

THE BATTLE OF CHRISTMAS EVE

A Festive Savage Tale By:

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**Dedicated to the men and women across the
globe who risk their lives to ensure our
freedom.**

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THE BATTLE OF CHRISTMAS EVE

The war on terror has opened on a new front—Toyland is at war. The characters are all members of the Toyland Intelligence Committee Terrorism Obstruction Cell (TIC-TOC), sworn to defend Toyland against aggressors. The adventure centers on a plot to ruin Christmas for one little girl, something TIC-TOC can't allow to happen.

This one-shot adventure is designed to be played in one or two sessions. You can use the characters provided in the back or encourage your players to come up with their own childhood favorites and start from scratch (give them 6 advancements each, and it's recommended at least someone in the group has Driving, Knowledge (explosives), Swimming and Climbing). We suggest you use a floor plan that closely mimics your own house, just make sure you include a living room with a Christmas tree, a kitchen, a bathroom, a bedroom and a set of stairs. The scale in Toyland is 1 game inch = 1 real inch. As a fun alternative to maps you can find a few suitable toys and use your actual house as a playing area. Room sizes vary greatly from house to house however so you may want to double all paces and ranges if your rooms are large to keep things Fast! Furious! And Fun!

GM'S OVERVIEW

What do you think your old teddy bears and toy soldiers do at night when you're asleep? Just lie there and wait for you to play with them in the morning? Well, you're wrong. They wake up and fight a bitter war against global toy terrorism, led by Oswald bin-Toybox and his fearless Mujafuzzeen fighters. Yes kiddies, that's right—Toyland is at war, and your playthings are the frontline.

Intelligence reports have led the director of TIC-TOC to believe a Mujafuzzeen cell is planning a Christmas Eve raid on the house of little Emily Winters, with the intention of making her Christmas Day a massive disappointment. Naturally, such foul activity can't be allowed to succeed, and a small team of agents is sent to her house to save the day.

After meeting their contact, Stacey, the characters learn the terrorists are planning atrocities in the bathroom and kitchen. Only by braving the perils of Emily's house can their dastardly plans be stopped. Even worse than the terrorists, Mittens the cat, a well-known toy killer, is loose and on the hunt.

As dawn nears, the scene is set for an epic showdown under the Christmas tree. Can the TIC-TOC agents save the day or will one little girl spend the holidays in tears? Only time will tell.

SPECIAL RULES

Since this adventure is a one-off, a few special specific rules apply. Let the players read these as well.

DAMAGE

Despite their ability to walk, talk, and even drive toy cars, toys are not biological entities. They believe that the Great Maker created them and whatever magic he used is beyond their ability to understand. Science is not high on the curriculum for young toys.

However, damage to toys is handled as per normal in *Savage Worlds*, with victims suffering wound penalties and trips to the Knockout Blow Table when called for. Now you know how your toy dog lost his leg. Toys don't actually bleed, but they do leak stuffing or lose bits (which has the same effect).

Toys can be healed, normally using a needle and thread or other appropriate supplies. Despite their non-biological nature, this uses the Healing skill. The "golden hour" rule does not apply to toys.

DAYTIME & NIGHTTIME

For obvious reasons, toys don't operate during the day. In fact, due to their peculiar physiology, all toys automatically fall into a deep coma between dawn and dusk. Nothing a toy does can stop this from happening. As such, most missions are on a tight deadline—back before dawn or spend the day at the mercy of a child.

Being nocturnal creatures, toys can see in darkness, even total darkness, as if it were daylight. Most have binocular vision, and all see in color.

DISTANCE

TIC-TOC operations usually take place in the real world. However, toys are small and humans are big, so there is a difference between what a game inch represents in this setting and other settings. Distances are quoted in actual inches. Thus, a toy pistol with a range of 12/24/48 can fire no more than four feet.

God forbid the toys get hold of a real pistol, but if they did (and no, there isn't one in this adventure) it would fire 12/24/48 game inches, each representing two yards.

GUNS, CARS, AND OTHER GEAR

Those little plastic guns that come with GI action figures may look pretty harmless, but in the hands of a toy they are deadly. The prevalence of army toys means guns are readily available in most houses. Guns can be used against living targets, such as humans or animal pets. They work normally, but since the target is usually much larger, they don't tend to cause serious damage.

As with guns, toy cars become usable as soon as a toy climbs inside. This means they have access to sports cars, tanks, and even boats from the ready supply found in the toy cupboard.

Again, other "toy accessories" work perfectly well for toys. Miniature ovens actually cook stuff, those tiny walkie-talkies carried by plastic soldiers send and receive messages, and a well-equipped doll's house becomes a playboy's mansion, full of handy equipment. Toy telephones are especially useful, as they can be used to call to and from the real world.

To summarize, any toy accessory a character finds can be used as if it were a "real life" item.

HUMANS & ANIMALS

Being caught moving around the house by a human would spell total disaster for Toyland. Careless agents have already fostered a belief in certain children that their toys are alive. Such thoughts are not only dangerous to the child, who is frequently given medication to "calm her down," but also threaten the security of Toyland. If adults suspected for one moment that Toyland existed, unscrupulous businessmen would seek to learn its secrets and exploit the inhabitants.

As such, all toys—even the Mujafuzzeen—are trained to act lifeless when a human is in the area. A lifeless toy resembles...well, a toy. While in this state, no amount of poking or prodding can reveal the toy as a living creature. Any damage suffered is real, however.

Exactly when a toy chooses to go dormant depends on the risks he is willing to take. Many adults have seen movement out the corner of their eye, but on investigation find only Popsy the Clown carrying a plastic assault rifle. Obviously, most grown-ups assume their child has been playing games again.

Animals are a different matter, and toys do not have to fake inactivity in front of them. Of course, Floppsy the cat

may decide to chase and rip hapless toys limb from limb if he catches the "mice" moving around at night.

ACT 1: ARMED & READY

SCENE 1: BRIEFING

Read or paraphrase the following text to the players.

You are all members of the Toyland Intelligence Committee Terrorism Obstruction Cell, known colloquially as TIC-TOC. The agency is sworn to protect Toyland from danger, both internally and externally. Much of your work involves catching rogue toys endangering the secret of Toyland, but in recent months a more deadly threat has arisen—the Mujafuzzeen. This group of rogue toys is Hell bent on overthrowing the rightful democratic government of Toyland and imposing a totalitarian leadership under the mysterious Oswald bin-Toybox.

Having answered a call from your superior, Regional Director Pinky, a fluffy pink pig with many years experience, you find yourselves sitting in his plush, brightly colored office.

"Gentletoys," he begins, pacing back and forth behind his desk, "our intelligence boys have managed to piece together coded transmissions from several Mujafuzzeen cells that lead us to believe they are going to raid the house of one Emily Winters tonight.

"Now I know it's Christmas Eve, but you guys are on active service as of now, so lay off the eggnog. We don't have any further information to go on, so you'll be going in blind. You're to proceed straight to Emily's toybox via the transit tubes. You'll find H waiting with your equipment.

"I don't need to remind you of the sorrow little Emily will suffer if your mission fails. Good luck, and may the Great Maker be with you."

The transit system resembles something constructed from a vacuum cleaner. The toys enter a series of clear plastic booths connected to a thick tube. With a flick of the switch, they are sucked into the tube, sent spiraling through miles of pipe, and deposited into the toybox.

TOOL UP

Waiting in the toybox, is H—the codename for a fat, plush, purple hippo named Hattie. She is the team's quartermaster and a whiz at inventing strange, and sometimes dangerous, gadgets.

"Hi there," smiles H as you land on the toybox floor with a soft "plump." After making sure you're not injured, she beckons you over to a table built from toy bricks. On it is a collection of weapons and equipment.

"Right," she puffs, "I didn't have much notice for this mission, so you'll have to make do with what I can provide and what you can scrounge from the toys in the house. Just remember, most of them are noncombatants, so guns and explosives are in short supply.

"Aside from your personal firearms and ammunition, we have two short range walkie-talkies, a repair kit with enough thread and bits for five uses, two cap gun mines, a length of string, and a very special plastic amulet. We

don't know what your opponents are armed with, so go careful.

"On a more worrying note, Emily does have a pet cat, Mittens. Despite the cute name, this cold-blooded fiend has been responsible for the deaths of two agents in recent months. Sure, they were probably careless, but treat her as hostile. We've rated her a Grade 8 menace.

"OK, that's about it. Remember, back before dawn or spend Christmas Day in the human world. And I can assure you, it isn't a pretty time for old toys. Oh, one last thing. One of our covert agents, Stacey, should be waiting for you outside with an intelligence update. She's a master of disguise, so you may have trouble spotting her."

The walkie-talkies have a range of just two rooms. In game terms, this means that so long as the users are in adjacent rooms, they can communicate. It doesn't matter how large the rooms are in real world terms, so long as they have an adjoining door.

The repair kit provides a +2 bonus to Healing rolls for just five uses. After this, it grants no benefits.

Cap gun mines are, as one may have deduced, paper caps from a toy gun. Against a human they will, at best, produce a mild sting, but against a toy, pet or vehicle, they can be very effective. They are detonated by pressure and cause 2d6 damage in a Medium Burst Template if activated.

String, or rope as toys call it, can support the weight of two toys with ease. For each further toy after this roll a d6. With one extra toy, the string snaps on a 6, two toys a 5-6, and so on. With six extra toys' weight, the string automatically snaps. The string is tightly wound and stretches for 48" if uncoiled.

The amulet contains one of H's special gizmos—it can make the wearer invisible. It works as the *invisibility* power and has 10 Power Points, which recharge normally. The wearer's Smarts is used as his arcane skill.

SCENE 2: MEETING STACEY

H arranges a pile of building blocks to form a set of stairs out of the toybox and into Emily's bedroom. Once outside, the characters see a typical 8-year old girl's room—wallpaper showing her favorite TV characters, piles of clothes on the floor, toys scattered everywhere, coloring and puzzle books lying open, and so on.

Standing by the wardrobe is an extremely attractive female plastic doll with long, blond hair wearing just a skimpy bikini. This is Stacey, covert intelligence operative for TIC-TOC and a deadly pistol shot, if not the master of disguise H implied.

As the toys climb down to the floor, Stacey smiles and beckons them over with a loud, "Yoo-hoo!" On approaching, they see a pair of combat boots sticking out from under a sock.

Stacey speaks, and acts, like a stereotypical Californian blond-chick. She also a notorious flirt and will make eyes at all the male characters during her briefing.

"Hi boys," she pouts, her eyelids fluttering uncontrollably, "My name's Stacey. Bad things are happening tonight. The Mujafuzzeen arrived a few hours ago and have already started to try and ruin Emily's Christmas. She'd just die if they succeeded.

"Using my feminine charms," she giggles, "I've managed to discover they've got two immediate plans. One is to flood the house by filling the bath and then blowing a hole in the side; the second is to turn off the freezer by pulling the plug, so ruining all the Christmas food. All very nasty." She shudders delightfully, while maintaining her pout. "Anything else you need to know? I've got a hot date back in Toyland and he'd just die if I was late."

If the characters mention the combat boots, Stacey pulls the sock aside to reveal a dead Mujafuzzeen. Several closely grouped bullet holes dot his chest. *"He got suspicious," pouts Stacey, "so I lured him back here and silenced him. Did I do good, boys?" She bats her eyelids at you.* The terrorist still has his AK47, but only one grenade and no spare ammo (he used the rest against Mittens).

If asked about the other toys in the house, Stacey says that none of them are combat trained and are keeping their heads down in case they get shot. Mittens the cat, she adds, is on the prowl. At least one terrorist has already been caught and torn apart during a vicious fight on the lower stairs.

The other toys, as Stacey reported, are not willing to get involved in the battle (yet, anyway). Let the characters loot the bedroom for accessories. Anything the GM deems reasonable can be found, but there are no combat dolls, so no military equipment. To keep things simple, each character can find an additional two items.

ACT 2: THE BATHROOM

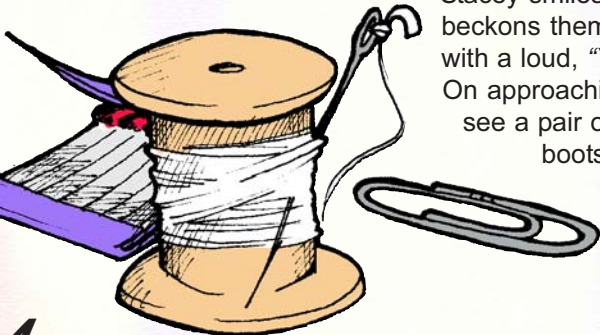
SCENE 1: REACHING THE BATH

The Mujafuzzeen's first plan is to flood the house by blowing up a full bath. Elite frogmen are rigging a small explosive charge in the bath as it fills. When the characters arrive on the scene, their plan is nearing completion.

Inside the bathroom, two frogmen are in the bath setting the limpet mines—and thus not visible from the ground—two are on the rim keeping guard, another hangs over the edge of the toilet bowl (which gives him Heavy Cover), and a sixth is standing by the tap, controlling the water flow. Four other toys, each bound hand and foot and weighed down with small beads, are lined up on the bath rim.

Two lengths of string hang down from the bath and are secured with bent paperclips. These are the ropes the frogmen used to scale the bath and can be used by the characters to reach the top of the bath. Standard Climbing rules apply.

Several events take place during the battle. These, and some other possible events of the characters' devising, are described below.



Blowing the Bath: The frogmen in the water continue setting the explosives as the battle rages. It takes ten rounds to finish setting the charges. On round 11, they detonate the bombs, killing themselves in the process. The bath breaks open, sending a deluge into the bathroom.

The tear is 8 inches wide and positioned in the center of the bath. Any character caught in the torrent must make a Strength roll at -4 penalty to avoid being swept 2d20" and suffering 3d6 damage. Any character in the bath when it blows takes 4d6 damage from the shockwave. The poor bound toys are instantly killed.

Deactivating the explosives, which are not set on a timer, requires a Knowledge (Explosives) roll. Out of water, each limpet mine causes 2d6 damage in a Medium Burst Template. Unfortunately, they must be set by hand and have a fixed 6-second timer (1 round).

Drowning Toys: On the first round of combat, the frogmen on the bath rim push the bound toys into the water. Since they're weighted down, they sink straight to the bottom. They suffer a Fatigue level each round that they fail a Vigor check (they each have a d6 Vigor) until they reach Incapacitated. For the purposes of drowning, assume each toy can survive six rounds after being Incapacitated. The usual rules for resuscitating a drowning victim apply as normal.

If a hero dives into the water, the nearest frogman tries to pull the plug. While this obviously lets the water out, it takes several minutes for the bath to empty, so the toys still risk drowning. It also creates a whirlpool. Rescuers must make a Swimming roll every round to avoid being sucked under toward the plug.

Actually rescuing the toys is quite easy—a character need only swim down and cut the ropes, which have a Toughness of 6.

Firing into Water: Firing into water at the frogmen is possible, but not easy. Water is a thick medium and bullets cannot penetrate far—halve the range brackets of any weapon except spear guns (which are designed to operate in water). The water also causes slight distortions, and attackers receive a -2 penalty to Shooting rolls.

Flushing the Toilet: A novel way of dispatching the frogman in the toilet is to flush it. This requires a character to climb the towel hanging on the radiator (24"), jump across the gap (2", but no run-up possible), and then make a Strength roll. With a success, the toilet flushes and the frogman is sucked down the U-bend. Give the character a benny for his ingenuity.

Frogmen (6): see page 9.

RESCUED TOYS

Once rescued, the soggy toys thank the characters for saving their lives. For reference, the toys are Mr Bubbles (a dog that squirts bubbles from his nose), Sally the rag doll, Captain Patriot (an old superhero toy from the 60s and well past his prime), and Fuzzychops the monkey.

They inform the group they were sneaking through the house hoping to see Father Christmas (believed to be the Great Maker's chief assistant—a bit like the archangel Gabriel) when they heard a noise in the bathroom.

Knowing the humans were asleep, they investigated. They were promptly captured by the Mujafuzzeen and tied up. The characters know the rest.

The toys have no wish to be caught up in the characters' battle and only want to find the airing cupboard so they can dry their stuffing. If asked, they give directions to the kitchen.

SCENE 2: FLIGHT TO THE STAIRS

Moments after leaving the bathroom, the characters hear the soft purr of an approaching car. Whether they decide to take cover or remain in the open, a few seconds later a bright pink convertible with the license plate I LUV ME screeches to a halt. Stacey is behind the wheel, though this time she is wearing a bright blue ball gown.

"Hi boys," she giggles. "You look wet! Want me to towel you dry? Anyway, like, I managed to get this old car running and thought it might come in handy. Lovely color, don't you think? I've gotta go. I have another date, this time with a hunky squirrel I'm just soooo popular it makes me giddy thinking about how lovely I am."

With that Stacey throws them the keys and climbs out. She begins to head for Emily's bedroom. Before she disappears from view, she calls back, *"Oh, boys" Don't press the buttons until you need them. They're, like, one use only. Bye bye!"* She doesn't hang around to explain.

The stats for the car are presented below. On the dashboard are five large, pink buttons numbered 1 through 5. There is no indication as to what they actually do. The car is one of H's many inventions, and each of the buttons activates a specific defense system. The Top Speed of the car is in actual inches per round.

CONVERTIBLE

Acc/Top Speed: 30/56; **Toughness:** 11 (3); **Crew:** 1+3

Notes: Airbags; Convertible—crew and passengers count as having Medium Cover if specifically targeted, but receive no protection on called shots to the head or upper torso.

Gizmos:

- **Paint Spray:** Button one activates a jet of bright pink paint from the rear fender. Place the thin end of a Cone Template at the rear of the car, parallel with the direction of travel. Anything caught in the spray is covered in pink paint and blinded. The windshields of trailing vehicles are covered for 3 rounds, during which time the driver suffers a -4 penalty to Driving rolls. Other targets are automatically Shaken.

- **Rocket Launcher:** Button two activates a rocket from under the hood. It travels in a straight line until it hits something, at which point it explodes for 4d6 damage in a Large Burst Template.

- **Ejection Seat:** Button three launches the front passenger seat 3d10" into the air. Calculate falling damage as normal.

- **Giant Airbag:** Button four releases a huge airbag from under the front fender. While it halves damage from a crash, it also partially obscures the driver's view, imposing a -1 penalty to Driving rolls. It stays activated until a crash occurs, the rocket is launched (which punctures the bag but doesn't detonate the

warhead), or it takes 2 points of damage from piercing attacks.

- **Skis:** Button five releases a set of four skis, which push the wheels off the ground. Top Speed is reduced to just 15", but the car can now travel downstairs safely.

THE CHASE IS ON

Only seconds after starting the engine, the characters see two vehicles racing toward them from the other direction—a motorbike and sidecar, and a dump truck with four Mujafuzzeen in the dump bucket. The sidecar and truck passengers receive Medium Cover if specifically targeted, but receive no benefit from armor against called shots to the head.

Run this as a standard Chase. Although the *Savage Worlds* rules state that chases rarely happen over flat, level ground, this is exactly what we have here—a carpeted corridor with no obstructions. None of the vehicles have Heavy Armor and are all therefore susceptible to small arms fire.

The Mujafuzzeen try the following tactics during the chase.

Board 'Em! If the truck and convertible end up on the same Initiative card, the Mujafuzzeen in the back try to leap across. This requires successful Agility rolls from the terrorists. Those failing the roll misjudge the distance. Calculate damage according to the Falling and Jumping from Vehicles rules.

Ramming Speed: The truck may be slow, but it's heavy. Whenever possible, the driver tries to Force the characters into a wall. This counts as hitting an obstacle, but since it is not a head-on crash, the damage is 1d6 per 10" of current movement.

Stairs: The chase reaches the stairs in 2 + 1d6 rounds. Should the chase get this far, someone could be in for a world of pain. Any vehicle driving off the top of the stairs at more than half its Top Speed keeps going until it hits the bottom, smashing into several stairs and flipping end over end—brakes don't work in free fall. Damage is calculated as 2d6" per 5" of movement when it entered freefall.

Slower moving vehicles bounce down the stairs rather than fly. This inflicts 2d6 damage on every occupant. Hitting the bottom is treated as a standard collision.

A vehicle can descend the stairs more safely, but the driver has to be sharp. First, the vehicle can't be going more than 5" per round when it starts to descend. Second, the driver must make three Driving rolls, each at -2 penalty.

Any failure, and the vehicle heads out of control down the stairs. Collision damage is calculated as 5d6 less one die for each Driving success (so a character failing the last roll inflicts only 3d6 damage to the car and occupants).

Alternately, the characters can deploy the skis and slide down. No roll is required to traverse the stairs, and the ride is quite smooth.

Tailing: Since the sidecar MG is relatively fixed to its forward arc, the driver tries to stay behind the characters' convertible as much as possible.

Mujafuzzeen (7): see page 9.

MOTORBIKE & SIDECAR

Acc/Top Speed: 20/40; **Toughness:** 9 (2); **Crew:** 1+1

Notes: Fixed Weapon (MG42 in sidecar)

Weapons:

- MG42 in sidecar (100 rounds)

DUMP TRUCK

Acc/Top Speed: 10/20; **Toughness:** 15 (3); **Crew:** 1+5

Notes: —

ACT 3: THE KITCHEN

SCENE 1: IT'S MITTENS!

Whether the convertible crashes down the stairs or the characters climb down carefully, the heroes are now on the ground floor. Sadly, so is Mittens, the agent-devouring cat who lives here. Give the characters chance to heal damage from the chase/collision before launching Mittens, but run the encounter before they leave the lower landing.

Mittens is sitting on top of a small table near the front door, carefully watching the small, fuzzy creatures moving around *her* house. Without warning, she pounces! Check for Surprise as normal.

Mittens can't catch the car if it goes flat out, but she knows the house better than the characters and is spurred on by the fast moving object. Should a chase develop, Mittens uses her Agility as her Driving skill.

If she manages to hit the car with a raise, the driver must make an immediate Driving roll at -2 penalty or the car automatically goes Out of Control, regardless of damage.

The characters, no matter what damage they inflict, can't actually kill Mittens. She'll suffer wound penalties, but these are more from stings and the sudden certainty that the "mice" are fighting back. Once she reaches Incapacitated, she flees to her basket, and doesn't trouble the characters again.

Another approach is to try and Flee from Mittens. If the driver succeeds, Mittens gives up the chase—it's too much effort for her and she slinks back to her basket to nap. Choosing the non-combat option earns each character a benny—outsmarting Mittens is something to be proud of.



Mittens the Cat: see page 8.

RESUPPLY

After their mangling at the paws of Mittens the Terrible, the group is approached by the four toys they rescued from the bathroom. Captain Patriot, the self-appointed spokesman, addresses the characters.

"Brave citizens of Toyland!" he begins, puffing his chest out with pride. "I, Captain Patriot, have convinced my sidekicks that we must join your crusade to overthrow the evil of the Mujafuzzeen, to help toys everywhere in their darkest hour of need, to save the freedom..."

"What he means," interrupts Mr Bubbles, "is that we owe you our lives. We've been scouring the upstairs bedroom and we've found some gear you might find useful." He dumps a bag at your feet. "Inside is some assorted bits of thread and parts (four uses for the repair kit), some food, and a wand we stole off Bonzo the Wizard.

Captain Patriot, apparently oblivious to the interruption, finishes his speech. "...and hot dogs everywhere! Now, I must return to my secret lair, where I, Captain Patriot, shall try to unite the citizenry in a show of resistance. Come loyal sidekicks, to the Patriot Palace." The other toys simply shrug and follow the Captain.

Eating the food automatically heals one wound. The wand contains 20 Power Points and the following powers—*bolt*, *environmental protection*, and *telekinesis*. Using *bolt* requires a Shooting roll, while the other two use the Smarts of the caster in lieu of an arcane skill. A character automatically knows the powers within the wand as soon as he touches it.

SCENE 2: FROZEN KITCHEN

Mujafuzzeen activity within the kitchen is currently restricted to the area around the freezer. Two Mujafuzzeen saboteurs in heavy coats (+2 to resist the effect of cold) are currently trying to remove the freezer's plug from the power socket using crowbars, while a third saboteur operates a toy crane truck. Lengths of string extend from the crane to the plug (they're wrapped around the plug). A squad of five regular terrorists is guarding them.

Several events can happen in the kitchen, so make sure you've read the following text before the battle starts.

Frozen Peas: A bag of frozen peas can be seen on the top shelf of the freezer. Shooting it with an automatic or explosive weapon causes the bag to split, spilling the contents over the floor in an avalanche. Everyone within 6" of the front of the freezer must make an Agility roll. On a success, the character manages to leap out the way and escape unharmed. With a failure, the character is knocked prone and takes 2d6 damage from the avalanche of peas. A critical failure buries the victim under a mountain of peas, causing 4d6 damage.

Open Door: To make matters worse, the freezer door is open, and the area in front is icy cold, though there is no ice on the floor. Anyone entering the area 12" in front of the door must make a Vigor roll or become Fatigued. The roll is made once per round. Now you know why the wand contains *environmental protection*.

Removing the Plug: The crane driver continues trying to remove the plug during the fight. Each round he must make a Driving roll at -2. With a success, the plug pops free, shutting off power to the freezer. The wand's *telekinesis* power can be used to oppose the crane. Treat the crane as having Strength d12+4.

Replacing the Plug: Replacing the plug is not an immediate requirement. Even with the door open, the food will stay frozen for several hours. A Strength roll at -2 is required to replace the plug.

Shutting the Door: Closing the door requires a concerted effort. All the characters may cooperate on the

task, which requires a raise on a Strength roll with a -4 penalty. Using the crane grants a +4 bonus. As soon as the door is closed, the "zone of cold" disperses.

Mujafuzzeen (5): see page 9.

Saboteurs (3): see page 9.

ACT 4: SHOWDOWN UNDER THE CHRISTMAS TREE

SCENE 1: UNDERCOVER CLOWN

As the characters are cleaning up the kitchen, a lone Mujafuzzeen terrorist sneaks in. Make an opposed Stealth roll against the characters' Notice. If he succeeds, he coughs loudly once within 12". On a failure, he immediately throws down his gun and surrenders.

"Don't shoot!" he cries. "Name's Paddles the Clown, TIC-TOC undercover agent. My id is hidden in my jacket if you want to check."

Read on once the heroes are satisfied Paddles is on their side. He can answer all manner of questions about TIC-TOC to help prove his identity if required.

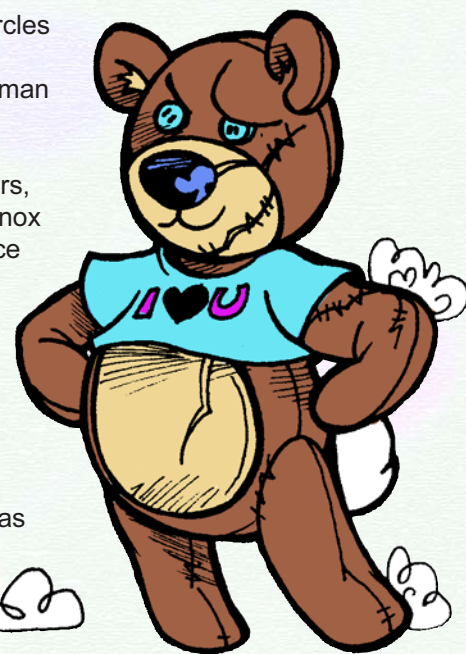
"I've been working undercover for several months now, but Stacey got a message to me saying you'd be here so I had to break cover and find you. Listen carefully, the Mujafuzzeen have constructed a brick fort under the Christmas tree and have called in massive reinforcements. Unless you guys can raise an army, and I mean an army, there's no way you'll be able to capture it.

"Worse still," he grimaces, checking with watch, "dawn is in just a few hours. If you don't succeed in your mission by then, Emily's Christmas is over."

The characters can confirm Paddles' story by scouting the living room. Sure enough, a strong fortification made up of plastic play bricks encircles the tree. Dozens of Mujafuzzeen terrorists man the battlements, armed with machineguns, bazookas, flamethrowers, and small arms. Fort Knox would be an easier place to attack.

RECRUITING ALLIES

The only local allies are the toys in Emily's bedroom. True to his word, Captain Patriot has been stirring up the masses. When the characters arrive back



in the bedroom, the entire toy collection is mustered. How many actually sign up depends on the characters. Have them make a cooperative Persuasion roll. Each success and raise recruits ten toys to their army.

As for vehicles, each vehicle mentioned in the adventure counts as 3 toys, less one per wound it has sustained.

If the characters defeated Mittens, they might try to recruit her. Obviously they can't actually communicate with her, but Mittens has a healthy respect for the "dangerous mice." A successful Persuasion roll at -2 manages to get across the gist of what the characters want from her. She counts as 30 toys in the forthcoming battle.

Trying to recruit Mittens without defeating her is suicidal—she immediately attacks the characters. Even if defeated at this stage, she has no wish to join them—her pride, very important to cats, is badly wounded. If the toys are clever and brave enough they may be able to trick Mittens into attacking the fort by baiting her and then diverting her anger at the Mujafuzzeen.

SCENE 2: BATTLE OF THE TREE

The final showdown uses the Mass Battle rules. Tokens must be calculated based on how many toys the characters have assembled—the Mujafuzzeen have 60 soldiers in Fort Playbrick. Fortifications also give the terrorists a +2 battle modifier until round three, when the allies storm the battlements. Finally, the terrorists have much more firepower at their disposal, and gain a further +2 bonus until round four, when the fight devolves into hand-to-hand brawling.

Morale modifiers would normally favor the Mujafuzzeen—they are within major fortifications and cannot retreat. The allies, however, are trying to save Christmas, and receive a +4 morale bonus.

Run the battle as normal up until one side has a single token remaining. Should a side with two or more tokens lose them all in one round, simply run this scene as an extension to the battle. Carlos the Hamster speaks in an outrageous Spanish accent.

The sound of gunfire and cries of the wounded die down as the battle nears its terrible climax. Through the clouds of smoke and shredded paper steps the leader of the Mujafuzzeen terrorist cell, escorted by three soldiers.

"So you're the toys that have caused me so much trouble!" he hisses. "Damn TIC-TOC agents! It doesn't matter now, for I, Carlos the Hamster, am victorious! Dawn is almost upon us and your forces do not control the Christmas tree yet! I shall take great pleasure in gnawing through your seams!"

With that, he leaps toward you, pointy teeth gnashing in anticipation of biting into your stuffing. "Die, infidel toys!"

Defeating Carlos—or losing to him—signals the end of the battle.



Carlos: see page 9

AFTERMATH

Once the smoke has settled, if the characters lost to Carlos, the Mujafuzzeen wreck the tree, steal the presents, and completely ruin Emily's Christmas. It may be the festive season, but the characters really fouled up.

If they succeed in dispatching Carlos, which we hope they do, they hear a scuffling from the chimney. One of the toys whispers loudly, *"It's HIM! The Great Maker's representative on Earth! Father Christmas!"* With that, all the allied toys bow deeply and hold the position.

As they watch and wait, Father Christmas (the Great Maker's agent on Earth) squeezes his vast frame free and emerges into the living room. He looks around the scene of devastation and tuts loudly. Bending down, he addresses the characters.

"Well, well, little toys," his says, his deep voice booming around the room, "what has been happening here?"

After listening to their tale he straightens up and smiles.

"Dawn is approaching, and you should all be back where you belong. Let me clean up this mess for you." He waves his hand, and sparkling dust scatters across the room. As you watch, the devastation vanishes—bricks pile themselves up neatly, torn presents are repaired, and Christmas decorations hang themselves back on the tree. Even the allied dead begin to stir, cured by the powerful magic at work.

"Everything is as it should be, little toys. Emily's Christmas is saved. Now, return to your homes, for soon it will be time for the humans to awake and for new toys to enter the world." Your allies, many clearly dazed by the experience of meeting the Great Maker's chief agent, stagger toward the door.

"Oh, one last thing," smiles Father Christmas. "Merry Christmas one and all!"

BESTIARY



MITTENS THE CAT

Mittens the cat is black with white paws. As the only pet, she considers herself the undisputed master of the house and tolerates no rivals, especially toys. Two agents have already fallen prey to her claws and she is currently number four on the TIC-TOC "Pets to Avoid" list.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d12+4, Vigor d12

Skills: Climbing d12, Fighting d10, Notice d10, Stealth d10

Charisma: +0; **Pace:** 20; **Parry:** 7; **Toughness:** 12

Special Abilities:

- **Bite or Claws:** Str+2.

- **Fleet Footed:** Mittens rolls a d10 for her running die.

- **Grapple:** If she hits with a raise, her target is automatically grappled. Mittens then proceeds to bite on the following round, gaining the Drop against the near helpless target

- **Hardy:** Second Shaken results do not cause a wound.
- **Large:** Attacks against her are made at +2 due to her size.
- **Leaping:** Mittens can leap 24" horizontally and 36" vertically from a standing start.
- **Size +4:** Mittens measures 24" from nose to tail.



CARLOS THE HAMSTER

One of Oswald's top lieutenants, Carlos is a stuffed hamster (not a real stuffed one, just a toy). Utterly ruthless and devoted to the Mujafuzzeen cause, his capture or destruction would be a major coup for TIC-TOC.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d10, Knowledge (Battle) d6, Notice d8, Shooting d10, Stealth d8, Taunt d10

Charisma: -4; **Pace:** 8; **Parry:** 7; **Toughness:** 8/10 vs bullets

Hindrances: Arrogant, Bloodthirsty, Vow (Major)

Edges: Combat Reflexes, Fleet Footed, Hard to Kill, Improved Level Headed, Marksman, Strong Willed

Gear: AK47, 2 magazines, knife (Str+1), teeth (Str+2), Kevlar vest (+2/+4 vs bullets)

FROGMEN

Recruited from disgruntled army toys, the frogmen are elite soldiers equally at home in the bath as they are on dry land. Though they lack automatic weapons, their spear guns are deadly and work underwater.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d8, Swimming d10

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 8

Hindrances: Fanatical (never surrender)

Edges: Combat Reflexes, Plastic Body (+2 Armor)

Gear: Spear gun (Range 4/8/16, Damage 2d8, RoF 1, one round to reload), 5 spears, SCUBA gear, limpet mines (3d6 damage in Medium Burst Template)

MUJAFUZZEEN TERRORISTS

These hard-core loyalists have vowed to overthrow the democratic government of Toyland and enforce their own way of life on toys across the world. They are fanatical followers of Oswald bin-Toybox and happily lay down their lives to help achieve his goal

Mujafuzzeen come in a variety of shapes and sizes. Those presented here are generic soldiers.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Driving d6, Fighting d6, Intimidation d6, Notice d6, Shooting d8, Stealth d8, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Fanatical (never surrender)

Edges: Combat Reflexes

Gear: AK47, 2 magazines, knife (Str+1), 3 "pineapple" grenades.

SABOTEURS

What happens when those little plastic construction figures go rogue? They become saboteurs for the Mujafuzzeen! Brawny from years of hard work and armed with pickaxes and shovels, they prefer their combat up close and personal.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

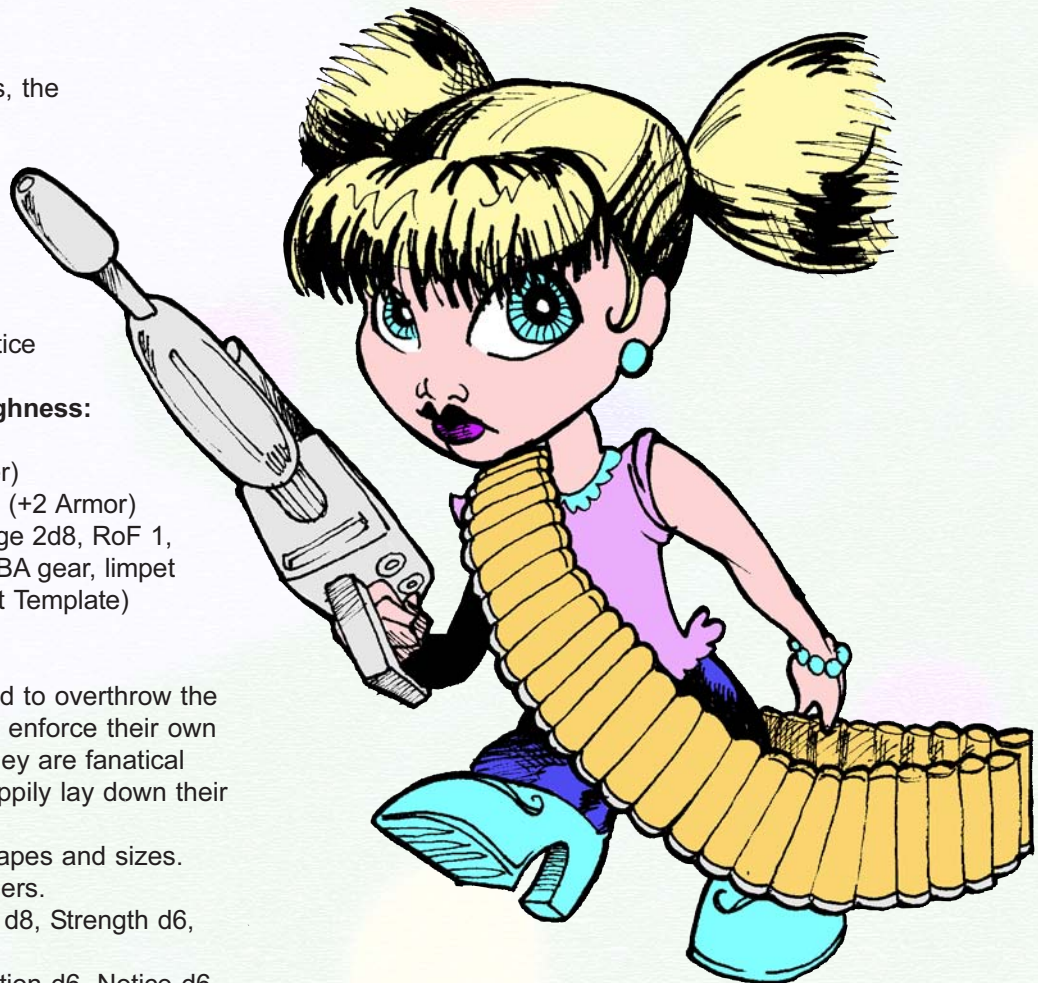
Skills: Driving d6, Fighting d8, Intimidation d6, Knowledge (Explosives) d8, Notice d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Hindrances: Fanatical (never surrender)

Edges: Brawny, Plastic Body (+2 Toughness)

Gear: Pickaxes and shovels (Str+2), hard hats (+2)



SIR TRUNKY (TEAM LEADER)

Sir Trunky is a bright green elephant clad in plate armor. He is the leader of the team by virtue of his noble title and his tactical awareness. He disdains the use of firearms in favor of his trusty sword, Unstitcher. Unfortunately, Sir Trunky has a habit of going berserk when wounded, which isn't always a desirable trait in a leader.

His code of honor is outdated, but he keeps to it faithfully, declaring that, "Honor is never an outdated concept, dear boy!" Like his honor, his language is also somewhat archaic.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d4, Fighting d8, Intimidation d6, Knowledge (Battle) d8, Notice d4, Persuasion d6, Taunt d6

Charisma: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 9

Hindrances: All Thumbs, Code of Honor, Delusional (Minor: thinks he lives in medieval times)

Edges: Block, Brawny, Berserk, Combat Reflexes, Command, Noble, Sweep

Gear: Full plate armor (+3), medium shield (+1 Parry), sword (Str+3)

BUGGLES (MEDIC)

Buggles the rabbit knows a lot about pain. He lost his left leg to a particularly savage dog many years ago. A human fitted him with a little peg leg, which he wears with pride. Unfortunately, the peg is just that—a straight bit of wood—and doesn't match his other foot. As a result, Buggles can no longer jump any great distance. He doesn't believe in causing unnecessary fluffshed (like bloodshed, but not as messy) and uses a tranquilizer gun.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Healing d10, Notice d6, Persuasion d6, Shooting d8, Taunt d8

Charisma: +0; **Pace:** 4; **Parry:** 5; **Toughness:** 7

Hindrances: Loyal, One Leg, Pacifist (Minor)

Edges: Combat Reflexes, Dodge, Hard to Kill, Healer, Level Headed

Gear: Tranquilizer gun (Range 4/8/16, Damage 2d6+2 nonlethal, RoF 1, Shots 8), 2 mags, lightweight flak vest (+2)

WAFFLE (SCOUT)

Waffle the mouse is the team's scout and intelligence gatherer. Fat and brown, Waffle is overstuffed and tends to waddle rather than run. She is also a timid creature, prone to squeaking loudly if startled by a loud noise. Despite her plumpness and timidity, she carries two hefty pistols and isn't afraid to use them. In typical John Woo fashion, she uses both guns at once.

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d8, Shooting d8, Stealth d8, Swimming d6

Charisma: +0; **Pace:** 5; **Parry:** 5; **Toughness:** 8

Hindrances: Curious, Obese, Phobia (Minor: cats)

Edges: Alertness, Dodge, Level Headed, Quick, Thief, Two Fisted

Gear: Two Desert Eagles, 2 mags, lightweight flask vest (+2), binoculars

SERGEANT REX (FIREARMS EXPERT)

Recruited from an elite army toy unit, Sgt. Rex is a hard-nosed combat veteran. His mentality is “Hit fast! Hit hard!,” which doesn’t always go down well with his superiors. He volunteers for every mission available, even if his particular skill set is of limited use. Nothing is too tough for Sgt. Rex. He smokes cigars, loves his gun better than his own mom (well, he would if he had a mom), and calls everyone “Sir!”

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d8, Knowledge (Explosives) d4, Notice d4, Shooting d8, Stealth d4, Swimming d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 10

Hindrances: Loyal, Overconfident, Stubborn

Edges: First Strike, Marksman, Nerves of Steel, Plastic Body (+2 Toughness), Rock and Roll, Steady Hands

Gear: M16, 3 mags, knife (Str+1), lightweight flak vest (+2), bazooka and 3 shells

SPARKY (HEAVY WEAPONS)

Sparky the Robot was a last minute addition to Sir Trunky’s team. Although the sparking and whirring noises he makes with every lumbering, mechanical step are something of a liability when facing the fast-moving, covert operatives of the Mujafuzzeen (and almost certain to eventually attract the attention of the dreaded Mittens), there are few toys that have Sparky’s firepower or the skill to use it. His pincers are also a double-edged sword – he has a vise-like grip but is not the machine for fine mechanical work. Sparky’s biggest problem, however, is a tendency to get overexcited in battle and begin zapping everything in his path.

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Guts d8, Intimidate d8, Notice d4, Shooting d8, Taunt d6

Charisma: +0; **Pace:** 4; **Parry:** 5; **Toughness:** 10

Hindrances: All Thumbs, Lame, Quirk (Makes sparking and gear noises while moving)

Edges: Berserk, Brawny, Combat Reflexes, Plastic Body (+2 Toughness), Spark Breath (as flamethrower)

Gear: —

SOCKO (MARTIAL ARTS EXPERT)

Socko the Sock Monkey is a master of (what else) Monkey-style King-Fu. As a student of the martial arts, he is dedicated and focused. Unfortunately, in everything else, he’s a blithering idiot with a tendency to wildly misinterpret the current situation. Although a few have suggested that his actions are due to a Zen-like attempt to raise his fellow toys’ consciousness through statements of the obvious and the absurd, most of his fellow operatives attribute his addled brains to hanging upside down too much. None, however, question his skill or his usefulness in missions that might involve close combat.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d10, Fighting d10, Stealth d8, Throwing d8, Tracking d6

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Clueless, Loyal, Quirk (Hangs by tail whenever possible)

Edges: Acrobat, Combat Reflexes, Dodge, Two-Fisted

Gear: 6 jacks (Str+1 3/6/12), grappling hook (bent paperclip), string (48”)