DERBY GIRLS DESTROY DC
CAMPAIGN STARTER KIT

Unknown Armies campaign starter kits help you get started running your *Unknown Armies* campaign quickly. Each kit features the following:

- Five characters, broken and damaged and ready to go.
- One group objective for the cabal to pursue.
- A first session scenario to get things moving quickly.
- GM hooks, additional objective ideas, GMCs, and suggestions for the antagonist phase.

With this campaign starter kit, you have all that you need to fuel your imagination and get things moving. The kit takes the place of the initial planning and collaborative character and setting creation system provided in *Unknown Armies*. Players select a character, choose one or two additional relationships with the other player characters, and make these obsessed individuals their own.

Derby Girls Destroy DC is about a team of roller derby champs who, rightly or wrongly, believe that reptoids have infiltrated the highest corridors of power. They seek to uncover the truth, root out the reptoid menace, and smash their opposition in roller derby matches (not necessarily in that order).

The characters are:

- **Dana Skull-y:** She's the team's pivot, founder, and a true believer.
- **Area 69:** She's the blocker and resident anarcho-feminist anti-capitalist.
- **Foxy Muffler:** She's the party girl and a child of DC royalty.
- **Rose-well Endowed:** She's the jammer and a total witch.
- **Nancy Collins:** She's the one chronicling the team's fight against the reptoids.

Like most *Unknown Armies* scenarios and stories, this kit includes and deals with mature themes, characters, and situations. Talk with your players if you are concerned about the content, and be prepared to explore the world of the occult underground through new eyes and alternate points of view.