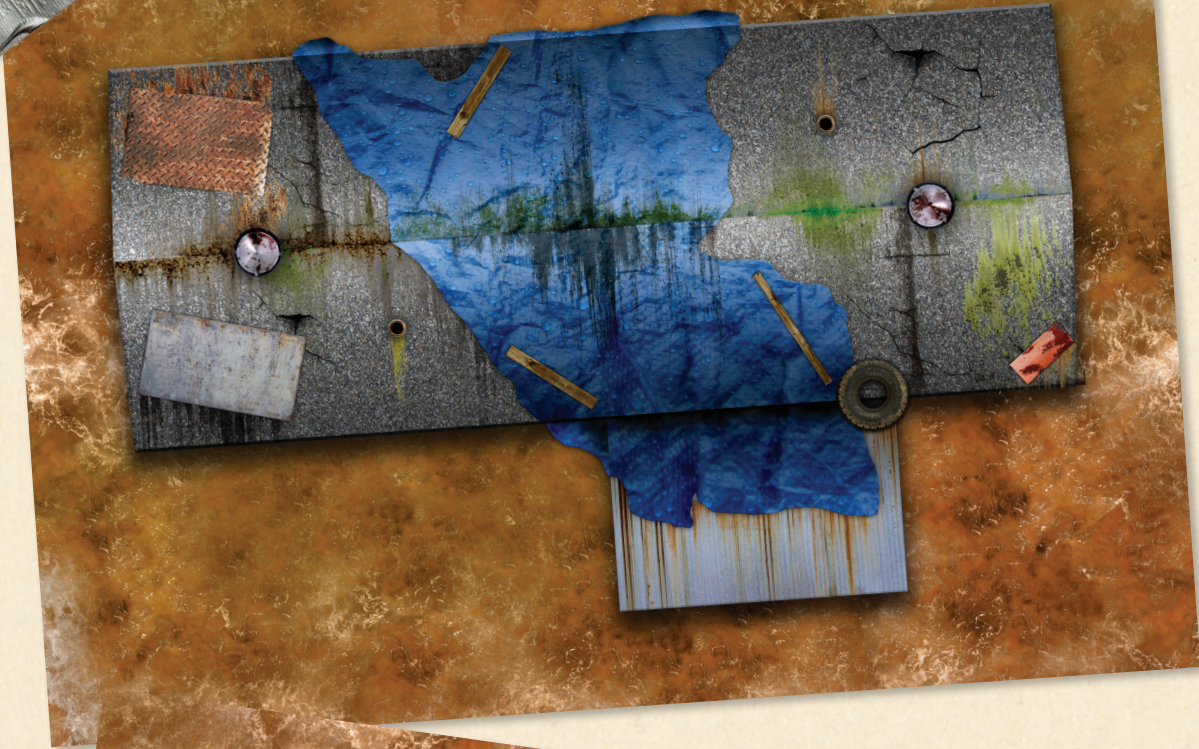
1. Blessed	Creek	Chateau
2. Blue	Dream	Country Club
3. Breezy	Flamingo	Estates
4. Diamond	Gardens	Mobile Community
5. Evergreen	Haven	Mobile Manor
6. Golden	Heaven	Mobile City
7. Grand	Hills	Mobile Home Park
8. Holiday	Lake	Mobile Home Village
9. Honey	Lawn	Mobile Village
10. Lucky	Magnolia	RV Park
11. Pleasant	Meadows	Trailer Court
12. Royal	Oaks	Trailer Grove
13. Scenic	Orchard	Trailer Resort
14. Shady	Palms	Trailer Haven
15. Spring	Pines	Trailer Home Estate
16. Summer	River	Trailer Park
17. Sunny	Skies	Trailer Town
18. Sunshine	Star	Trailer Villa
19. Pink	Sunset	Trailerville
20. White	View	Village

MAPS AND TILES

Wait there's more! **TPSA!** also comes with a full flood-zone battle mat, 7 unique maps of trailer home rooftops, a river lock map, a crashed UFO map, debris tiles and a whole slew of water conveyances that will get your 'Parkers safely to dry ground (we hope). See the [TPSA_SW_Checklist.pdf](#) for a list of the printable map documents. Here are a few examples ...



TRAILER ROOF MAPS



GUN NUT

AGILITY

D8

SMARTS

D6

SPIRIT

D6

STRENGTH

D6

VIGOR

D6

"From my cold dead hands!"

You're only a gun nut until the sharkpocalypse, then you're a hero.

SKILLS

Athletics d4
Boating d6
Common Know ... d4
Fighting d4
Notice d6+2
Persuasion d4
Stealth d4
Repair d4
Shooting d10
Survival d4
Taunt d6

EDGES

ALERTNESS

+2 Notice.

QUICK

Discard draw of 5 or less for new card.

STUFF

DESERT EAGLE (1.50)

Range 35-30-60,
Damage 2d8+2, AP 2,
RoF 1, Shots 7, Ammo 7

M-16 (5.56MM)

Range 24-48-96,
Damage 2d8, AP 2, RoF 3,
Shots 20, Ammo 20

HINDRANCES

HABIT (MINOR)

Smokes cigarettes.

OVERCONFIDENT

Best shot in the Park!

QUIRK

Talks about the 2nd Amendment way too much.

MORE STUFF

MK67 GRENADE (1)

Range 5-10-20,
Damage 3d6, MBT

WOUNDS

-1 -2 -3 IN6 -2 -1

FATIGUE

PAGE

6/D6

PARRY

4

TOUGHNESS

5

BENNIES

3

BUBBLE BOY/GIRL

"It's my first day out in the world!"

A flood...and with sharks!
Not how I expected it to be. Not one bit.

SKILLS

Athletics d6
Common Know ... d4
Fighting d4
Notice d8
Repair d10
Shooting d4
Stealth d4
Taunt d6

EDGES

EXTRACTION

Ignore one foe's free attack when withdrawing from melee with an Agility roll.

LUCK

+1 Benny per session.

SCAVENGER

Find an essential piece of equipment once per encounter.

HINDRANCES

ANEMIC

-2 to Fatigue tests.

HEROIC

Always helps those in need.

QUIRK

Naive. To say the least.

STUFF

PATCH KIT

DUCT TAPE

BUBBLE

+2 to Swimming rolls.

WOUNDS

-1 -2 -3 IN6 -2 -1

FATIGUE

PAGE

6/D6

PARRY

4

TOUGHNESS

4

BENNIES

4

AGILITY

D8

SMARTS

D8

SPIRIT

D6

STRENGTH

D4

VIGOR

D4

MUTANT GREAT WHITE SHARK

AGILITY
D8

SMARTS
D8

SPIRIT
D8

STRENGTH
D12+4

VIGOR
D12

These super-intelligent mutants - ranging from 18 to 25 feet long - can turn a human into a Mutant Sharkman with a single bite.

SKILLS

Athletics d8, Fighting d10, Notice d12, Stealth d12

SPECIAL ABILITIES

- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Infection:** Anyone bitten by a Mutant Shark has a 50% chance of transforming into a Mutant Sharkman. The character involuntarily transforms within d4 rounds. The change wreaks havoc on the human brain causing them to be crazed monsters that will attack anyone nearby. The character is essentially "dead" at this point and made into a GM-controlled creature.
- **Size 4 (Large):** Mutant great whites can grow up to 25' in length.

PAGE

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PARRY
7

TOUGHNESS
12

NOTES



SKI BOAT

WOUNDS

-1

-2

-3

INC

SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW
4 LARGE	+1	90	10(11)	1+3



MUDD BOGGER (4WD)

WOUNDS

-1

-2

-3

INC

SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW
5 LARGE	0	90	14(21)	1+7

*GREAT WHITE SHARK MINI OR
MUTANT GREAT WHITE SHARK MINI*





TRAILER PARK SHARK ATTACK CHECKLIST

Document Title	Contents	Filenames	Pages
Adventure	Full game instructions, scenarios and information for the GM to run a <i>Savage Worlds</i> adventure.	TPSA_SW_Adventure.pdf	35
Character Cards	24 TPSA! character cards for <i>Savage Worlds</i> , to create the character deck.	TPSA_SW_Characters.pdf	16
Checklist	This document! Check.	TPSA_SW_Checklist.pdf	1
Flood Water Map	Main game map; 36" x 24" versions with or without grids for printing and assembly; VTT jpg versions.	TPSA_Flood_Water_GRID.pdf TPSA_Flood_Water_NO_GRID.pdf TPSA_Flood_Water_GRID.jpg TPSA_Flood_Water_NO_GRID.jpg	21
GM Tools	Table tents, shot counters, bookmarks and GM screen for <i>Savage Worlds</i> .	TPSA_SW_GM_Tools.pdf	11
River Lock Map	Scenario map; 18" x 24" versions with or without grids for printing and assembly; VTT jpg versions.	TPSA_River_Lock_GRID.pdf TPSA_River_Lock_NO_GRID.pdf TPSA_River_Lock_GRID.jpg TPSA_River_Lock_NO_GRID.jpg	12
Stat Cards and Minis	Statistical cards for Sharks, NPCs and Vehicles; paper miniatures for selected sharks.	TPSA_SW_StatCards_Minis.pdf	27
Terrain and Vehicle Tiles	Tiles for debris, trees and vehicles for use with the game maps.	TPSA_Tiles_GRID.pdf TPSA_Tiles_NO_GRID.pdf TPSA_Tiles_GRID*.jpg TPSA_Tiles_NO_GRID*.jpg	10
Trailer Roof Tiles	Tiles of various trailer roofs for use with the game maps.	TPSA_Trailer_Roofs_GRID.pdf TPSA_Trailer_Roofs_NO_GRID.pdf TPSA_Trailer_Roofs_GRID*.jpg TPSA_Trailer_Roofs_NO_GRID*.jpg	13
UFO Crash Map	Scenario map; 18" x 24" versions with or without grids for printing and assembly; VTT jpg versions.	TPSA_UFO_Crash_GRID.pdf TPSA_UFO_Crash_NO_GRID.pdf TPSA_UFO_Crash_GRID.jpg TPSA_UFO_Crash_NO_GRID.jpg	12



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