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mutants, and danger in the Palladium® Megaverse™

PALLADIUM BOOKS® PRESENTS . . .

Truckin' Turtles

By: Jape Trostle &
Kevin Siembieda





Truckin' Turtles

**For use with TMNT™, Ninjas & Superspies™,
and Heroes Unlimited™**

Dedicated To: Smiling, Breeent, Dann-y Boy, Matt, Darrell, BBD, Rusty, Monty, Trev, Al, Ba, and everyone else I spent my mispent adolescence with. Let's Do It Again Sometime!

Jape

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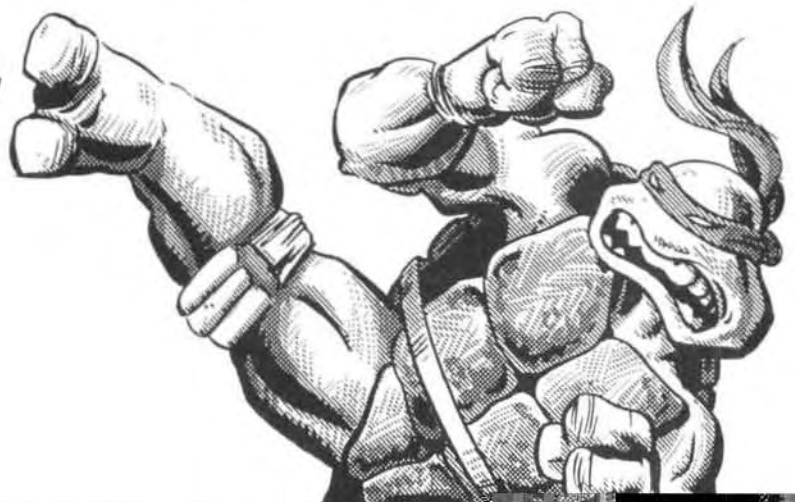


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2004



TRUCKIN' TURTLES

Note: The following pages contain a string of encounters and adventures as our heroes take a cross-country trek from the east coast to the west of North America.

Characters can be the *Teenage Mutant Ninja Turtles* or some other mutant animals, superspies or martial arts warriors from *Ninjas & Superspies*, or any type of super powered hero created from the pages of *Heroes Unlimited*. The adventures that follow will be a challenge to any super dudes.

Depending on the size and experience level of the character group, the game master may want to beef-up or reduce the opponents. Likewise, the string of adventures can be played as presented here or enhanced by adding new encounters of your own design to stretch it into a mini-campaign. Bert, Chiquita, and all the other antagonists can be continuing characters and

villains who pop up to plague the lives of our heroes from this moment on.

Game Master Tip: The idea of a cross-country odyssey is a good one. To help you pull off an exciting and realistic campaign, you may wish to invest in an inexpensive Atlas. A quality paperback atlas will cost \$9.95 to about \$25.00, and is available at most bookstores.

If you're lucky, your family may already own an atlas. And, don't forget, a library will have a dozen atlases. Some of the really old atlases will even have major cities mapped out, complete with streets, main buildings, etc. Of course, they are outdated by 60 or 70 years, but are still a nice source for generic city plans suitable for any contemporary game (with some modification).

Go West Young Terrapin!

Fans and followers of the *Teenage Mutant Ninja Turtles* know that while the Turtles' adventures often take them across time and space, they rarely travel beyond the boundaries of New York or Connecticut. For most of their short lives, the Turtles have lived in America, yet they have seen little of the rest of the country. Well, as you might expect, when these guys, or any other super hero types, get out of town, they *really* get out of town!

So hold on to your hats, for you are about to begin that time-honored adventure that we all know so well, *the road trip*. A cross-country trek, a quest for America, California Here We Come, and put the pedal to the metal.

Westward Ho

Game Master Notes

This trek begins on the east coast. With the Turtles in mind, we specifically begin in New York City, a.k.a. the Big Apple, the epitome of East Coast living and the debatable epicenter of American culture. If the players are using the *Teenage Mutant Ninja Turtles*, or have different characters already situated in the Big Apple, the first encounter can be slipped in as a seemingly simple city encounter. However, any of the east coast cities such as Boston, Baltimore, Providence, Norfolk, and so on, can be used as starting off points.

If the player characters are from some other part of the world, then you'll have to find some reason to get the heroes to New York. This could be something as simple as a vacation or a *false* tip that a big crime is going to happen there (it doesn't, but the characters are in place for action). Game Masters who are just starting a new series of games will have it easy, because they can start out the action in New York, New York, automatically.

This first encounter will set our road trip into motion.

Player Background

Night has fallen over the city. The player characters can be enjoying a pleasant night on the town or out patrolling the rooftops, seeking out crime and delivering punishment. The neighborhood spreads out before them in a vast crisscrossing grid of intersecting streets and the towering buildings of downtown city blocks. Most streets are probably a little too narrow for the traffic of our modern times. Many streets are one-way, with cars parked on either side. The buildings are closely spaced together and offer a variety of architecture from the last 90 years: from three and four story brownstone townhouses to 20 story office buildings and apartment houses. The neighborhood is mostly well lit, and people are milling about outdoors. (The time of year makes little difference.)

Traversing the streets or rooftops as costumed vigilantes will elicit surprise, confusion, and disbelief from the citizens who may be encountered. Most will stop, point, and get out of the way. If the characters are heroes of repute, then one or two of the more bold passersby may try to get an autograph or a hand-shake. Except for an occasional wine sipping on *Night Train* and some boisterous youths, the town seems pretty quiet tonight.

As our heroes move on to a seedier area, the sounds of shouting and the smell of liquor float by. The neighborhood is now mostly older structures in various conditions of wear. Closed shops and little offices make up the bulk of the buildings, punctuated by an occasional restaurant and bar. Its from a crusty old watering hole a few doors down that the sounds of a commotion are coming. The crash of a smashing bottle and shouts of approval indicate the situation is quickly becoming volatile.

The trouble spot is in an alley behind a sleazy, little bar, and pool joint, called *Mickey's Playland*. It was once a nice little place that catered to the working class people from the neighborhood's warehouses and workshops. Today, it is a *hang-out* for dope dealers, thugs, and punks looking for some action. Tonight's action appears to be shake-down and rough-up some poor good-old-boy trucker who didn't know this ain't his kind of saloon.

Enter Bert

Read the following to the players.

Whether the heroes are on the roof or street, they see a dumpy little bar at the end of the block. Bad rock 'n roll and laughter can be heard from inside. A trio of homeless, old men curl up next to the stairs. None of these denizens of the bar pay any attention of the ruckus coming from the alley. Near the alley are a dozen souped-up motorcycles. Most are custom painted with death heads and the words "Skull Cyclists". From around the corner, in the alley, comes a cacophony of voices and phrases: "Okay old man, yer gonna pay wit yer life." and "Yer dead meat, boy." "You messin' with some bad dudes." "Cut the old fart, man...whatcha waiting fo..." and similar jeers.

The alley leads back about 30 feet to where it opens up into an unmaintained courtyard area. This courtyard is 20 x 30 feet and littered with trash. The surrounding buildings are all locked tight, with sealed windows. An old, rusted fire escape runs the height of the nearest building on the right. To the left is an abandoned building with another narrow alley leading to the cross street.

Peering into the alley reveals about a dozen leather-clad thugs surrounding one white haired, trucker-type guy with baseball cap, flannel shirt, and suspenders (he certainly sticks out like a sore thumb among all this leather). The only light comes from a single bare bulb above the door to the back of the bar. It illuminates a scene of violence ready to explode. The antagonists are a motorcycle gang. Each has long hair tied with a red bandanna and all are dressed in black leather jackets emblazoned with the "Skull Cyclists" logo. They are armed with lengths of pipe, chains, and/or knives. The leader has white and purple hair, studded leather gloves and jacket, and is brandishing a wicked looking switch blade.

The old man seems nervous, but not badly shaken. He has positioned himself with his back to the wall, leaving openings for attacks from the front and sides. He says, "Come on boys, let's walk away from this to fight some other day. I got no beef with you." "Yeah," snorts the leader. "well, maybe we got a beef with you." "You don't belong here," shouts another. "And you is gonna pay, in money an' in blood!" shouts a third harasser. With this, the others laugh and curse. Somebody throws a bottle that opens a small cut on the trucker's forehead. The trucker positions himself for a fight. His antagonists move in.

What are our heroes doing?

Game Master Information

Unless the player characters intercede right now, there is going to be a serious fight and a lot of gang punks are going to get hurt. The man they are attacking is *Bert McClusky*, ex-CIA and martial arts expert. However, this isn't the movies and Bert is facing some dangerous odds, so he'll play for keeps. If nobody arrives to help, Bert will attempt to incapacitate (a kick to the groin, a broken wrist, knockout punch) the leader and his first two or three other attackers, and then try to plow through the rest of them and make a run for it. Even with his skills, Bert is hopelessly outnumbered (note that he does not use killing attacks) and will fall to the sheer numbers of his attackers.

If the characters are not involved by the time that Bert is getting the tar knocked out of him, then its time to remind the "heroes" that they are watching an innocent man getting killed. Alignment checks may be in order. **Note:** Bert is an integral part of this whole storyline. He must be saved and must meet the player characters!

To the Rescue

The old trucker (Bert) will stand back and watch the super heroes in action, only entering the fight to prevent a sneak attack against his rescuers.

The biker thugs will greet heroes of any kind with catcalls, obscenities, and challenges. These punks are thirsty for blood and will attack. However, they aren't completely stupid and will not fight to the death nor till the police arrive. As soon as they suffer serious setbacks, like the leader loses all his S.D.C. and half his hit points, or more than four of their gang have fallen, they will flee. They will try to carry beaten comrades and jump on their bikes and ride off. If this is not possible, they'll split up on foot, running through the alleys.

The police will not arrive for 2D6 minutes after the fight is



over (this isn't their fault, nobody reported the fight till the end). Vigilante heroes, spies, and mutant animals may want to be long gone before the police arrive.

Note: Bert will try to join the heroes or tag along, saying, "Wait, I need your help." This should be sufficient for most player characters to at least hear what he has to say, although conversation should probably take place at a less conspicuous locale.

A Typical Biker Thug

Alignment: Anarchist or Miscreant
Hit Points: 26 S.D.C.: 30 **Average Age:** 20
Size Level: 11
Weight: 190 lbs **Height:** 5 ft 10 inches
Attributes: P.P. 14, P.E. 15, all others are average.
Experience Level: Second
Combat Skills: Basic Hand to Hand, Two attacks per melee.
Bonuses: +2 to parry and dodge, +2 to pull punch.
Weapon Proficiencies: W.P. Blunt, W.P. Chain, W.P. Knife.
Skills of Note: Pilot Motorcycle and Athletic (general).
Weapons: Knife (1D6 damage) and pipe (1D8 damage) or chain (1D6 damage).
Armor: Soft leather; A.R. 9, S.D.C. 20

The Gang Leader

Alignment: Miscreant
Hit Points: 34 S.D.C.: 40 **Age:** 28
Size Level: 11 **Weight:** 210 lbs **Height:** 6 ft
Attributes: I.Q. 12, P.S. 18, P.P. 15, P.E. 17, all others are average.
Experience Level: Fourth

Combat Skills: Basic Hand to Hand, Four attacks per melee.
Bonuses: +2 to strike, +2 to parry and dodge, +5 to damage, +1 to save vs toxins, +2 to pull punch.
Weapon Proficiencies: W.P. Blunt, W.P. Chain, W.P. Knife.
Skills of Note: Pilot Motorcycle and Athletic (general).
Weapons: Knife (1D6 damage), pipe (1D8 damage), and W.P. Revolver.
Armor: Studded leather; A.R. 12, S.D.C. 38

After The Fight: A conversation with Bert

Once everybody feels safe and secure, the trucker will introduce himself as "Bert" and thank the heroes for their help; although he'll add, "Sure, I probably could have handled them kids myself, but it was nice to have the cavalry arrive." As to how he got into this situation in the first place, Bert will simply reply, "I guess I'm getting old and losing my touch. Walked into that mess like a blind school girl."

The feisty old boy goes on to explain that he's in trouble and could use the help of "gifted" men and women such as them. G.M., read the following:

"So, you see, I can't really tell you much more than I have already. My contract forbids that I reveal the content or origin of my shipment. But I assure you on my honor that it is not illegal or criminal, and is, in fact, very important for the welfare of the people of this country! (Anybody who can tell whether Bert is telling the truth or not will get the feeling that all is true.) All I'm asking is that you ride shotgun with me in my rig (truck). The whole trip will take a week or less, and I'm sure my employer

will fly you back at his expense. Plus, I can pay you a 1000 bucks each out of my pay. Please. Will you think about it?"

When asked why he thinks that he's in need of their *special talents*, he'll just say, "There's forces that would like to see me and my load disappear, is all. I told you. I can't say anything else." With this, Bert stretches, shakes hands with his rescuers and says, with a smile, "I understand. Thanks for your help tonight." And leaves. Before leaving, he'll tell them where he's staying and that he's leaving in two days.

Game Master's Notes: 1.) The use of psionics, such as empathy, will reveal that Bert is a bit nervous, but sincere. Telepathy will find a tough, resistant mind; in fact, the kind of resistance one encounters from individuals trained against mental attacks. However, a few random thoughts and images can be picked out. He's worried about the trip and believes somebody is out to kill him. Images include a big, slick, blue truck, an arsenal list for the trip (including fuzzy dice?), ninja, and a beautiful young woman. A detect aura will reveal Bert to be a basically good guy, in exceptional good health and physical condition for a man of 50-60 years old, he's human, and a seasoned fighter. Bert is not psionic.

2.) If the characters have access to police or military agencies by means of a contact or computer hacking, they can find out the following: Bert is 56 years old, was born in Columbus, Ohio, never married, was a soldier decorated for bravery in the Korean War, and went on to work for the CIA from 1957 till 1977 (there is no data regarding his CIA years: top security rating). He has been semi-retired since leaving the government. Started a part-time operation as an independent trucker in 1983. His first job was hauling books for a small publisher based in Detroit. He has no criminal record nor history of working with so-called super heroes.

His current employer is an outfit called "IBC Inc," a leader in computer technology. The assignment seems simple enough: to deliver computer components to an IBC branch in Silicon Valley, California.

3.) When Bert said his good-byes, he took the opportunity to attach a tiny electronic tracer onto three of the player characters (for the sake of story progression, he did this without the heroes noticing). He'll use these tracers to follow the characters to where they are staying. If they don't contact him, and agree to join him on his trip, he will come to them.

Bert's appearance on their doorstep should come as a surprise. Read the following to the players: Bert will be friendly and gracious, but pushes right inside, like an old buddy come to visit. He won't threaten or blackmail the characters, saying, "I appreciate the need for cover identities more than you may think." He comments on how they should have tighter security and offers to help set something up after they all come back from the trip to California. He bats his big brown eyes, and tries to look as needy and pitiful as possible. "Fellas, you can see I'm terribly desperate to be following you back to your hide-out. Please come with me on this haul. I assure you, you'll be helping make America safe from the criminals you're always fighting. Please. Don't make me beg."

Note: Bert will not tell the truth about how he tracked them down, saying, with a smile, "I ain't without some resources myself." Oh, he'll carefully retrieve his tracers (If the heroes have discovered the bugs and confront Bert about them, he'll

smile and say, "Golly, will you look at that. I'm telling you, your security is bad! But I can fix that for you, like I said before.")

Game Masters, there's enough intrigue, and pleas for assistance from a *good guy* to entice the most stonehearted vigilante to join up for this trip. After all, it is only for a week or so, and everything seems quiet on the home front.

If the *Ninja Turtles* are being used, whether they want to go or not, their Sensei, Master Splinter, will meditate on the matter and recommend that it would be well if his students accepted Bert's offer. Despite the possible dangers, it would at last give the turtles a chance to go and experience America.



The Truck

Player Background

The group will meet Bert at the docks at 5:00 A.M., the next morning. Inside a shabby little warehouse is Bert's pride and joy, his truck, The Blue Ox. The cab is one of the conventional snout-nosed variety, is large and roomy inside, comfortably seating three. Attached to the back of the cab is a goodsized "sleeper" addition which can comfortably hold another three people of human size (four is a tight fit). Both the cab and the trailer (also

called a "reefer") are painted a deep, rich blue that glitters in the dim light. Running along the length of the trailer and about the cab are two pitch-black stripes that begin as thin lines in the front and flare out until they are two feet wide at the back of the truck. A vast array of yellow running lights outline the edges of the trailer and the cab. On top of the cab are a variety of horns (the tooting type) mounted in between two high exhaust stacks. A pair of oxen horns (as in the animal) are mounted on the front grill of truck.

Along the dashboard of the "Blue Ox" are the standard dials and controls one would expect to find in a truck, as well as an array of not so typical items. There is an old beat-up *citizen's band* radio next to a much fancier HAM radio that is apparently one of the kinds that can pick up 40 channels. A pair of *head-phones* are plugged into it, set on top of the dashboard. Next to the head phones is a small color *television* with a detachable *cam-corder* underneath and a control panel on the side. Three *computer monitors* are also in the dash board, but only one has a detachable *keyboard*. An expensive *Alpine tape deck* completes the dashboard equipment. The only remaining oddity is a useless rear view mirror from which a pair of fuzzy dice dangle. If asked about the mirror, Bert will say, "I had it installed so I'd have a place to hang my dice. Why else, 'cept to comb my hair."

The driver's chair is mounted on what looks like a large tool storage box, but it has no handles or padlock. Instead, it has an unusual looking electronic lock (characters with a background in electronics or spies will recognize it to be a *thumbprint scanner lock*; it is programmed for Bert alone).

A small door opens to the sleeper attached to the cab. Inside, there is a short space in front of a lower bed. The bed can be used as a double couch, complete with seat belts for three people, or as a double bed. There is a large storage space underneath the bed and two cabinets directly across from it. One cabinet holds a small refrigerator unit, a small microwave oven, and a space for food storage. The opposite cabinet contains a small wash basin with faucet and a water capacity of 2 gallons. Above the little sink is a 12 inch color television. Above the lower bed is another, smaller bed that pulls away from the wall to create a bunk bed look (sleeps only one person and is too close to the ceiling to be sat on).

Game Master Details about the Truck: For all of Bert's nice embellishments, he has fixed up his truck in some extremely unorthodox ways that will not be apparent to the characters, but will be important in the game.

1.) *The windows are bullet-proof* (220 S.D.C.). The cab has 800 S.D.C. and the trailer has an additional 900 S.D.C.

2.) *The sparkling paint job does more than just make the truck look damn good. The paint is a very special variety, similar to the kind used on the stealth bomber, which diffracts and absorbs certain kinds of electromagnetic signals, making the truck virtually invisible on radar.*

3.) The dark color of the paint also makes the truck virtually invisible at night when the lights are off. **Note:** Bert has a pair of infrared goggles that he uses to see when he's "running dark."

4.) One of the computer monitors on the dash is really a *Radar* that can track up to 50 targets. Range is limited to 10 miles and targets must be flying 300 feet high in the outdoors, 1000 feet in the city).

5.) The other computer monitor in the dash can link to a satellite that can provide a multiple map image indicating the Blue Ox's exact location and the roads, terrain, and towns within a 500 mile radius.

6.) The third computer, with the detachable keyboard, contains pertinent data about various criminals and federal agencies, as well as monitors the truck's condition. It can also be hooked up to a hidden modem and cellular phone to transmit or receive new data.

7.) The dashboard TV is connected to several small surveillance cameras mounted inside the cargo trailer and under the trailer to monitor activity inside the cargo bay and from behind.

8.) Inside the locked compartment (S.D.C. 200) under the driver's seat is the following:

One AK-47 with 4 ammo clips

One M-16 with 10 ammo clips

One Mini-Uzi with 10 ammo clips

One Military 45 automatic with 10 ammo clips

Six walkie-talkies, 2 mile range

Six electronic tracer bugs and hand-held tracker

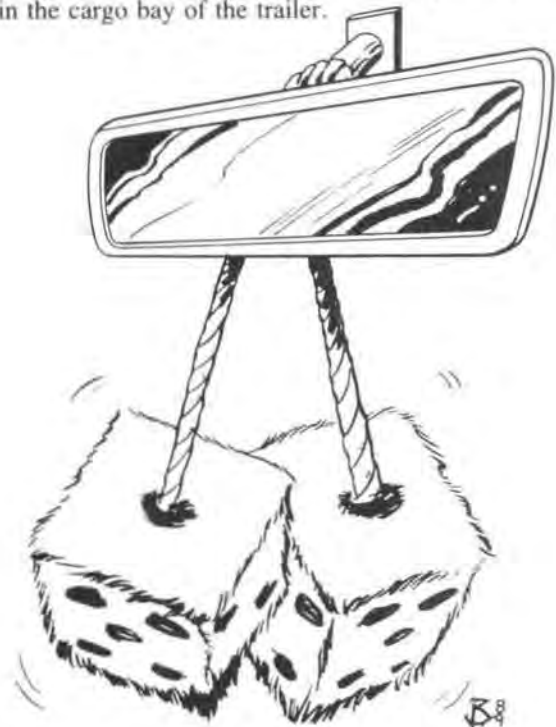
Six smoke grenades

One pound of plastic explosive and 5 detonators

One pair of fuzzy dice

One first-aid kit

9.) The fuzzy dice hanging from the mirror are actually small, but powerful, grenades. They are activated when the pin tied to the string is pulled up and the center dot of the 3 or 5 is depressed. There is an eight second delay before detonation. The dice can be thrown as a pair, inflicting $1D6 \times 10$ damage, or individually, causing 5D6 damage. **Note:** There is another pair of dice under Bert's seat (See #8) and an additional dozen pair in a small box kept in the cargo bay of the trailer.



10.) Lastly, there is a smoke screen device which can release a thick cloud that covers the road behind it. Covers a $40 \times 40 \times 40$ foot area. Anybody passing through the cloud will lose sight of the truck and has a chance of crashing unless they stop immediately. To determine a crash, the driver(s) must roll under

his piloting skill, but with a penalty of -60%. The cloud dissipates in 1D4+1 minutes. There is enough smoke generating material for *three* smoke screens.

The Runner Car

If the game master and players wish it, or if there are more than five or six heroes in the group, they may use Bert's runner car. A runner car is a vehicle that usually runs/drives ahead to scout out the terrain and keep an eye out for "smokey" (the police looking for speeders). Bert will suggest, "We may want to use a runner on this little trek." If the answer is yes, Bert will walk over to a canvas covered vehicle off to the side of the warehouse. "Unless you have a good, solid car of your own, I guess we'll have to use the 'Heap'. It's fast, real fast!" With this, Bert flings off the canvas cover to reveal a white *Porsche 911 convertible*.

"Pretty nice, eh? I call it the Heap because it cost me a heap of money. So whose drivin', so I know whose legs to break if something happens to my Heap." With a wink and a nod he tosses the keys to the designated driver. "In the glove compartment you'll find a remote control that'll open the cargo doors to the Blue Ox. The green button will lower a ramp and allow you to ride up it and into the trailer. This ain't a toy. Don't be using it unless necessary! I don't want my Heap or my load busted up. Got it? Good."

Note: Unlike the Blue Ox, the Porsche is a normal Porsche; of course, that means super acceleration and a speed capability of about 200 mph. Seating is limited to the driver and one passenger. S.D.C. is 300. It also has a 40 channel C.B. radio, conventional radio, and tape deck.

On the Road to Pennsylvania

Player Background

First stop will be to pick up the load in Pennsylvania.

When Bert has finished checking out the truck, and the characters have stowed their gear and settled into their respective vehicles, they leave the warehouse for the road to California. As they head out on the road, Bert lays down a few ground rules: "No smoking and clean up your own messes. If you have to make a stop, announce it loud and clear, I ain't no mind reader. And, most important of all, I have the last word. It's my truck."

He explains that their destination is Silicon Valley, just south of San Francisco. They'll be taking I-70 West most of the way. Only when they get to Utah will they leave the interstate and join up with several other roads needed to get to central California. He hopes to get as far as Ohio on the first day, into Missouri or Kansas on the second, up into the Rockies on the third, down across Utah and Nevada by the fourth, and into California by the fifth day. Of course, road conditions (and encounters) may add a day or two.

New York City and State can be left fairly easily by taking the Verrazan Narrows Bridge onto Staten Island, and thereby proceed to the Garden State, *New Jersey*. While there are still

some state forests and farmlands in the south of the state and along the river that borders Pennsylvania, New Jersey definitely earns its status as an entirely urbanized state. Northern Jersey is a virtual extension of the New York City megalopolis. The sprawling suburbs are broken up only by vast expanses of industrial parks and chemical factories.

The fastest way to travel through New Jersey is the New Jersey Turnpike, which will take travelers to Philadelphia, Pennsylvania.

New Jersey drivers are notorious for driving fast, hard, and close, with lots of horn and little use of turn signals (and these are just the old ladies). The highways are somewhat heavily patrolled by both the State Police and local law enforcers. They will rarely cut drivers any slack if they catch them doing anything above 70 mph.

Leaving the major roads in New Jersey can introduce the traveler to a vast *maze* of communities, business strips, and other difficult to navigate roadways. All the streets and roads are marked well, but because there are so many, finding where one wants to go without getting lost can be a true challenge. Thus, Bert will stay on the Turnpike all the way to Philly.

There are any number of places to cross over into Pennsylvania from New Jersey using any of the dozens of bridges which stretch over the **Delaware River**. Bert will hook up with the Pennsylvania Turnpike just south of Trenton. While the PA Turnpike is somewhat more narrow, especially through the eastern part of the state where there are few shoulders along the road, it is in a bit better kept condition than the previous turnpike. This well travelled roadway will take the travelers into Ohio.

All the rest stops on the Pennsylvania Turnpike have complete fuel and garage facilities and restaurants, but they are spaced out at rather lengthy intervals, which means travelers have to keep an eye on fuel. Good maintenance facilities can be easily found in and around the major metropolitan areas, such as Philadelphia, Harrisburg, and Pittsburgh. They can be found along the exits of the turnpike and the several interstate highways that crisscross the state. *Carlisle* is reported to have the largest series of truck stop complexes in the country.

For those who prefer the long, scenic approach to travel, there are hundreds of small and secondary roads zigzagging up into the *Appalachian Mountains*. This is not recommended for those who want to get across the *Keystone States* in any reasonable amount of time (add two days if this route is taken). For individuals who enjoy abusing their vehicles, they can take on the interstate highways which run north/south and east/west. You know, the ones often used by truck manufacturers for vehicle stress tests. The roads are patched, lumpy, broken, potted, and in poor condition at best (maximum speed without risk of damage to the vehicle or loss of control is 45 mph).

Bert and company have an uneventful trip to *Carlisle*, Pennsylvania. While on the road, for this entire trip, Bert is usually friendly, jovial, and talkative, asking the characters questions about their likes and dislikes, sports, music, trucks, and hobbies. However, he will never ask questions about the group's background, history, or personal lives. Likewise, he will offer little information about himself or his past, except for an occasional cryptic comment about having worked for the government years ago. Instead, Bert will offer his opinions about everything from politics to the world of wrestling. If anyone presses him

for answers about his past, or his fears about this shipment, the trucker will mumble something about "lots of miles on the road" and become uncharacteristically somber and quiet for at least a half-hour. During this quiet period he will ignore all inquiries and comments, including small talk.

Note: See the game master section for the complete profile on Bert, as well as random tables for road conditions, traffic, and road encounters.

The Load: Chocolate Chips?

Player Background

As the group approaches Carlisle, Pennsylvania, Bert announces that they have to pick up their load for this trip at Carlisle. When the Blue Ox leaves the turnpike, it travels several miles past a vast array of truck stops, restaurants, donut shops, gas stations, motels, and other businesses located on the "miracle mile" strip.

Turning off onto a side road, the group approaches a large industrial compound surrounded by high chain link fence. Outside the fence is a large corporate sign which identifies the compound as being the major distribution center for "IBC...The Computer People." The largest computer company in the world.

If the runner car was used, Bert will instruct its occupants to wait for them back at the last truck stop (the stop is a half mile from the compound). He then pulls his cap down tight, sighs, and says, "I'm not authorized to bring assistants into the compound, so get in the sleeper and sit tight till I tell you otherwise." It may be a tight fit for four or more characters, but manageable for the short while it will take to load up (about 40 minutes).

The group will feel the truck lurch forward, stop, move again, and after a few minutes of jockeying and maneuvering, the Blue Ox rumbles to a stop and sighs. Bert taps on the wall to get their attention and states that he is going to fill out the paperwork and get his load. He admonishes the group to stay out of trouble at all costs and to stay out of sight.

Exploring the Warehouse

If the group stays put, they'll be on the road again in about 40 minutes.

If the group decides to explore, they may be detained if caught.

Looking out the windows, they'll see that they are in a large outdoor dock area. The Blue Ox is one of several other trucks backed up to a large warehouse. The end of the truck is inserted into a large, wide doorway so that whatever the cargo is, it can be loaded directly from warehouse storage into the truck. In between every few truck bays is a set of steps and a door leading into the warehouse. Above each door is a security camera. Various IBC personnel are moving in and out, while an occasional highlow and yellow Caterpillars, carrying crates marked with the ICB logo, rumble about.

Leaving the Blue Ox unseen is easy. The various trucks and stacks of pallets provide ample cover to sneak off unobserved. All the doors are unlocked, but a buzzer sounds loudly whenever a door is opened and the camera will focus on the door. However,

since people come and go all the time, the security people on duty in the monitoring room tend to *ignore* the buzzer during the day. There is only a 1-28% chance (roll percentile dice) that the guards will think the character(s) look suspicious, if they are noticed at all. If the character(s) are noticed, a pair of guards will routinely go to check their ID. If the intruders do not have proper ID they will be stopped and questioned. This will give clever characters a chance to bluff their way out of trouble (but the bluff better be convincing). If the guards suspect the intruder(s) is trouble, they will draw their guns and ask him to accompany them to security to talk to their supervisor. One guard will then call security on his walkie-talkie to report an intruder and to alert the chief guard and back-up (1D4 more guards) to meet them in the next few minutes (2D4 minutes). These guards are not too tough and should be easily defeated or escaped from if desired. However, escape will cause a full alert, scrambling of the guards, and add an extra 20 minutes to getting loaded up and out of the compound. If the character(s) run or fight, the compound will be alerted and the guards scrambled to capture the intruders. **Note:** Remember that the guards are normal, good people doing their job. They are not super villains. Heroes confronting them should not use *deadly* force for any reason.

If the character(s) is captured, Bert will eventually find out and come to the rescue. He will enter the security area with a frown, speak to the chief of security for a couple minutes (out of the hearing range of the character), flash a piece of ID in his wallet, and be led to the incarcerated intruder(s). The hero(s) will be immediately turned over to Bert, and all will be escorted to the fully loaded Blue Ox. Bert will be silent and stern faced, muttering, "I see you listen to orders real well. This kind of team work will get us all killed."

A Typical IBC Guard

Alignment: Unprincipled or Scrupulous

Hit Points: 20 **S.D.C.:** 30 **Average Age:** 24

Size Level: 11

Weight: 190 lbs **Height:** 6 ft

Attributes: I.Q. 10, P.S. 14, all others are average.

Experience Level: Second

Combat Skills: Basic Hand to Hand, Two attacks per melee.

Bonuses: +2 to parry and dodge, +2 to pull punch.

Weapon Proficiencies: W.P. Blunt (nightstick), W.P. Automatic Pistol.

Skills of Note: Pilot Automobile 78%, Pilot Truck 68%, and Body Building.

Weapons: Nightstick (1D6 damage), 9mm Automatic Pistol (2D6 damage per round, 8rounds).

Armor: None

Vehicle: A total of six jeeps are available.

The Load

Eight pallets with two large crates strapped to a pallet, and weighing 1200 pounds each, have been loaded into the cargo bay of the Blue Ox. To the groups surprise, each crate is marked:

Sushey's Chocolate

Keep in Cool Place

CAUTION: Do Not Drop

Bert will remain silent and steamed about any incident with security back at ICB. If all went without incident, Bert will be his usual friendly self and say, "I got a good feeling about this haul. I think everything is going to be okay."

Instead of driving back to the turnpike, the truck is driven another two miles down the road to "Sushey's Chocolate Distribution Center." Bert repeats his request for the characters to hide in the sleeper ("and this time, stay out of trouble," if there was a problem at IBC).

This time, the loading of the Blue Ox is immediate, as if they were waiting for him to arrive. An additional *six pallets* are placed in the cargo bay, *each crated and marked exactly like the previous eight from IBC*.

Bert will shake off any inquiries about the crates and cargo with a firm, "Sorry boys, need to know basis only. An' you don't need to know. Just help me get it to Silicon Valley in one piece. Of course, if anyone asks, we're hauling chocolate chips."

Five minutes later, our crew is California bound.



The Trouble With Ninjas...

General Information (Can be read by/to the players)

As our merry band of heroes go tooling along the countryside, they pick up the *runner car* (if used) and head off to get something to eat at Bert's favorite truck stop across the Susquehanna River. "Best damn eggs this side of Oklahoma," he chortles. "It's best to start a trip on a full stomach."

The diner is packed with other trucks, confirming that it is a favorite spot in the heart (or belly) of truckers in the area. The chow is delicious, the service good, and the atmosphere friendly. Nobody seems to be looking for trouble, and even mutants or alien characters will go unnoticed if they try to remain inconspicuous.

Stomachs full and the Blue Ox fueled up, the long haul begins. Bert fumbles around with the radio, trying to pick up a station with "something worth listening to." Several times the group will hear various DJs mentioning a *parade* which is taking place in Harrisburg that afternoon, and that traffic should avoid the downtown area.

A little while later, the traffic ahead slows down. Looking ahead at the vehicles in front of them, Bert or one of the player characters will notice that the vehicles are mostly little mini-cars like the ones used by Shriners. Presumably, they are participants in the Harrisburg parade. Bert grumbles, "Yeah, cute, but do they have to drive so damn slow in *every damn lane*?" as he switches gears and slows his truck to about 50 mph. The cars in the center lane pick up speed and Bert switches to that lane. The mini-cars in the two far lanes slow down so that they now ride alongside the Blue Ox. The drivers of the mini-cars are wearing tasseled fezzes and imitation leopard skin vests over black jumpsuits. "Geezzzz," moans Bert, "these guys are giving Shriners a bad name."

Observant characters will notice that these are *not* Shriners at all, but ninja in outrageous disguises. In fact, the strange combination of costumes will make characters uncomfortable, but hesitant to believe that these could be *real* ninja. No, they must be clowns. Right?

At this point, there are six mini-cars driving along *each side* of the Blue Ox. Another four mini-cars are directly in front (two side-by-side in the same lane), headed by a 1965 pink "Cadillac convertible. Inside the convertible is a clown driver, a beautiful, black haired woman, and three other ridiculous ninja in the back seat. The woman turns and waves to the truck, as do the other three in the back seat. She is a babe of the first magnitude, and any males will have a hard time tearing their eyes away.

"Shit!" cries Bert, "that's Chiquita!"

The Attack!

At that moment, two of the ninja in the convertible pull out two odd looking rifles and fire at the highway sign over the truck. The guns launch grappling hooks and cables, which catch in the large metal poles of the sign and send the two ninja swinging toward the front of the cab. They land on the cab's roof, grabbing onto the array of horns.

Bert swerving to either side of the road will hit mini-cars (they can be easily run off the road by the big truck), but this only causes the drivers to leap onto the Blue Ox. Three on either side have already attached grappling hooks and have abandoned their cars to climb to the top of the trailer. It's action time.

Game Master Information

To summarize the situation with the bad guys:

1.) The *two* ninja on the roof of the cab are the most immediate problem. They will try to open the cab doors, or smash out the windows, and try to pull both passengers and driver out. Both

ninja are armed with *dart guns* (one shot each) that will temporarily paralyze their victim unless a successful saving throw versus toxin is made. The toxin takes effect after one melee (15 seconds). The paralysis lasts only 2D4 melees, but that is ample time to throw someone out of the truck.

The ninja are also armed with kusari-gama (1D10 damage) and two shurikens (1D4 damage), as portrayed on the cover. See *typical ninja stats for combat details*.

2.) The *four* ninja in the mini-cars in front of the truck will let Bert rear end them and then they will leap onto the grill of the truck. Bert's driving skill will enable him to send 1D4 of the cars crashing off the road; the survivors will successfully grab onto the grill. From the grill, they will throw paint bombs at the windshield to block Bert's view and force him to slow down, if not stop completely. They will then try to assist their fellow ninja in capturing Bert and his truck.

Note: The paint will force Bert to slow down to about 40 mph, but he can navigate via *radar* and *computer* assistance!

3.) There are *three* ninja on each side of the truck (6 total), that are still driving mini-cars. Their plan is to grab on to the truck or one of the grappling hook lines and join their comrades in hijacking the Blue Ox.

4.) There are *six* ninja on the roof of the trailer. Their goal is to hijack the Blue Ox and get its cargo. The capture of Bert is secondary, but desired by the ninja's beautiful leader, Chiquita. Each ninja is armed and dangerous. See *typical ninja stats that follow*.

5.) The *pink Cadillac* speeds ahead to watch the action at a safe distance, some 400 feet away. If the villainess, Chiquita, sees that her ninja are losing the battle, she'll speed away at an amazing 240 mph. **Note:** She has her escape route carefully

planned and will easily escape pursuit. In most cases, she'll be long gone before the group turns their attention to her. See the *G.M. Section for her complete stats*.

To summarize the situation with our heroes:

1.) If the windshield does not get covered in paint, Bert can drive the truck without much difficulty and at greater speed. He'll lock his door and roll up the side window immediately. Remember, the windows on the cab are *bullet-proof*, so they'll take a lot of damage before breaking (220 S.D.C.). Of course, the ninja have no way of knowing this.

2.) The characters inside the sleeper can see what's going on by watching the T.V. hooked up to the surveillance cameras. They can also communicate with Bert and the other passengers in the front of the cab.

3.) Try as he may, Bert can not shake the ninja off his truck! The heroes will have to climb out and up, onto the truck, and fight the ninja one on one. Super heroes who can fly and/or have long range attacks will have the advantage here.

Bert has four bungee-type cords, each 10 feet long, that he uses to secure cargo. He offers them to his protectors so that they can try to hook themselves to the truck's roof. The cords can be easily looped around the horns or exhaust stack. Remember, the cords are limited to about a 10 foot length and could prove to be as much a hindrance as a help. On the other hand, the cords will hold fallen characters four inches above the pavement.

Bert may also tell them about the dice hand grenades if he feels it is necessary.

4.) The characters in the cab and sleeper can exit one at a time from the cab's passenger door and from the door in the sleeper (on the driver's side). Remember, the sleeper also has a door to the cab section as well.



5.) If a runner car is being used, Bert will call for help on the C.B. radio. They should only be 1D6 miles ahead and can get to the Blue Ox within 2D4 minutes.

Oddly enough, they did not pass the convoy of ninja-shriners, which means that the villains were hidden, waiting for the big truck to show up.

6.) To accommodate his friends fighting on the roof of his truck, Bert will not exceed 50 mph for fear that he'll send them crashing to the pavement.

7.) If Bert is incapacitated, one of the other characters will have to drive or the truck will run off the road and stop. The ninja will try to take over the driver's seat and ride the truck to their local, temporary, hide-out only a few miles away. The fight continues on the rooftop. G.M.s may want to have combatants roll to see if they are knocked off the truck when it suddenly stops.

8.) **Optional! Avoiding highway signs.** The more vicious or mischievous game masters may wish to add the sporadic obstacle of highway signs to the combat. In all fairness, avoiding the signs should be a problem for the attacking ninja as well as our heroes.

Characters on the roof of the trailer, not the cab, will have to worry about slamming into highway signs as the truck passes two or three feet underneath them. Anyone *facing toward the front* of the truck will be able to see the sign rushing up and have ample time to *dodge* it by ducking underneath the sign (add +4 to the dodge roll). Characters who are facing the *other direction (rear of the truck)* will not realize the sign is coming until it is on top of them (dodge penalty of -4).

A **failed dodge** means the person is hit by the sign at 50 mph. In real life, this poor guy would be dead; however, our fictional heroes and villains are larger than life and may be able to survive. **Damage:** 1D6 per 10 mph; in this case, 5D6. However, there is also the chance that the character will get knocked off the truck and suffer another 5D6 + 10 damage bouncing off the concrete. To determine if the character is knocked for a loop, but manages to hang on, roll under the same conditions as those who try to leap over a sign, as follows.

Cocky characters can try *leaping* over the signs. Only characters with *leaping abilities, super speed, gymnastics, acrobatics, or heavy duty martial arts* (those with ninjitsu, or one of the *Ninjas & Superspies* characters, or *Heroes Unlimited* characters like the ancient master, bionic, or physical training) have any real chance to successfully leap over the signs without losing their balance and falling off the truck. **Note:** Characters tied to the cord can *not* do a leap and automatically hit the sign and roll off the truck. The leap also distracts one's opponent, adding an additional penalty of -2 for him to dodge.

Heroes with super, sonic, or extraordinary speed have a 1-72% chance of success (roll percentile dice). *Mutant animals with jumping abilities* have a 1-60% chance of success. *Heavy-duty martial artists* roll under their back flip ability with a -5% penalty per 10 mph; in this case, -25%. *Characters with acrobatics or gymnastics* also roll under their back flip skill with a -5% penalty per 10 mph (-25%). *All other characters* have a 1-26% chance (roll percentile dice).

The signs can show up as often as every 4 to 8 melees or as the G.M. desires.

G.M. Plot Twist: If the Blue Ox is Hijacked

Should the ninja steal the truck, don't let them capture Bert too. As soon as the characters catch their breath, Bert will inform them that he can track the Blue Ox via his electronic wizardry and a pocket tracking device that he always carries on him. This will indicate that the truck is only a few miles off the highway and slowing down. It stops a mere five miles away. Our heroes can get there by car in five minutes.

The ninja hide-out is an abandoned gas station and garage. When the group shows up, they will be just beginning to transfer the crates onto their own 18 wheeler. Their truck is black, with a big clown's face and a logo that reads: "N.I.N.J.A., Serious toys for people who don't clown around."

There are a dozen ninja assisting in the transfer of goods, two are driving highlows. Another dozen zoom off in mini-cars to greet any obvious vehicles approaching within a mile. Six more goons stay at the garage, armed with shotguns and uzi sub-machineguns.

Note: It will take these villains at least 15 more minutes, after the arrival of our heroes, to unload the Blue Ox and transfer the crates onto their own truck. Exactly how you, the game master, handle combat is up to you and the players. The best storyline is to have our heroes win the fight and continue their journey in the Blue Ox.

If the ninja get any of the crates, it will be only the first two pallets. Bert will call off any attempt to pursue their truck, saying, "Hold on. Hold on!" With this, he hits a code into his special pocket tracking device and snorts, "This will light a fire under their fannies." Moments later, there is an explosion as the two pallets blow the ninjas' trailer into little pieces. "Those last six pallets are booby-trapped dummies," smiles Bert "You can never take too many precautions. Security is the name of the game. Hey, we better get a move on; I'd prefer to avoid any lengthy explanations with the police." **Note:** Should the police arrive, a wave of Bert's ID and a five minute explanation will send them on their way back to California.

The mysterious woman, Chiquita, and her pink Cadillac are nowhere to be found.

A Typical Ninja Henchman

Alignment: Miscreant or Aberrant

Average Hit Points: 28 **S.D.C.:** 38 **Average Age:** 26

Size Level: 10

Weight: 180 lbs **Height:** 5 ft 6 inches

Attributes: I.Q. 12, P.S. 20, P.P. 17, P.E. 14, Spd 15, all others are average.

Experience Level: Fourth

Combat Skills: Hand to Hand: Ninjitsu, Four attacks per melee.

Bonuses: +4 to strike, +3 to parry and dodge, +5 to damage, +3 to pull punch/roll. Includes all bonuses.

Weapon Proficiencies: W.P. Sword, W.P. Blunt, W.P. Chain, W.P. Paired Weapons, W.P. Targeting (Shuriken). Add +1 to strike and parry when using any of these weapons except shurikens.

Skills of Note: Athletics: General, Acrobatics, Body Building, Swimming: Advanced 82%, Prowl 78%, and Pilot Automobile 90%.

Weapons: Half the ninja have a Kusari-Gama (1D10 damage) and 2 Shurikens (1D4 damage each). The other half have a



ninja short sword (2D6 damage) and a pair of Sai (1D6 damage). **Note:** The G.M. can add or adjust weapons as he may desire. Ninja weapons can be found in *TMNT & Other Strangeness*, pages 63-66.

Armor: None

Vehicle: Mini-car: Top speed 80 mph, S.D.C. 110, penalty of -10% on driving skill roll on all special maneuvers.

A Typical Goon

Alignment: Miscreant

Hit Points: 20 S.D.C.: 30

Average Age: 20

Size Level: 11

Weight: 180 lbs **Height:** 5 ft 11 inches

Attributes: I.Q. 8, P.S. 15, P.E. 12, all others are average.

Experience Level: Second

Combat Skills: Basic Hand to Hand, Two attacks per melee.

Bonuses: +2 to parry and dodge, +2 to pull punch.

Weapon Proficiencies: W.P. Knife, W.P. Automatic Pistol, W.P. Shotgun/Rifle, W.P. Sub-machinegun.

Skills of Note: Pilot Automobile 78%, Pilot Truck 68%, and Body Building.

Weapons: Conventional Shotgun (5D6 damage; two shots) or Uzi (2D6 damage per round).

Armor: None

Vehicle: A total of four mid-size cars are available. **Note:** The goons and the ninja will all try to escape as soon as it is apparent that they have lost this battle. The ninja will easily slip away (prowl), while the goons will run off.

If any of the gun wielding thugs are captured and interrogated, they know little to reveal. They were hired by some Japanese guy (one of the ninjas) to be the muscle at the garage for \$1200 dollars each for one day's work. They know nothing about this "Chaquita" character.

Captured ninja can not be made to talk. Even psionic probes will extract minimal information. All that *may* be uncovered is that they are the loyal servants of international Cuban criminal, Chiquita. They are after the cargo in the truck, something about microchips, and revenge on Bert.

Bert Coughs-up Information

If the characters fought well, and especially if somebody was seriously hurt or almost killed, Bert will feel that it is time to tell them a little about what this is all about. Read the following to the players:

"Our load is a tad sensitive, boys. I can't give you all the details; heck, I probably don't know everything myself, but you deserve to know what I've gotten you into. Them crates contain special computer chips. State of the art.

"You guys might have heard of the Friday the 13th computer virus a while back. A virus built into normal software that was programmed to enter a computer system on the bad luck Friday. The virus was designed to completely devour the system it had invaded. Unlike previous jokes, if you can call this kinda crap a joke, the virus was in *new* software, not shared software. That means industrial sabotage at the manufacturing level. Worst of all, it was designed specifically to attack and destroy military and industrial programs. This was sophisticated stuff of top quality. And it threatened National Security. The top brass was scared spitless.

"We were lucky, word about the computer virus leaked and disaster was avoided, although several smaller contractors with the government had their systems wiped clean. Of course, that was kept out of the news.

"What we have in those chocolate crates is the latest in anti-virus microchip technology. Top secret, government only, issue. I ain't that computer literate, but my understanding is that they are designed to hunt and destroy invading virus programs, even sleeper programs like that last one, with previously unparalleled success. We're taking them to Silicon Valley for finally scrutiny before they're installed in our military hardware.

"My old buddies at the CIA asked me to supervise transportation and baby-sit this load personally. Since the CIA can't legally work within US borders, they often hire freelancers, like me, to give 'em a hand. Besides, I owe them a favor or two.

"Well, anyway, I got word a couple days ago that a spy network 'may' have learned about the chips and my mission. In the CIA, the word *may* means hold onto the seat of your pants and expect trouble. That's why I thought I'd need some heavy muscle like you guys on this trip. Seems I was right.

"As for this Chiquita dame, she seemed to have come out of nowhere a few years back. She's a big-time operator. Mostly industrial espionage. The Company thinks she's Cuban, maybe KGB trained. She has her own, personal, army that is totally loyal and willing to do all kinds of stupid stunts like we just experienced. Shriner-like ninjas. Sheesh, how ridiculous. But effective, I guess. Yeah, she's got a flair for the outrageous. She pulls all kind of wild stunts. The Steven Spielberg of the spy world, eh?"

That's about all Bert knows. Despite this new openness, he will still refuse to talk about his days as a CIA operative, although he'll mention a few Korean War stories.

Ohio, Indiana, Illinois; The Road Trip Continues...

Game Master Notes

From this point on, game masters are free to use the numerous *random traffic* and *encounter* tables found in the G.M. Section. We'd have to present a book three times this size to give you an adventure in every state, so spice up the road trip as much or as little as you desire. Use the random tables or elaborate on some of the ideas presented in them, or make up your own encounters. This gives you the opportunity to make this mini-campaign as lengthy or as short as you'd like.

Also, take a look at the descriptions of *truck stops*, *greasy spoons*, and *pool halls*.

Player Background on Roadways: Ohio, Indiana, and Illinois

As our heroes continue their trek, they will ride down from the Appalachians and into *Ohio*. Ohio is a fairly flat state. Its highways and byways crisscross and intersect in a vast web which covers the entire state, connecting the many cities and communities of this great expanse of suburbia. All the interstate roads are in good to excellent condition and provide direct access to Ohio's larger cities.

Drivers tend to drive a bit on the safe and conservative side, which means the roads are not usually the race tracks they are in the east. This is largely because of the diligent work of the Ohio State Police who are infamously tough on speeders, especially *out of state* speeders. However, the vast rural areas mean that the speed limit is 65 mph for most of the trip, and careful and alert drivers can get away with 70 or 75 mph (but they better watch out for "Smokey").

Bert and crew will be travelling I-70, but there is also the Ohio Turnpike (I-80), which will take you across the northern part of the state, near lake Erie. I-80 turns into a toll road when it hits northern Indiana.

The view travelling through *Indiana* is much the same as Ohio, only a little more rural. It is very nice and much of the same. Northern Indiana is as flat, or flatter, than Ohio, while the southern portion, which is the route Bert has taken, has hills scattered among many areas of farmland and trees.

The roads are generally in good condition, although service areas on the interstate are usually a fair distance apart. Off the main roads, travelers will find themselves in very rural country and gas stations and people will be difficult to find.

The rural fields and towns of *Illinois* are crisscrossed by the major roads and highways that radiate out from *Chicago*. Finding stops and gas just off the major routes is a snap.

Those heading south of "Chi-town," like our group, on I-70 as it cuts west directly across the state, are on their way to *St. Louis*, Missouri. The southern part of the state is more heavily

forested than the pastoral and rural northern portion, and is nicknamed "Little Egypt" for its supposed resemblance to the ancient Nile river valley.

Stop at Burger Heaven (or Fast-Food Hell)

Note: This adventure can take place anywhere in Ohio or Indiana, both of which seem to have an inordinate number of *fast-food places* at each interstate exit. The time of day should be afternoon or early evening.

Player Background

While driving along the highway, the group will see a good number of signs announcing the *grand opening* of another "Burger Heaven," a new national fast-food franchise. The most ridiculous billboards show the restaurant's mascot, "St. Bernard," an anthropomorphic St. Bernard dog in clown make-up, saying, "Hey Mom and Dad, let Burger Heaven rescue you from boring diners. The kids will love you for it!"

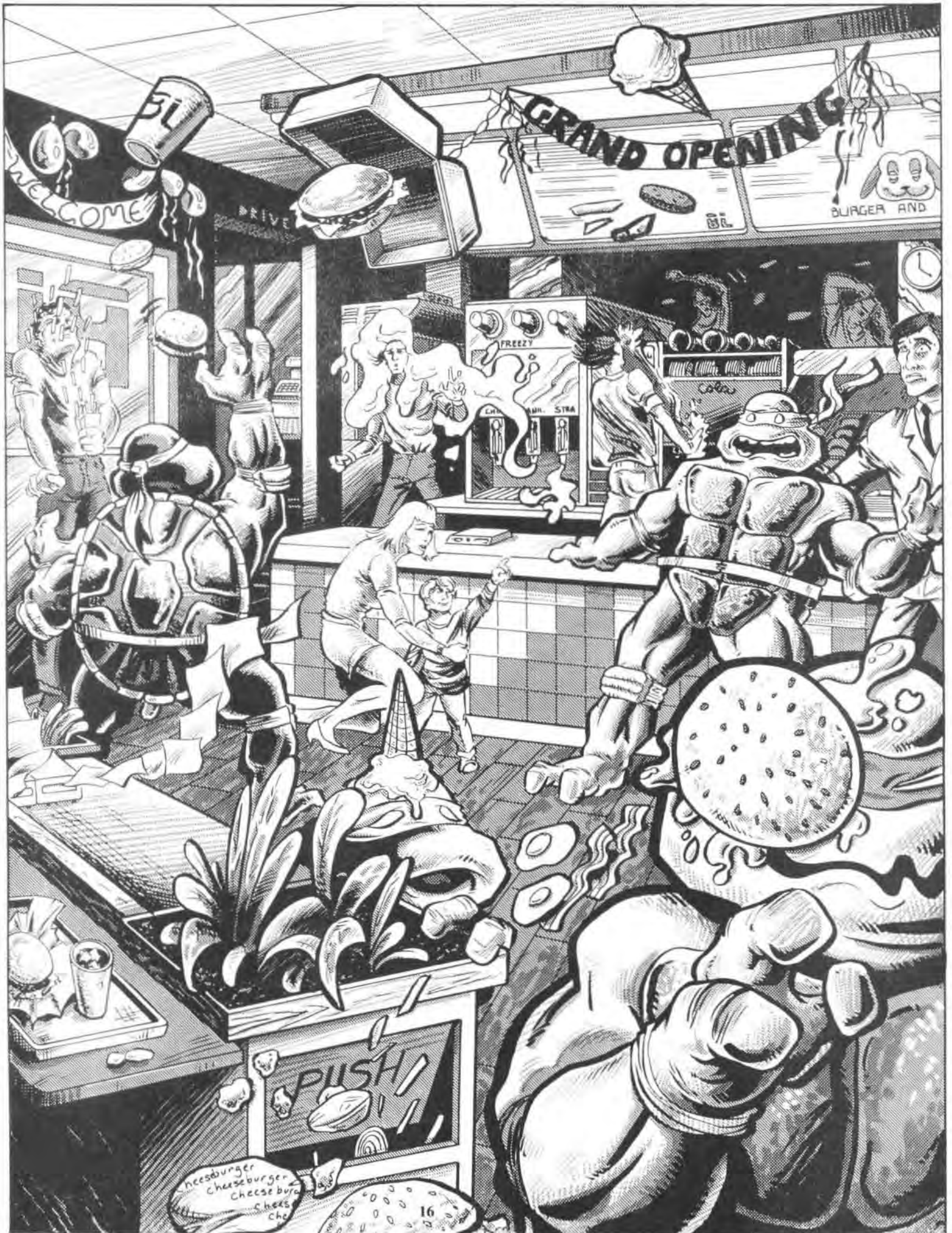
Bert's tummy is rumbling and the Blue Ox is low on gas, so he pulls off the next exit, fuels up and finds that the only food place this exit is, you guessed it, *Burger Heaven*. Bert grunts and pulls in, muttering, "Look, I don't know what else is up ahead and I'm starving. How bad can it be?"

The grand opening celebration is in full swing, with a live clown band, balloons for the kiddies, and with colorful banners and decorations draped over the brick and glass restaurant. Bert parks the truck next to a row of station wagons and vanagons. Two dozen kids seated at picnic tables bounce up and down with glee as *St. Bernard* personally hands out a tiny, free dip of ice cream.

Inside is the area serving counter manned by an army of smiling clerks all dressed in white and yellow aprons, as well as wings and a halo. The dining areas run back along big bays of plexiglass windows. The walls are painted in warm, inviting browns, orange, and blue. A canopy of crepe paper, brightly colored banners, and other decorations dangle from the ceiling. The clown band outside is playing a rousing rendition of *Oh When The Saints Go Marching In* (the company's official theme song).

The menu contains such items as *Heavenly Fries*, the *Saintly Super Burger*, the *Heavenly Nuggets* (chicken chunks), *Fish Friar Sandwich*, the miraculous *Angel Food Cake*, milk shakes (sinfully rich and delicious), ice cream, and other fast-food munchies one would expect to find at such a place.

Note: With all the silly costumes and party events, a ninja turtle or super hero will not be recognized as anything unusual. However, that person is likely to be surrounded by a dozen kids asking, "Who are you?" or "Wow, are you a super hero like Batman? Let's see you fly." or "Hi, mister clown. Can I have a balloon and ice cream?" and so on.



GRAND OPENING

WELCOME

DRIVE

BURGER AND

BL

FREZZY

CH

AM

STRA

Color

PUSH!

cheeseburger
cheeseburg
cheese

16

Things Get Dangerous

Game Masters, read the following to the players:

While the characters wait in line to place their “heavenly” food order, the crowd behind them erupts into laughter. Looking at the crowd, you see a Saintry Super Burger spinning in mid-air, in the center of a chorus line of Heavenly Fries, all floating eight feet above the floor. The crowd loves this *trick* and goes wild with applause!

The burger and fries are joined by a quintet of dancing ice cream cones and some styrofoam burger boxes. Suddenly, the food goes hurling into the crowd, splatting into the faces of several, not amused, adults. The kids cheer and holler, but the service staff and manager look bewildered.

Saint Bernard steps forward, and in his doggy voice, says that children should not play with their food. The kids spontaneously hurl french fries and angel food cake at the poor fellow. Then the six foot tall dog is bombarded with all kinds of heavenly food-stuffs flying from every direction under its own power. A super burger knocks the Saint Bernard dog mask off and the actor goes running off outside. The adults look concerned and angry. Many of the younger children are upset that the food attacked their big, furry friend, Management has turned pale.

Then food and small objects begin to fly off the tables and from the kitchen, pelting everybody, child, parent, server, Bert, and our heroes. A woman shrieks as six knives from the kitchen rush past, inches from her head and are impaled in the cardboard stand-up of the dog mascot.

The now screaming crowd rushes for every exit. Although many get out, the doors slam closed and an audible “clack” noise announces that the doors are now locked. About two dozen children and a dozen adults are trapped inside. Some have taken cover under tables and in the restrooms, while others stand huddled, whimpering in the corner.

After a few minutes of utter, sloppy chaos, the flying food, knives, styrofoam boxes, and other debris begin to concentrate in a swirling whirlwind directly in front of the doors. Moments later, it stops and forms into a mockery of the human form. A bizarre monstrosity that is simultaneously humorous and terrifying. The thing’s chest is a bag of garbage, its arms are paper cups stuffed with fries and foodstuffs, its legs are styrofoam burger boxes and milk shakes, its feet are Saintry Super Burgers. The head is a mass of muck with the Saint Bernard mask for a face, and a spatula, spoons, forks, and other kitchen utensils stick out of the top. Most frightening is its hands. The right hand is composed of four kitchen knives that look like deadly fingers. The left hand is a menacing meat cleaver.

The monster takes a step forward, causing milk shake and special sauce to ooze from its joints. Then it lunges forward, swiping at a startled daddy, but missing by a good two feet. The atrocity seems unsteady as it walks, but with each step, it seems less awkward and more agile.

“I told ‘em this place was haunted,” gasps the lone service counter attendant. “When they tore that ol’ haunted house down and began to build this burger joint, I said to myself, those people are gonna be in trouble, ‘cause that ghost don’t have no place to go but to Burger Heaven. If only I took my own advice. Now we’re all gonna die.”

Game Master Information

Without a doubt, this thing has murderous intent. It will be up to our heroes to protect the innocent children and people, or there will be a blood bath. By the time panicking people get to a phone and call the police, at least 15 minutes will elapse. Ample time for the fast-food fiend to chase down every last person. Besides, what are the police going to be able to do against this thing.

To summarize the situation:

1.) At least a few of our heroes are locked in Burger Heaven with some sort of animated junk monster.

2.) Characters outside or in the truck will definitely be tipped that something is amiss when a hundred screaming people run away from the restaurant. They will be able to see the creature through the food splattered windows quite clearly.

3.) To gain entry or exit, the doors must be forced (requires 50 S.D.C. to snap the locks) or the plexiglass smashed (200 S.D.C. per door or equivalent area of window). If nothing else, one of Bert’s dice grenades could be used, if the characters know about them.

4.) Characters who are psionic or study magic or the paranormal, will recognize the following: the use of telekinesis, sense supernatural presences (2 or more, probably poltergeists), and that this thing is what parapsychologists call a *tectonic entity*, an energy being that can create a body out of inanimate objects.

These characters may know that the only way to stop the entity is to destroy its body.

5.) Characters that can see the ultraviolet spectrum of light will see a dim glow around the junk monster. They will also see two small areas of glowing energy flying around; these are the two poltergeists.

6.) The only way to stop this thing is to completely destroy it! *See the stats for the tectonic entity which follow.*

Note: Although you are provided with the necessary information to run these supernatural beings here, you may wish to take a peak at Palladium Books’s *Beyond the Supernatural*. Poltergeists, entities, and numerous other supernatural creatures, powers, and characters can be found in its pages.

The Fast-Food Burger Being

Alignment: Diabolic

Hit Points of the entity itself: 80

S.D.C. of its physical, animated, body: 200

Size Level: 10

Weight: 160 lbs **Height:** 5 ft 11 inches

Attributes: Not Applicable

Experience Level: Not Applicable

Combat Skills: Basic Hand to Hand, Three attacks per melee.

Will strike with knife hand, doing 4D6 damage, or with meat cleaver hand, doing 1D8 damage, or it can use telekinesis (equal to a fourth level psionic) to hurl small deadly objects.

Note: The following objects can be telekinetically hurled as weapons: kitchen knife (1D6 damage), meat fork (1D4), french fry shovel (1D4), milk shake tin or napkin holder (1D4), and plastic tray (1D4). Fortunately, tables and chairs are mounted to the floor.

Bonuses: +2 to parry and dodge, +2 to save vs magic.



8-08

Weapon Proficiencies: None

Skills of Note: None

Weapons: Described under combat skills.

Armor: None per se; however, the creature's body is not alive, thus, kicks, punches, bullets, etc., effectively do no damage other than dent and poke holes in it.

The **only way to destroy it** is to completely destroy the body as in atomize the body, by means of *fire*, *energy blasts*, *magic*, or *explosives*. Any other type of physical attacks will only serve to block its attacks or temporarily contain it or distract it.

Poltergeists and a History of Haunting

The spot where the restaurant stands is the site of an old haunted house, which, despite denials from the locals, was indeed haunted. It had been the home to a good number of mischievous poltergeists who have been living there for decades. The supernatural beings stuck around even after the house was torn down and now have a nice, bright, new place to haunt.

Burger Heaven, as the home before it, happens to rest squarely on a *ley line* cross section. A ley line is a sort of invisible pipeline of mystic energy which combines with other ley lines to make up a web of energy that penetrates our entire world. It is along these lines of mystic energy that most supernatural occurrences

take place, because many extra-dimensional beings are attracted by the energy and can use the energy to enter our world.

In the case of poltergeists, they are simple energy beings that often enter into our world through a temporary dimensional gateway and get stuck here, like a bird that flies in an attic window but can not find the window again to get out. They are mischievous, but far from life threatening.

A total of six poltergeists live in and around Burger Heaven. For them, this is a fast-food restaurant, because they secretly feed off the psychic energy of humans and other living beings. This does not hurt people in any physical way.

To get rid of them will require magic or an exorcism. It is impossible for our heroes to do anything about the poltergeists. Even the tectonic entity will not be slain when its body is destroyed, only temporarily dispelled for a few months. The owners of Burger Heaven will have to hire specialists (as found in the pages of *Beyond The Supernatural*) to get rid of these things.

However, the destruction of the *fast-food burger being* will save the day and our heroes can continue on their way.

G.M. Note: Super and mutant characters may be blamed for the incident if they wait till the police arrive; after all, there is no other tangible explanation. Bert's connections can get anybody out of jail, but this time it will take a lot of talking and several phone calls (2D4 hours will be lost while in jail).

Fallen Arches

Player Background

Things have been fairly normal since the ghosts at Burger Heaven, and the characters ride into *St. Louis*, Missouri. As they pass near the famous *St. Louis Gateway Arch*, they pick up a strange radio transmission:

Voice One: (static) "White One to Kapitan. Urgent."

Voice Two: "Idiot! Maintain radio silence!"

Voice One: "All the guards are taken care of, and we're getting kinda spooked. When is this thing going down, Sir?"

Voice Two: "White One, repeat, maintain radio silence. Or else!"

Voice Three: "Hostages secured. But we can't shut them up." (In the background are the sounds of people crying and a woman's voice saying, "Please don't kill us. Please... Oh God...")

Voice Two: "Maintain silence! I'll be right there."

After a minute or two of static comes another transmission, but with a new voice:

Voice Four: "Release the people, son. You can't get away with this. The Arch is ..."

Voice Two: "I ain't your son, pig. Today, the Knights of White will let our voices be known. The skinheads rule this day. This place is gonna crash and burn."

There are no further transmissions.

Switching to the police channel will get a flurry of police code messages regarding the St. Louis Arch. "Sounds like there's some bad stuff happening at the monument," says Bert, pointing out the window. The Arch is right across the way. The characters

could be there in five minutes. "Sounds like the authorities could use your special talents right about now," continues Bert. "A lot of innocent tourists, too. I've never turned my back on women and kids in need. From what I saw at Burger Heaven back there, neither do you. So what say we go an' pay a visit to the Gateway Arch, eh?"

As our heroes head toward the Arch, Bert accesses his computer and has one of the characters punch up the available data on the "Knights of White." There isn't much:

Subversive Organizations

File Number US-6482905-NS1D

The Knights of White or KOW: Neo-nazi, white supremacist group, youth movement; skinheads.

Average Age of Member: 18

Restrictions: M/F Caucasians only, preferably with German heritage.

Parent Organization: None known

Organization Size Rating: S-1D; low budget, low technology, basic facilities, unorganized, estimated membership 75+

Place of Origin: USA. First recognized incident involving the Knights of White was a white supremacist rally in Mississippi, August 23, 1988.

Point of Operations: Mississippi, Missouri, Illinois.

Leader: Wilson, Karl

Data: Age 31, male, caucasian, 6ft 1 inches, 185 lbs, place of

birth: Chicago, IL; a.k.a. Carl Wilson, Karl "Skin Head" Wilson, White One, Leader One.

Criminal Record: Breaking and entry: 2 counts, assault and battery: 5 counts, assault with a deadly weapon: 1 count, carrying a concealed weapon: 1 count, inciting a riot: 1 count, unlawful protest: 9 counts, resisting arrest: 8 counts. A suspect in three murder cases, but released for insufficient evidence. Served two terms in prison, one for two years and another for five years.

Current Whereabout: Unknown

The *Jefferson National Memorial Park and Gateway Arch* run parallel to the fast, brown waters of the Mississippi. The Arch itself is a good stone's throw from the river. It is surrounded by the large flat, expanse of the park, which contains a number of walkways leading to and from the Arch and down along the river. There are no buildings near the Arch.

The Arch itself has no discernible doorways or windows, with the exception of several observation windows at the very top. Unknown to the public, there is also one small emergency door, off to the side of the observation room, which leads to the top *outside* of the monument.

The entrance to the Arch is a walkway that curves down into the ground and leads to escalators that transfer visitors to the

underground visitors' level. The exit is at the other end. A unique elevator takes visitors to the observation deck at the top.

The only other way in is a maintenance and security entrance located towards the river. The access doors lie flat in the ground on a cement bunker. Opening the metal doors reveal a set of metal stairs leading down to several underground hallways that go under the Arch and join up with the network of rooms open to the public.

Arrival at the Gateway Arch

When the characters arrive, the police and security guards are trying to usher people away, telling them that while "there is no cause for alarm, you must vacate the premises immediately."

The authorities will decline any formal offers from vigilantes, super heroes, and concerned citizens to help assist in this crisis. They, like everyone else, will be asked to leave.

Bert, with his impressive ID as a federal agent, may be able to bluff his way into entering the monument; "Make way, make way. Federal agents! Terrorist Suppression Special Forces," shouts Bert in his most commanding voice.

G.M. Note: There is a 1-50% chance that Bert and his "team" will be allowed to enter the monument and even be placed in charge of operations, but it will require some smooth talking and actions on everybody's part (make a couple characters contribute to the charade).



Three policemen wrestle with a bald headed youth in a torn up pair of jeans and T-shirt. He is flailing about in arrogant resistance. He glares at our heroes and shouts, "Skinheads rule! The KOW know! This place is gonna crash and burn, you suckers!" And is dragged off. These are the same phrases the group heard over the CB.

Additional Data the Characters can find out

1.) Other means of gaining access to the Arch are limited to the *maintenance door* by the river (once in, it will be relatively easy to avoid police who are currently concerned with evacuating bystanders), or by *flying* to the top of the Arch and forcing the door open. A third possibility, utilizing flight, would be to smash through the plexiglass observation windows, but this could instigate a mass execution of the hostages.

2.) There are approximately a dozen armed terrorists inside the Arch.

3.) Hostages have been taken. Perhaps as many as 40.

4.) The elevators and all power have been shut off. The elevators can not be turned back on for any reason.

5.) Reaching the top from the base of the Arch will require flight or climbing winding stairs that weave up alongside the two elevator shafts. It is a long climb, but the only way up from inside the structure.

6.) The heroes have no idea where the terrorists are located. Presumably, all or most are on the observation deck.

7.) It's a safe guess that the reference to "crash and burn" means that they have explosives.

8.) Bert will stay on the ground as backup. It's show time...

Game Master Information

The KOW decided that they would make their big mark on the world by destroying the St. Louis Arch. One of Karl Wilson's many schemes hit pay dirt when he was able to secure several gallons of a metal-eating super acid, banned by the government as being too dangerous and toxic.

The plan was to sneak into the Arch, plant "acid bombs" on strategic support beams and watch the Gateway Arch come tumbling down, tourists and all. Unfortunately, Karl's goon squad bumbled things and they were discovered before they could plant all the bombs and escape. This led to the taking of hostages and the current deadly predicament.

Karl is desperate and a little bit crazy. He is a coldblooded murderer with delusions of grandeur. This KOW group is his last bid for power. He will not allow himself to be captured to do time in prison again and would rather die.

The first Nazi encounter

Climbing up inside the Arch requires the use of the maintenance stairway which places the characters in the body and skeleton of the Arch. The stairs zigzag back and forth between short landings. To the left of the stairs is the elevator track, a length of iron rails that resemble the track of a roller coaster more than an elevator. Both the tracks and the stairs are mounted to the skeletal network of steel beams and metal supports and struts to which the outer plates of the Arch is attached.

About halfway up, the group will hear clinking and whispers. If they are quiet and prowl, they can sneak up on the three

Knights of White just above them. One is standing on the stairs, nervously watching his two pals as they straddle a couple of crossbeams and fiddle with some kind of package tied to a support beam. All are so intent on their activities that they are not likely to see the groupies until they are on top of them.

Important Combat Data:

1.) All of the neo-nazis are nervous and young.

2.) The two on the crossbeams are jittery and afraid of falling. They will surrender if the guy on the stairs is defeated. Both carry a revolver and a switch-blade. Both are 16 years old.

3.) The punk on the stairs is a 19 year old thug and three time loser. He believes in the cause and will fight to the death if necessary. He is armed with a sawed-off shotgun (two shots, each doing 5D6 damage to a four foot area) and a 7.65 automatic pistol (2D6 damage per round, 8 shot clip). This guy is vicious!

4.) If the thug on the stairs is eliminated quickly and quietly, the other terrorists won't be alerted to the group's presence. However, any gunfire, especially shotgun blasts, will announce the group's arrival.

5.) The other two will surrender and spill their guts of information. They'll tell the heroes about the acid, Karl, the number of hostages, that nine KOW remain, and that the package on the support beam is just one of ten "acid bombs" already in place and set to detonate within 45 minutes. Then, they'll plead for mercy, relinquish their weapons, and promise to turn themselves over to the authorities.

6.) At this point the group could split up: one portion to free the hostages, the other to collect the acid bombs. The bombs are fairly easy to find, but will require 2 D4 minutes of climbing around to find them. Characters with an enhanced sense of smell can cut that time in half by tracking the distinct odor of the acid.

The Second Encounter

If there was gun fire, the leader of the KOW will release most of the hostages and send them stampeding down the stairs. His instructions are simple: "Run for your lives. In two minutes I will begin shooting my machinegun down the stairs." He then sprays the air to emphasize his point.

The heroes will hear a thunderous clamor and a roar of voices as 40 people flee in terror. Panic stricken, they will not stop to answer questions or slow down to exit in a more orderly fashion. Instead, they will push through carrying the heroes with them, or pin them, immobilized, against the wall until they have passed. The entire time, they will be screaming things like, "Get out of the way...they're going to shoot...run...run...Lord save us...faster... faster...they'll shoot, run...move it..."

It will take about 1D4 minutes for the people to shove by and for the heroes to regain their footing. There is no shooting as it was simply a ruse to give the Knights of White time to arrange a proper welcoming for the wouldbe rescuers. The group will then hear a load clang and the sound of dripping.

The KOW have found a 55 gallon drum of a special lubricant used in elevator ball bearings and have spilled the slop on to the stairs. This makes the last 20 steps extremely slippery and reduces speed to half.



The Third Encounter

At the top of the stairs is a small landing and a ladder that leads up into the room where the elevator passengers disembark to reach the observation deck. The hatch above the ladder is open. Listening carefully, the sound of an occasional footfall or rustle of clothing can be heard. Inside this room is the final set of stairs that lead to the observation room.

Six more nazi thugs wait in this room. *Four* are armed with a Skorpion, 7.65 mm, sub-machinegun (1D8 per round, 20 round clip) and will blast the anybody who sticks his head through the hatch. The other *two* are armed with automatic pistols and knives.

Our heroes will have to get past them to go any farther. *See the stats that follow for typical KOW villains.*

The Observation Deck

Only *Karl Wilson*, the leader, and two of his henchmen remain. They are all on the observation level at the top of the monument. The remaining hostages are two black men, tied and gagged, and a small, young oriental woman who Karl is holding with a gun pointed at her head.

Karl grunts and grumbles, "Stop right there. Do it! Or she's gone! Just like that." He smiles as people comply. "I will make a deal with you," he continues: "if any *one* (or two if the group looks particularly puny) can defeat Joseph, here, I'll let the girl go, and surrender. What do you say, hmmm?"

Joseph is a scrawny little guy who may weigh as much as 120 lbs. He is unarmed, wears jeans and a T-shirt, and looks to be about 20 years old. He smiles and motions for action. (*G.M.s, see the stats which follow for a full description and super powers*).

The other nazi KOW is holding a glass jar, with a greenish liquid inside, in each hand. Yes, each contains six ounces of the super acid. He will hurl them at anybody who attacks him. The acid will cause 2D4 x 10 damage to anything it hits. However, a character may try to *catch* the jar before it breaks open to unleash its deadly acid. To do this the player must announce that his character will try to catch it and then roll to strike/catch the jar, *strike bonuses* do apply. A successful strike/catch must be equal or high than the nazi's roll to strike when he threw it; i.e: the KOW has a roll of 12 to strike/hit a particular target with the jar (this could be a person, the floor, etc.), the hero must roll a 12 or higher to catch the jar without it breaking. A **failed roll** means he *missed* the jar and it hits the intended target or target area. Of course, other characters can try to catch the jar if he bumbles the attempt. A roll of 1-4 means the jar hits the person trying to catch it and he takes full damage! *This nazi is a typical thug: see stats that follow.*

The outcome...

The battle with Joseph is just a delaying tactic. Karl's intention is to occupy the heroes long enough to prevent them from finding all the bombs before they detonate. He releases the girl, confident that, if nothing else, he'll still have destroyed the Arch!

If there is a lot of time left after the battle with Joseph, have the heroes search for the ten bombs and let them find the last one in the nick of time. However, if they have forgotten about the bombs or let too much time pass (less than ten minutes till detonation), try the next scenario outcome.

If the characters have already, or simultaneously, deactivated the acid bombs, they have nothing to worry about. If they haven't, then let them sweat. Karl will rant, saying things like, "Ha, Ha, Ha, Ha. The Arch will come tumbling down any second now. I am victorious and you shall all die!!" Remember, Karl doesn't care if he dies too.

Let the seconds tick by as people wait for the destruction. Let characters try to make a mad dash down the stairs or fly out the windows in a desperate effort to save the last three hostages. Whatever the case, the Arch still stands. The bombs do not go off at the expected time. Why? Bert explains:

"Well, I kinda figured you boys would have your hands full with the terrorists and hostages and all. And I do have some background in demolitions. So... when we found them two KOW kids, and they told us about the bombs, me and the police went bomb hunting. Guess we got 'em all too. Dang! I love a happy ending."

Bert and gang go back to the Blue Ox to continue their journey, the Arch and hostages are safe, and Karl weeps as he's hauled off to jail after all. Such is the adventure at America's parklands.

The Super Mutant, Joseph

Alignment: Miscreant

Hit Points: 32 **S.D.C.:** 120 **Age:** 20

Size Level: 10

Weight: 122 lbs **Height:** 5 ft 6 inches

Attributes: I.Q. 9, P.S. 13, P.E. 22, all others are average.

Experience Level: third

Combat Skills: Basic Hand to Hand, Two attacks per melee.

Bonuses: +2 to parry and dodge, +2 to pull punch, +4 to save vs poison and magic.

Super Abilities: Joe is a human mutant with two super human powers: Mimic (See page 186 of *Heroes Unlimited*) and Extraordinary Physical Endurance (See page 165 of *Heroes Unlimited*).

Mimic is a power that enables Joseph to imitate the psionic, super, and/or raw physical powers of another person. Thus, if one of the heroes could turn into flame and shoot fire balls, so could Joseph. If one of the characters had a P.S. of 30 and 100 S.D.C. and Joe mimics him, then Joe will also have those abilities. However, the mimic power can be used to mimic/copy the powers of only *one* person at a time. The villain can switch from copying one person to another as often as every other melee (30 seconds). He can mimic a person as long as that individual is within a 60 foot radius. If the mimicked person leaves the 60 foot range, the mimic loses those powers 2D4 minutes later. Another limitation is that the mimic is *not* able to copy the memory, skills, or bonuses acquired from years of personal experience, just the raw power. This means he can not mimic the martial arts training of an opponent. Note: Joseph will mimic the most powerful person in the room.

The extraordinary physical endurance is what gives him his incredible S.D.C. and hit points.

Weapon Proficiencies: W.P. knife, W.P. Automatic Pistol

Skills of Note: Pilot Automobile 88%, Pilot Truck 72%, Escape Artist 45% and Pick Locks 50%. Has no formal schooling.

Weapons: 7.65 automatic concealed at his ankle (1D8 damage per round).

Armor: None

Note: Joseph is skilled in the use of his super abilities and will use them with cunning. It should take the playing group a little while to realize exactly what's going on. Joe will fight until he is down to about 8 hit points and then surrender. He is not a fanatic or a neo-nazi, but has joined the KOW for the thrill of it all. He is just a petty criminal with powers he is just learning to utilize. How evil he will become is yet to be seen.

Without a doubt, he will escape from the authorities and can be used as a returning villain if so desired (perhaps he joins up with Chiquita for the final showdown?).

Karl Wilson, The Leader of KOW

Alignment: Diabolic

Hit Points: 39 S.D.C.: 30 **Age:** 31

Size Level: 11

Weight: 200 lbs **Height:** 6 ft 1 inch

Attributes: I.Q. 14, M.A. 21, M.E. 8, P.S. 18, P.E. 13, P.P. 14, P.B. 7, Spd. 15

Experience Level: Fifth

Combat Skills: Martial Arts, four attacks per melee.

Bonuses: +3 to strike, +2 to parry and dodge, +3 to damage, +4 to pull punch/roll.

Weapon Proficiencies: W.P. knife, W.P. Automatic Pistol, W.P.Chain (specifically nunchaku) and W.P. Sub-machine-gun.

Skills of Note: Pilot Automobile, Pilot Truck, Athletics (General) and Body Building.

Weapons: Uzi (2D6 damage per round) and nunchaku (1D8 damage).

Armor: None



Note: Karl will not take defeat graciously and cannot tolerate the thought of going to jail. However, he is not stupid and will not try to fight super heroes or mutant animals. Instead, he will wait until the moment is right and make a break for it. His martial arts skill and viciousness may catch the authorities off guard (he will certainly pretend to be the crushed little villain, complete with tears and whimpers to lull them into a false sense of security, and then strike like a viper).

Game Option: Karl is a hatefilled psychopath who will lust for revenge against the characters who snatched away his greatest moment. Consumed with vengeance, he will long to track our heroes down to kill them. Thus, if he escapes he is certain to return. He has made a mental note regarding the name and appearance of each and every one, including Bert McClusky and the big blue truck and its license plate number.

He would gladly join forces with Chiquita (although she'd be using him for a pawn to get what she wants), who is likely to hear about the incident at the Arch and see Bert or our other heroes in the crowd on a T.V. news report. She may even go so far as to spring Karl from prison to recruit him. And don't forget that there are still about 60 Knights of White out there. Will they try to rescue their leader?

A Typical KOW Thug

Alignment: Miscreant

Average Hit Points: 20 **S.D.C.:** 20

Average Age: 18 **Size Level:** 11

Weight: 170 lbs **Height:** 5 ft 10 inches to 6ft 4

Attributes: I.Q. 8, P.S. 14, P.E. 14, all others are average.

Experience Level: Second

Combat Skills: Basic Hand to Hand, Two attacks per melee.

Bonuses: +2 to parry and dodge, +2 to pull punch.

Weapon Proficiencies: W.P. knife, W.P. Automatic Pistol, W.P. Sub-machinegun.

Skills of Note: Pilot Automobile 84%, Pilot Truck 68%, and Body Building.

Weapons: 7.65mm pistol (2D6 damage per round, 8 shot clip), and/or Skorpion sub-machinegun (1D8 per round, 20 round magazine).

Armor: None

Note: The Knights of White is mostly composed of young men with a criminal history. KOW is more of a big gang than a political organization. All are low level punks looking for trouble.

Missouri, Kansas, Colorado: On the Road Again

Moving on from St. Louis, Bert stays on I-70 toward *Kansas City*. The landscape becomes rural again, with farms and farm communities the order of the day. As they drive further west, the state seems to become nothing but wide, flat stretches of amber waves of grain and attending farms. Even truck stops and gas stations are fewer and farther apart. And towns are far off the beaten path. Kansas is just more of the same.

Eastern Colorado is flat farmland until the *Rocky Mountains* are reached, and the mountains just jut out of the flat ground with little previous indication in the terrain.

Game Master Note: Don't forget the random encounter and traffic tables are available to spice up this little road trip, although traffic will be light most of the way.

A Close Encounter of the Super Villain Kind

General Information

The sun has set and an array of stars, that can't be seen in the glare of the city lights, fills the *Kansas* sky. It's a beautiful sight.

A shooting star whizzes across the heavens and Bert starts to talk about UFOs and his favorite science fiction movies. After a short while, the road ahead glows with an *alien* light. "Lookit at that," snorts Bert. "Don't seem like this trip is going to get any easier, does it?" He instructs the person riding next to him to alert the others in case they're riding into trouble "again."

The light is about five miles down the road. It's not caused by a fire, because there's no smoke, but it does flicker with varying intensity. No towns are noted on the map for this area and there are no accident reports on the CB or police channels. The Blue Ox is the only vehicle on the road as far as the eye can see.

As they approach the light, they can see that the glow is centered on the highway. Bert slows the Blue Ox down to about 20 mph and turns off the truck's headlights and switches to infrared. If a runner car is being used, Bert will suggest that it turn off its lights, pull over, and wait as back-up, while they move ahead in the dark. At 1200 feet, they can see that the glow is really quite contained and seems to be emanating from something in the road. At 600 feet, Bert whistles the *Star Wars* theme and says, "I got a bad feeling about this," and pulls the 18 wheeler onto the shoulder of the road. "I think it would be best if some of us stayed here with the truck, and some of *you* go to investigate that glow." Despite his whimsical demeanor, Bert looks quite serious. He accesses the box under his seat and pulls out a pair of walkie-talkies and his M-16 rifle. He hands over one of the radios and checks his gun. "Let's check 'er out boys."

Game Master Information

The source of the glow

Bert will insist on at least one other person staying with him and the truck.

Those who go to investigate the light will see a strange, musclebound hulk of a man standing in the road, radiating energy. The fellow is wearing a strange costume and a gold colored helmet and neckband. His hands are the size of his head and his flesh appears to be grey. If he's not with a motion picture, and if he's not a mutant, ...could he be an alien?

The behemoth blasts a cactus on the side of the road and bellows, "Give me the truck known as the Blue Ox and the man named McClusky or you die!"

This brute can not be reasoned with and will start blasting at people the moment he gets frustrated or if someone makes a sudden move. Neither will be long in coming. This will be a potentially deadly battle that will end only when the villain is defeated or the group is incapacitated by him.

Meanwhile back at the truck

The giant glowing villain is really a diversion intended to split the group up and weaken the defenses of the Blue Ox. Who ever was left at the truck will find their hands full fighting off more of Chiquita's *ninja*.

Six *ninja* will emerge silently from the darkness and attack. They still wear the mock shriner vest and tasseled hat as if to announce who they are. Their goal is to capture Bert and the truck. *See the typical ninja stats that follow.*

If they defeat the truck's defenders, they will throw Bert in the passenger side of the front seat and begin to drive off, back

the way the group just came. *One* *ninja* is driving, the *others* are hanging on to the outside of the truck.

If the runner car is being used, they will see the headlights of the Blue Ox speeding towards them, but they can not get anybody to respond on the CB. As the truck speeds by, the characters will see the *ninja* driving and his buddies hanging onto the outside. Our heroes in the car will have to decide whether they are going to go after the truck, or zoom toward the glow to see what has happened to their friends.

Of course, if the fight is going well with the glowing guy, our heroes can join the fight for the truck and/or radio to the runner car for help.

As usual, the captured *ninja* can not be forced to talk and are difficult to read psionically. Ener-tron, our glowing villain, knows little, is a psychological mess, and has the mind and emotions of a fiveyearold child.



Ener-tron, The Energy Alien

Mutant: The product of deliberate experimentation.
Alignment: Anarchist
Average Hit Points: 30 **S.D.C.:** 115
Age: Unknown, est. 20
Size Level: 10
Weight: 180 lbs **Height:** 5 ft 6 inches
Attributes: I.Q. 5, P.S. 21, P.P. 13, P.E. 22, Spd 8, all others are average.
Experience Level: Fourth

Mutant Powers: Glowing eyes, exceptionally stocky and broad, stronger than most humans.

Energy Powers include: Energy Absorption: draining touch allows the character to drain energy from non-living items such as batteries. Impervious to fire, heat, electricity, lasers, and similar types of energy. Can make self glow. Shoot beam of light, does no damage, but can temporarily blind an opponent for 1D4 melees when shot in the face. Energy Flash: a discharge from his body that hits everybody within a 40 foot area (10 feet per level of experience), inflicting 2D6 damage. And energy discharge: the ability to send a surge of electricity into a machine often shorting it out. The mutant power also added to Ener-tron's S.D.C. and endurance. (See *Heroes Unlimited* page 183 for full power description).

Two minor powers are: Energy expulsion: Energy which enables the mutant to fire energy blasts from his hands, inflicts 6D6 damage, max. range is 600 feet, +3 to strike (*Heroes Unlimited* page 164).

Skills of Note: None, other than combat; can count to 10, can read about equal to a preschool child.

Weapons: None, uses his energy powers or fists.

Armor: None

Note: This character was created from the pages of *Heroes Unlimited* and is just one of countless possible super beings that you can create as heroes or villains.

And Healing Factor: adds to P.E. and S.D.C. and bonuses of +20% to save vs coma/death, and +3 to save vs psionics, magic, and toxins. Plus the character recovers S.D.C. at a rate of 3 per 10 minutes, hit points at one every 15 minutes, no scarring, bones heal completely 10 times faster, drugs are half as effective, does not fatigue, and can instantly regenerate 2D6 hit point twice per day (*Heroes Unlimited* page 166).

Combat Skills: Hand to Hand: Basic, Four attacks per melee.
Bonuses: +2 to strike, +2 to parry and dodge, +6 to damage, +2 to pull punch/roll, save vs poison/drugs/toxins +7 (total), magic +7 (total), psionics +3, coma/death +34%. Includes all bonuses.

Weapon Proficiencies: None

Description and History: The big glowing guy calls himself "Ener-tron" and will imply from his words that he is an alien from another planet. He will say things like, "Ever since I have come to *your* world, men have feared me," and "I have spanned the galaxy, do you think that mere humans can stop Ener-tron!?" and so on. Certainly the fellow looks alien, towering over seven feet tall, 450 pounds, grey skin, glowing eyes, not quite human features, and crackling with "cosmic" energy. However, he is not an alien, but the tragic result of secret experiments by the Cuban Government to create super beings.

Chiquita was able to *acquire* the giant and has encouraged his delirium that he is a creature from another world. The fantasy that he is an alien being is the only way his tormented mind can cope with his physical deformity and super human powers. He has absolutely no memory of his life as a normal human. In addition, the experiments which transformed him have also reduced his mind and emotions to that of a fiveyearold child. Like most children, Ener-tron tends to accept and trust women more than men and the evil crimelord

has used this to her best advantage in manipulating him. Sadly, the giant would die protecting Chiquita, never knowing that she is the furthest thing from a real friend.

Despite Ener-tron's delusions, he himself is not evil and is only a tool being manipulated for evil purposes. If the group can contain him and prove that they are nice, that they like him, and that they want to be his friend (family is better yet), then he can be somewhat controlled and will join the team.

If Ener-tron should join the group, the Game Master should play him like a tough, macho super hero/villain who has the heart, interest span and mental retention of a five-year-old kid. He tends to be selfish, petty, and mean, especially if he doesn't like you. However, this can be changed by proper example and true friendship coupled with compassion and patience. The only world he can remember is a cruel and hate-filled one; if taught otherwise, he could turn into a real good guy (alignment changed to unprincipled and maybe even scrupulous), but this will take quite a while.

Like any kid, he gets bored easily and will tend to get into trouble because he wanders off or gets into mischief. Like a child, he has difficulty understanding complex situations and ideas, can read only the simplest words (equal to about a kindergartner), and gets his feelings hurt by seemingly little things. When Ener-tron gets angry or throws a temper-tantrum, he has no idea of the kind of power he wields or the amount of damage he can cause.

Note: No matter what the group will tell him, Ener-tron will steadfastly believe that Chiquita is good and his friend. It will take something terrible to convince him otherwise, and he will have to have witnessed it himself. In a fight, Ener-tron will be confused by his friends fighting and hurting each other. He will stand by watching, doing nothing, until he can figure out what he should do. Unfortunately, depending on the circumstance, he is as likely to join Chiquita as he is the group. If he is mad at them, he is more likely to join Chiquita.

A Typical Ninja Henchman

Alignment: Miscreant or Aberrant

Average Hit Points: 28 **S.D.C.:** 38

Average Age: 26 **Size Level:** 10

Weight: 180 lbs **Height:** 5 ft 6 inches

Attributes: I.Q. 12, P.S. 20, P.P. 17, P.E. 14, Spd 15, all others are average.



Experience Level: Fourth

Combat Skills: Hand to Hand: Ninjitsu, Four attacks per melee.

Bonuses: +4 to strike, +3 to parry and dodge, +5 to damage, +3 to pull punch/roll. Includes all bonuses.

Weapon Proficiencies: W.P. Sword, W.P. Blunt, W.P. Chain, W.P. Paired Weapons, W.P. Targeting (Shuriken). Add +1 to strike and parry when using any of these weapons except shurikens.

Skills of Note: Athletics: General, Acrobatics, Body Building, Swimming: Advanced 82%, Prowl 78%, and Pilot Automobile 90%.

Weapons: Half the ninja have a Kusari-Gama (1D10 damage) and 2 Shurikens (1D4 damage each). The other half have a ninja short sword (2D6 damage) and a pair of Sai (1D6 damage). **Note:** The G.M. can add or adjust weapons as he may desire. Ninja weapons can be found in *TMNT & Other Strangeness*, pages 63-66.

Armor: None

Vehicle: A black jeep is located north, about a half mile off the road. It can not be seen in the dark unless the heroes make a search and stumble across it or they have nightvision optics or abilities. Characters with tracking skill or those with a heightened senses can locate the jeep if they think of tracking where the ninja came from (they had to get here somehow). However, the darkness will be a problem and it will take 1D6 x 10 minutes to track the jeep's location. The jeep can hold six human size passengers, but the seating is cramped.

Game Masters Note: A worse case scenario!

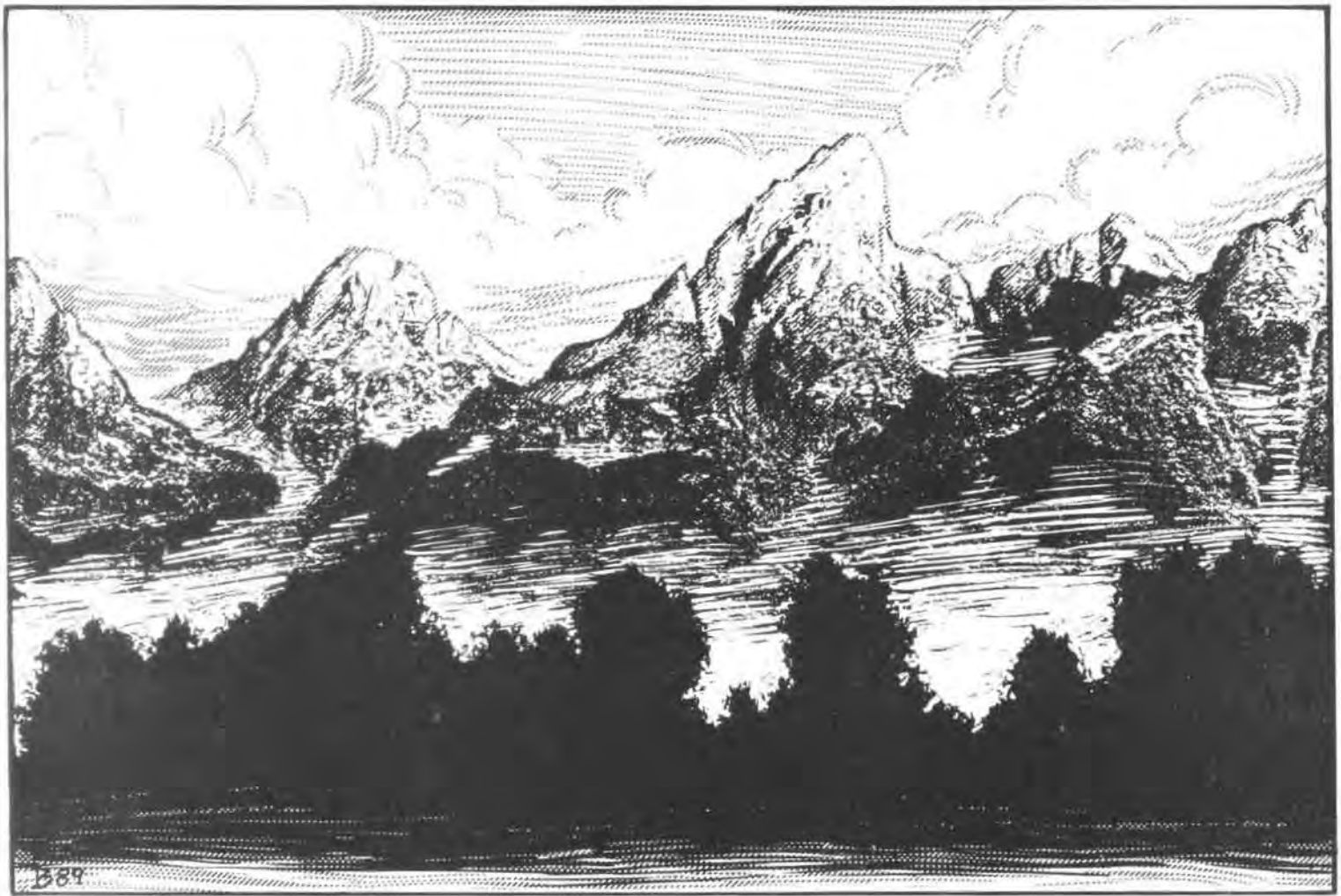
If the ninja do get the Blue Ox... Bert will regain consciousness and try to fight the driver. Unfortunately, Bert is pulled out of the truck by one of the other ninja and lands in a mound of sand along the highway. He is hurt, but will live, and the group is still together. (The glowing super-baddie will leave defeated heroes where they fall. His job is to fight and win. Not kill.)

All they have left is the clothes on their backs, a pair of walkie-talkies, M-16 rifle, and what money and equipment they may have had on them. If the runner car was used, then they also have a car that seats two. Bert can track the Blue Ox with his pocket tracer, but the range is limited to 10 miles. The truck is barreling away at 90 mph and will soon be out of range.

Unless the group can give chase, the Blue Ox is gone from tracer range within eight minutes, lost in the darkness. And the group is stranded in the middle of nowhere. The nearest town is 60 miles away. The nearest town where they can rent a van, jeep, or car is 90 miles away. By the time they can scrounge up some transportation and bandage up Bert, the ninja and the truck will be long gone.

However, all is not lost...

Chiquita wants Bert badly. Why? Even Bert swears that he has no idea. Consequently, she calls Bert on the walkie-talkie and tells him that she will turn the truck and its cargo over to the group if Bert surrenders himself to her. Bert will agree. Chiquita then gives them instructions to a ghost town in Nevada. "Meet me there in two days, big daddy, and we have a deal. Bring in any of the Federallies or the cops and you'll lose everything! I hope I make myself clear. I look forward to meeting you after all this time. Byebye, sweetie."



Rocky Mountain Mutants

Note: Whether the characters are travelling in the Blue Ox or if they are on their way to Nevada to recover the Blue ox, they will be sidetracked by the events of this adventure.

General Information

As our heroes wind their way high into the Rocky Mountains of Colorado, they are engulfed in a rare, thick fog. The scene is like out of a horror movie, with the white mist covering everything. It is a very surreal and disorienting occurrence, like driving through a cloud in a car. Visibility is zero! It is difficult to see more than a foot or two.

Bert has slowed the Blue Ox to a crawl of about 4 mph. If the runner car is being used, Bert insists that it pull *inside* the trailer of the truck. "I don't need anybody fallin' off the side of a mountain in the heap." Turning off the regular headlights and switching to infrared and computer enhanced navigation are the only things that keep the truck from having to stop completely. Radar helps too.

Frantic voices suddenly jam the CB channels, none of which are very clear. From somewhere, a scream pours over Channel 19, but is cut off very quickly. Then another voice breaks the

crackle of static, "Oh my God! What is it? I can't see anything...I wait Bob... I...I saw something in the mist to your left...hello, mayday...mayday...wha...Bobby be careful...stay by the truck...(static)...Uh, break for a radio check. Is any one receiving this? Over...(static, any attempt to communicate does not work)...Repeat, I can not copy. Is anyone out there?...(static, then a new, husky voice)...Break 1-9. Watch it, there's a pileup here on...(static)...it's a...(static)..."

Somewhere in the fog, a forlorn truck horn sounds. It seems to be fairly close, perhaps two miles or less. The broken voices continue on the CB.

"...Yow! Something hit my car!...Bobby, are you alright? I'm losing you in the fog...it was probably a deer...slow down. Bob, I've lost your brake lights...God, what the... ain't deer, man...help...all over...Bobby...Bobbyeeeeeeeeeeeeee...(static)..."

Suddenly, Bert slams on the breaks and artfully swerves to avoid hitting a car stopped in the middle of the road. He pulls over, turns to the characters, and says, "Well, (sigh) I guess we should investigate."

Somebody should stay with the truck, if no one else does so, Bert will. The car they just missed hitting is dented and scraped, but the dents aren't the kind you get from hitting another car or rock, more like pounded in with a club. And the scratches look like claw marks.

"Hey," Bert calls out, "Why do I feel like I'm in a bad horror movie called 'The werewolves at the demolition derby,' huh?" With this comment, he directs them to the several cars and trucks that litter the road for about 50 feet.

There are two small trucks, an 18 wheeler and five automobiles plus their own truck and the car behind them. Several still have their headlights on and a couple have their engines running. A few have smashed windows and one has had its doors torn right off their hinges. There is no blood and no people. All the vehicles are empty. Suddenly, the misty silence is broken by a revving engine, screeching tires, and a thunderous crash a short distance ahead.

The fog has lifted ever so slightly so that you can now see your hand in front of your face at an arm's distance (actually about a 6 foot distance). Large skid marks blacken the road 100 feet ahead and lead off the road, through a guard rail, and over the edge of a cliff. About 200 feet below is a truck laying on its back. The faint sounds of moaning can be heard coming from the cab. The climb is steep but manageable if careful. Bert has some lengths of cord back at the truck if anybody bothers to get them.

The crippled truck is a 16 wheeler, its headlights beaming and windshield wipers wiping. Inside the cab is the driver. A small, fur covered creature about four feet tall and resembling a giant woodchuck or similar rodent. Its fur is matted with blood and the beast itself has died before the group could reach it. There are no other clues other than the mutant animal.

Game Master Information

The disappearance of Bert

While the characters are investigating the wreck, Bert has remained at the Blue Ox. He keeps hearing a rustling noise about 10 or 20 feet into the fog. Finally, his curiosity gets the better of him and he vanishes into the mist to check out the noise. His last words to any characters with him at the truck are, "Stay here, I'll be right back." Before the other characters can make a move to accompany him, Bert has disappeared into the fog. Even if they follow after, they will not be able to see him, even if only a few yards away. There is a brief shout..."Hey! Holy cow!"... the sounds of rustling branches, and ...no Bert!

On the trail...

The other characters return shortly, with the story of the mutant truck driver. Mutant animals, like the Ninja Turtles, will not be as surprised as humans may be. The news about Bert's disappearance should add to their frustration. Fortunately, the fog is lifting and one can see up to 10 or 15 feet. This means the group can attempt to track Bert. Characters who have a tracking skill will have an easy time following Bert's trail. If nobody has the track skill, they can still follow the trail as Bert has intentionally left a path that a blind man could follow.

At first, there are only Bert's footprints, then some large, odd animal tracks. A layman can tell that there seems to be several sets of these animal tracks, a professional tracker will identify approximately a dozen plus Bert's. It appears that Bert was ambushed and led away by sheer numbers. A few feet away is Bert's wallet. Ten feet up the mountain is a big broken branch.

Scrawled in the mud are his initials, "BM" and the word "ewoks." 50 feet up the rocky incline is Bert's baseball cap. Other broken branches and uprooted plants lead another 200 feet, with Bert's hanky to confirm that they're on the right path.

Mutant animals attack!

When the group reaches the top of this incline, they will find themselves staring down a large number of furry little humanoids. The creatures look similar to the one in the truck crash, except these are all very much alive and wielding spears, clubs, and large wrenches. Some wear a pair of binoculars around their necks and a military style ammo belt at the waist. They are all 3 to 4 feet tall and look like giant rabbits with short ears.

The gang of mutant animals will stare at our heroes, but make no hostile movements until all have climbed up onto flat ground. Then they start to move forward, ignoring any comments or questions the heroes may make.

One says, "Follow me."

Another says, "Book 'em Dano."

A third starts to recite the police Miranda, "You have the right to remain silent...etc..."

A fourth mutters, "A really big Shooooow, tonight."

If the player characters surrender, they will be taken to Bert and the other people locked away in a forgotten government installation built into the mountain.

If the player characters exhibit any feats of super power or phenomenal fighting skills, the little rodents will flee, shouting things like, "Holy molely, Beave, we need some kryptonite" and "To the moon, Alice" and "Amscray...spread out."

Giving chase will cause the 20 mutants to scatter. Capturing one will do little good. All anyone will be able to get out of the creature is a medley of old and new sayings from television personalities. None of the chatter makes any sense. The three foot fur ball will make a dash for it at the first opportunity. *See a Typical Pika Mutant for combat data and stats, which follow.*

The door in the cliff

The group can follow one of the creatures or Bert's trail to a cleft in a cliff. Inside the cleft is a metal door with three buttons red, yellow, and green. RED will sound an alarm that sounds like an old air-raid siren; the door stays shut. YELLOW will open the door and leave it open. GREEN will open the door and automatically close, behind the person after he has entered.

Inside is a small antechamber with a dirt floor and stone wall. There is a large stone door on the opposite side of the room. The door pulls open to reveal a long hallway. At the entrance of the hallway is a mutant guard sitting on his haunches, nibbling on a Sushey chocolate bar that Bert dropped as part of his trail. He'll squeal, "Hey dudes, time to go." and run down the corridor to sound an alert. The heroes must stop him if they don't wish to be overrun by three dozen of these guys.

If the group has surrendered, they will be lead past all this stuff. If they ask where they're being taken, one will chime, "To see the wizard, 'cause all of the wonderful things he does."

The hallway

The long, wide corridor runs deep into the mountain for about a 1000 feet, slowly angling down into the earth. While the walls

and ceiling are carved out of the rock, the floor is poured cement. Every 100 feet there appears to be a retracted steel wall up in the ceiling which could be dropped down and seal off the tunnel. **Note:** The hall is approximately 20 feet wide and has a 15 foot ceiling. Suspended from the top of the ceiling are lights.

The corridor ends in a 50 by 50 foot chamber with 30 foot ceilings. There are five elevator doors directly in front, three of which open to reveal the 300 foot shaft to the bottom.

If the mutants have escorted the group to this location, they will prod them along into one of the two working elevators. Most of their captors will enter the elevator as well, but several others shimmy down the cables of the open shafts to wait for them below.



The main base

At the bottom the elevator opens to another chamber much like the one above it. However, there is another pair of large tunnels, one to the left and one to the right, as well as a half dozen small, crude three foot tall tunnels. The small tunnels look more like a rabbits' warren than anything manmade.

The right tunnel leads to several smaller corridors and connecting rooms. A few are set up like army quarters, with bunk beds for eight, table, dresser and mirror, and footlockers. The fur on the ruffled bed sheets confirms that the rooms are not being used by human occupants. **Note:** Clever and observant characters will examine the items in the room more carefully to find that the olive drab blankets and footlockers all have *Property of the US Armed Forces* stenciled on them.

The other rooms are used for storage and contain crates and metal frame shelves. These hold various tools, spare parts, batteries, small generators, geiger counters, light bulbs, maintenance manuals and similar items. The crates are each marked: *Operation Deep Retreat* and *Property of the US Armed Forces*. The training manuals are all dated for the mid-nineteenfifties.

A stack of yellowed and dusty inventory sheets all have the following heading at the top of the page: *Operation Deep Retreat: Post Nuclear Survival Base and Reclamation Center, ODR-3, August 13, 1957.*

There is nothing of significant value in any of the rooms. If the characters linger in this area for more than 10 minutes, they will encounter 2D4 of the little creatures who will scamper off to alert the others. **Note:** There are two of the small three foot tall and wide tunnels back here. They lead back to the main elevator chamber. A search party of 1D4x10 mutants will return in 2D4 minutes. *See a Typical Pika Mutant and the Hunter Pika for stats and details.*

The left corridor leads into "The Hole," which is the heart of the mutant community. If captured, this is the corridor that the group will be escorted down. A fuse box on the wall has the words, *Property of the US Armed Forces* stenciled on it. The four mutant guards, about halfway down the 600 foot corridor, are wearing old, tattered US Army jackets and belts. "Gollleece, Sarge, the captain is waiting for you," says one of the beasts in an excellent imitation of TV's Gomer Pyle. If the group has snuck in and are undiscovered at this point, the guard will shout, "Gollleece, we've been invaded. What are we gonna do Sarge? What're we gonna do?" With this, the Sarge leaps a foot in the air, hits a button, and a metal door slams down 30 feet behind the group (S.D.C. 400), sealing the exit. Then he chirps, "It's useless to resist. Follow me."

Mutant Headquarters

Whether the group incapacitates the four guards or follows them, they will ultimately end up at the end of the corridor which opens into a 30x30 foot chamber. There are 1D6 more mutants who will flee through the only metal door in the room.

Read the player the following description of what they see:

Beyond the door is a huge, 80x100 foot, command center. On the far wall is a battery of two dozen television monitors. Each is playing a different TV show. 4D6 mutants sit transfixed by the images in front of them. Against the opposite wall, the few lights in that area of the room show a group of prisoners, bound with electrical cords, sitting on the floor; among them, *Bert!*

To the left of the prisoners is a sort of mock courtroom set up, complete with judge and jury. A grandmotherly type woman is tied and gagged, sitting on a stool. A tall mutant stares at her and shouts, "Confess!" Another mutant cries, "I object! Badgering the witness." The 12 mutant jurors are sitting very attentively, watching this bizarre little charade. The judge leans back and says, "If the defendant has nothing more to say, the people's court finds her guilty as charged." A mutant steps forward and in a husky whisper, states, "Now Dug Loo-ellen will solicit comments from the defendant." A tall, skinny mutant in a new suit rushes over to the grandma and asks for her opinions. She mumbles something inaudible through her gag, and Dug looks up, smiling, and says, "There you have it. Now on to our next case..." The grandmother is taken away by two tall mutants.

Every few minutes, the scene is repeated.

Enter the Mutants' Leader

If our heroes are captured, they will be lead to the rest of the prisoners and tied with electrical cord. Although it would be

very difficult to break the cord, the bonds have not been tied very tightly, and characters can work free of them within 1D6 minutes.

If they enter as intruders, "Court is adjourned" and the dozen or so courtroom mutants flee down one of the tunnels.

Read the following to the players:

After a few minutes, 30 of the creatures gather around the group, staying a discreet distance, and begin to hum a musical tune. Anybody who is familiar with TV shows will recognize the theme from *Perry Mason*. Suddenly, the crowd parts, and a six foot tall, grey haired, creature walks through. He is the most human looking of all the mutants, and wears a tattered and soiled grey silk suit. Behind him is a chubby, brown haired mutant who is continually chuckling and saying, "Good one Jonny, good one!" Suddenly, the little portly fellow leaps in front of the one in the suit and announces, "Heeeeeeeeeer-rrrrrrrrreeeeeeee's Jonny!"

Here's Jonny, the tall mutant in the suit, smiles, waves, and says, "HOooooooo!" while pretending to hit an imaginary golf ball. He turns to the prisoners and says, with a chuckle, "Well, I'm glad to see I have such a captive audience." His chubby companion laughs uproariously. "But seriously, if you don't think I'm funny, you have the right to remain silent." The crowd of mutants laugh and applaud. "Well, I hope you people didn't wait in line too long today to get in here. Ha, ha..."

Pointing to the bank of televisions, Here's Jonny continues, "As you can see, we really do enjoy *humankind's* only saving grace: the invention of the television." The mutant crowd lets out Oooooooo's and Ahhhhhhhh's and applause. "Unfortunately, everything else you've done is a mess." (thunderous applause) "So I'm afraid we're going to have to put you on trial for your crimes. After all, we can't condemn humanity without a trial." and he waves to the jury area.

If anybody asks what *crimes* he is referring to, he'll go into the following speech, otherwise he'll just go into it.

"You see, humankind is a parasite that feeds on the life of the planet and all her creatures. Ah Ah Ah, don't give me those looks. And don't try to weasel your way out of this. We see the horrors of man every night, at six and eleven, on the evening news. Oil spills, pipelines, factories, resorts, and condominiums chew up and kill the land. Heck, then you go out and kill each other; gunfights, riots, bombings, plane crashes, drugs, and cigarettes. And I could go on and on and on and on... but the point is, YOU can not! I will see that human life is eliminated from this wholesome planet. Cut out like the cancer it is!

"You and the rest of these humans are the first to be judged and executed." Here's Jonny will graciously listen to all opposing arguments, but in the end, his views will be unchanged. Humanity must be destroyed.

"Ohhhh, you people have been very naughty. Ha, ha, so away we gooooo!"

With those words, a dozen mutants will begin to walk over to the humans who have already been judged guilty, with evil grins and clubs in hand. They are chanting, "The time has come to say goodbye to all your living friends..." It is obvious that they are about to beat the people's brains out.

What are our heroes going to do?

Details for the Game Master

1.) If our heroes are too dumbfounded by what's all happening, have Bert bring them around. Bert has worked out of his bonds, and is waiting for the right moment to make a move. He will shout, "Stop them! They're going to kill those people!" and leap up and run tackle, like a football line-backer, knocking five of the little mutants over.

If our heroes join the fray, the mutants will direct all of their efforts to stopping them. Fortunately, the three footballs of fur are not too tough.

2.) The real adversaries to be fearful of are the four foot tall mutant animals. Most of these big guys have psionic powers. See the *Hunter Pika stats and description* which follows.

3.) The little guys are puny, lousy fighters, not too smart, and easily frightened. They fight only because the leader of the pack, Here's Jonny, has commanded them to do so. If Jonny is killed they will continue to watch television and remain in peaceful seclusion.

4.) The creatures are mutant *Pika*, a rabbit-like rodent that lives in this region of the country. They are a product of an industrial accident that happened in the mid-1970's. An unscrupulous waste disposal company was illegally dumping chemical waste in a nearby ravine. The particular mixture of chemicals, one summer, had a very unusual effect on the pika that lived in the area. Those who ate the contaminated grass and roots would eventually turn into the three foot tall mutant pika. Those who also played near the chemical waste became the psionic four footers. One pika who actually fell into the chemical sludge would mutate into the maniacal, Here's Jonny. The smartest, largest, and most dangerous of the mutant community.

5.) The underground complex that they now inhabit is a forgotten military fallout bunker built in the '50's during the national paranoia about nuclear war. It was abandoned in September of 1957.

6.) Other odds and ends: Three other man made tunnels lead to barracks style living quarters. The four other three foot tall tunnels seen in the elevator room connect to this region at one place or another.

7.) Approximately 60 mutants inhabit this area. Only 15% have psionic powers.

The Battle

The battle will continue until Here's Jonny is killed or chased away. The little fellows will only keep fighting as long as Here's Jonny and/or the four foot tall psionic pika are there to command them. The loss of their leader will severely damage morale, and the loss of four or five *Hunter Pika* will cause the mutants to flee into the tunnel and hide.

Afterwards, the heroes and normal humans can easily escape by means of the elevator and climb back down to their vehicles on the highway. By this time the fog has lifted and state police are inspecting the abandoned vehicles. Bert and crew can avoid a long period of questioning by flashing his top security identification card.

NEW MUTANT ANIMAL:

The Pika

Description: Pika are thick furred, short eared rodents distantly related to the rabbit. They live among the rocks of the high Rocky Mountain ranges of the western United States and Asia.

Size Level: 2

Length: 8-12 inches

Weight: Up to 5 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

P.E. +1

P.P. +2

Spd. +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; wide spaced eyes, muzzle with whiskers, thick flexible neck, thick fur, powerful hand grip, paws and claws, and small furry tail.

5 BIO-E for Partial, small eyes, partial muzzle, thick neck and body, dexterous hands.

10 BIO-E for Full, nearly human ears, wide flat nose, buck teeth, short body.

Natural Weapons:

5 BIO-E for 1D6 claw damage.

10 BIO-E for 1D8 claw damage.

5 BIO-E for 1D4 Bite damage.

Powers: 5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Touch

10 BIO-E for Digging

15 BIO-E for Tunneling

Notes: Pika are fast, skitterish creatures who zip in and out of their rock burrow homes. They have a high metabolic rate and are constantly napping or looking for something to eat. Their natural tendency is to run away from trouble and hide among rocks.

A Typical Mutant Pika

Alignment: Anarchist or Unprincipled

Average Hit Points: 20

S.D.C.: 30 **Average Age:** 10

Size Level: 7 **Weight:** 100 lbs **Height:** 3 feet

Attributes: I.Q. 10, M.A. 11, M.E. 9, P.S. 12, P.P. 19,

P.E. 13, P.B. 10, Spd. 16

Experience Level: First

Combat Skills: 20% know Basic Hand to Hand: Two attacks per melee. But *most* have no combat skill and only one attack per melee.

Bonuses: +3 to parry and dodge, +1 to strike.

Weapon Proficiencies: W.P. Blunt

Skills of Note: Basic electronics 45%, Basic mechanics 44%, climbing 58%, and their natural abilities to dig.

Weapons: Short handmade spears (1D6 damage), big hand wrenches (1D6 damage), hammers (1D6 damage), wood clubs (1D6 damage), and similar blunt weapons.

Armor: None

Note: All these little fellows want to do is live in peace, eat, sleep, and watch TV.

A Typical, Evil, Hunter Pika

Alignment: Miscreant

Average Hit Points: 30 S.D.C.: 40

Average Age: 10

Size Level: 8

Weight: 120 lbs **Height:** 4 feet to 4 ft 6 inches.

Attributes: I.Q. 12, M.A. 11, M.E. 20, P.S. 14, P.P. 19,

P.E. 14, P.B. 8, Spd 18

Experience Level: Fourth level

Combat Skills: Basic Hand to Hand, 4 attacks per melee; note that all the hunter pika will make *fake* "Kung-Fu" movie fighting noises and movie martial arts hand gestures and kicks. Very noisy and actually not bad fighters.

Bonuses: +2 to strike, +5 to parry and dodge, +2 to pull punch.

Weapon Proficiencies: W.P. Blunt and W.P. Chain (+2 to strike)

Skills of Note: Basic electronics 60%, Basic mechanics 56%, climbing 76%, and body building.

Weapons: Hand made nunchaku (1D8 damage), metal wrench (1D6 damage), and a metal wrench on a chain (2D6 damage).

Psionic Powers: Mental Speech and Bio-Manipulation: Blind or Pain. See *TMNT & Other Strangeness, page 26* or *Heroes Unlimited, page 116*.

Armor: None

Note: Unlike their smaller kin, the Hunter Pika are mean and seek the destruction of humankind as much as Here's Jonny.

Here's Jonny

Alignment: Aberrant

Average Hit Points: 36 S.D.C.: 40 **Age:** 12

Size Level: 10

Weight: 160 lbs **Height:** 4 feet 10 inches.

Attributes: I.Q. 19, M.A. 21, M.E. 12, P.S. 13, P.P. 15,

P.E. 19, P.B. 13, Spd 19

Experience Level: Fourth level

Combat Skills: Basic Hand to Hand, 4 attacks per melee; note that like the hunter pika, he will make *fake* "Kung-Fu" movie fighting noises and movie martial arts hand gestures and kicks. Very noisy.

Bonuses: +2 to strike, +5 to parry and dodge, +2 to pull punch and +2 to save vs toxins or magic.

Weapon Proficiencies: W.P. Blunt

Skills of Note: Basic electronic 66%, Basic mechanics 62%, climbing 82%, and TV/video 60%.

Weapons: Metal wrench (1D6 damage) and a 45 automatic pistol with 7 rounds (4D6 damage per round).

Psionic Powers: Mental Speech and Hypnotic Suggestion. See *TMNT & Other Strangeness, page 26* or *Heroes Unlimited page 116*.

Armor: None



Note: Here's Jonny has his own twisted view of life and justice by which he lives. He sees human beings as a threat to all other species and believes it is his duty to save the world from these horrible creatures. To do this, he will try to exterminate mankind. Fortunately, he doesn't yet have the resources or understanding to commit largescale genocide. Instead, he will be a mass murderer by capturing and killing any humans who become vulnerable to his pika army. Our heroes have stumbled across his first episode of murder. As of yet, nobody has died.

Here's Jonny is always flippant and joking, but he is also clever and resourceful. If he sees that the humans overpower him and his troops, he will flee down one of the three foot tall tunnels on all fours (same speed as if he were running). If pursued, he will go to a deadend corridor and scream,

"Better to die free than at the hands of humans." and leap into a bottomless pit. (A sign tied to a pole that ropes off the area reads: *DANGER: Bottomless Pit.*) Looking into the pit, it sure seems bottomless, and dropping a rock will produce no sound as it plummets 1000s of feet. However, this is a clever escape planned long ago by the insidiously cunning mutant. About 300 feet down is an almost invisible web of old parachute cord. He will land in this netting and scamper into a small hole in the wall of the pit. This is a small tunnel that leads into a natural cavern where he will hide until he thinks the danger has passed. Inside the cavern is enough military canned food, bottled water, blankets, and provisions to last a month.

His side-kick yes man is just a roly-poly typical pika. He is neither evil nor conniving, just an opportunist and pal of Jonny's.

On the Road to Utah and Nevada

Utah is a harsh looking place; much of the terrain is dominated by the Rocky Mountains, desert, and salt flats. Still, it is beautiful with its colorful canyons and national forests and is impressive in its vastness.

I70 takes our travelers over several sharp mountain passes, into forested valleys, and across the flatlands, but then curves southward toward Arizona and Southern California. The gang must take the two lane highway, 6/50, to continue west, weaving through desert, canyons, and salt flats.

Getting across Utah is a picnic compared to *Nevada*, because of its flat, searing desert valleys and grueling mountain ranges. Most service stations and civilization are concentrated around little towns found along the highway about every 50 to 80 miles. There is little else, other than dust and cactus in between. Some small secondary and dirt roads connect to the highway, but the state is sparsely populated and does not have as many roads as the eastern states.

The northern portion of Nevada is composed of deserts, flat land and wildlife preserves. Toward the south is the glitter of *Las Vegas*, Lake Mead, Hoover Dam, military test ranges, military bases, and more desert and flat land. It is hot, hot, hot.

Game Master's Note: You may wish to throw in a few random encounters along the way, which is fine if our heroes still have possession of the Blue Ox. However, if they are on their way to meet Chiquita, the journey will be free of further attack.



The Final Battle at the O.K. Corral

Game Master Information

This is it, the big showdown.

If our intrepid group is on their way to meet Chiquita at the ghost town, jump ahead to their arrival in town. Nothing is going to happen till they arrive and try to trade Bert for the Blue Ox and its cargo of virus-proof computer chips. Bert is open to any ideas to trick Chiquita, recover the truck and goods, and save his butt too. G.M.s should give players ample time to formulate their characters' plans to save Bert.

If the heroes have fought off all attacks successfully and still have the truck, Bert, and cargo, then read them the following:

A few miles down a lonely stretch of highway, you come upon a construction site near an exit. A flagman stops the truck and explains that a construction accident has temporarily closed the highway. It will take at least six hours before the lanes are cleared, so they have arranged a small detour around the trouble

spot. He assures everybody that "the detour will take you less than 25 miles out of your way and have you back on track before you know it."

Two other trucks have already turned onto the detour strip and have disappeared from sight. "Heck," grumbles Bert, "it's better than sitting out here in the heat for half the day." He gives his cap a tug and turns onto the detour.

The road is narrow and the shoulders on either side are unfinished and soft, meaning that the truck can not be turned around without the threat of getting stuck. Bert begins to get a little nervous and asks the characters to stay alert. As the road winds among some low lying hills heading northwest, the characters may notice that there are no vehicles behind them. Nor are there any ahead of them. As far as the eye can see, there is only the wide open spaces and a few hills. "I think we've been hoodwinked, boys," moans Bert. "As soon as I can, I'll turn the rig around. But something tells me we ain't gonna get the opportunity."

A couple of minutes later, the sound of an approaching helicopter rumbles over the noise of the engine. A black assault helicopter rises from its hiding place behind one of the hills.

Read the following to the players:

"Looks like a Heuy 1-D with an XM-3 rocket launcher and thumper in its nose (grenade launcher)," describes Bert with a sigh.

A voice with a Cuban accent booms over a loudspeaker. "Youse in da truck, youse will turn at da next road where dare is a signpost for da Capital Movie 'tudio. Youse will take dis road until you reach a leettle town. An' remember, we fly above youse and watch. Now go."

Bert continues driving, listening to any suggestions, then adds: "Yeah, we could probably take that baby out, but maybe it's time to go to their party and put an end to all the dancin' they've been having us do. You all up for it?"... a pause for answers... "Hell, then let's party!"

The Blue Ox barrels down the dirt road, doing 50 mph. In the next few minutes it would be wise for players to formulate some basic plan. Bert will point out the following:

1.) The villains want the cargo in the trailer, so they aren't likely to actually use rockets or grenade launchers on them until they're out of the truck. The 'copter is just Chiquita's flair for theatrics.

2.) On the other hand, Chiquita is known to be unpredictable and a little crazy, so don't take dumb chances.

3.) The place is probably crawling with goons and ninja.

4.) Unless *Ener-tron* was defeated and turned over to the authorities, he will be skulking around somewhere too.

5.) If Chiquita shows herself, you can bet she's playing this round for keeps.

The Ghost Town

General information

A tiny little town of two dozen building can be seen a mile or two ahead. A sign warns: *Property of Capital Movie Studios. NO Trespassing. Authorized Personnel ONLY!* Bert comments that Capital Movies used to make a lot of Westerns back in the 40's and 50's, but went out of business years ago.

Sure enough, as they pull up to the town, it is obvious that it is an old west town built for the movies. Old wooden buildings line a single dirt street running through what's supposed to be the center of town. Off behind main street are a couple of warehouses disguised as barns. There is the "Silver Dollar Saloon", Miss Kitty's boarding house, the barber shop, general store, sheriff's office, a house or two, and, at the end of town, the "O.K. Corral."

Every building and post has the same wanted poster nailed to it, perhaps a hundred in all.

**WANTED
DEAD OR ALIVE:
Melvin (Bert) McClusky
For crimes against his daughter and her mother**

Read the following to the players:

Bert's face turns pale and his eye narrow in anger and astonishment. "What the Hell is going on here?" he mutters as he tears down one of the posters and crumples it. "What's going on here?!" he bellows, turning to gaze down the street. "Alright! We're waiting! What's your game?" Only Bert is answered by

a gust of wind and a rolling tumbleweed. Silence prevails.

Bert turns to address the characters who have grown to become friends. For the first time, he suddenly looks old and hurting.

"You know I worked for the government. CIA. The Company. It ain't quite what the spy movies make it out to be, but there were moments... Well, any way, I was in Havana, Cuba, just before Castro took over. I was undercover deep. So deep that I even took myself a Cuban woman for a wife. She was a beauty. Figured if I was gonna play the game, might as well play it good. I didn't love her, of course. Not at first anyway. Just a marriage of convenience. Yeah, I was a pro."

Bert pauses and wipes a tear from his eye and continues. "She was really something, my wife. I never loved anybody or anything more than her, 'cept maybe my country. We had it damn good too. I kept a low profile and kept intelligence flowing into the States. All the while I lived happily with my woman. She didn't know anything about my work as a spy against the Castro government.

"I was the first to uncover the Soviet missiles. But I didn't anticipate what all happened next. I should have, though. God! I...I...guess I got careless. I should of seen it coming. I should of gotten my sweetheart out of the country before it all went sour.

"See, the Bay of Pigs invasion went down bad. My cover was blown big time. They pulled me out right then and there. No goodbyes, no last words, nothing. One minute I was there, the next... gone. The Company promised me they'd get her out. But Castro slapped a lid on Cuba and closed her up tighter than a drum. "Word finally came out, a few years later, that my



wife was picked up for interrogation 'bout my activities. I... can only...pray that they ... weren't too severe on her. Then...word was that she had died in...prison." Bert's lips tremble and he turns away to hide his tears.

"I didn't mean for any of it to happen like that. God knows..." Again, he pauses. "Anyway, that was a long time ago. A lifetime ago. Never found anybody like her again. But now, this."

Bert trembles with sorrow as he uncrumples the poster and reads: "For crimes against his...daughter...My darling thought she was pregnant. She was going to see the doctor the day I got yanked. I...always assumed...the...the baby died...or...that there never was a baby. I guess that was the easy answer. No baby. But what if she was pregnant. What if the baby lived? What if it was a little girl? A baby who had to grow up alone. Her mother dead...Her daddy a traitor to her country. A baby who, maybe, grew up to be a spy like her old man. A woman who grew up hating her father for...what he had done."

Bert takes a deep breath and gasps, "I think Chiquita is my daughter. That would explain why she's out to get me. That's the only answer, isn't it?"

McClusky looks like a zombie. After years of fighting, he is finally teetering at the breaking point. He will only half hear any arguments that this could all be a setup. That it is all a plot to break him. That this is the kind of deception and drama that the villainess, Chiquita, is famous for. The motive could be revenge for his part in the Bay of Pigs incident. Chiquita would certainly have access to that information. Or perhaps it is simply a desire to get rid of an excellent agent who has made countless enemies over the decades. There are a lot of alternative possibilities, but Bert is lost to despair and hears none of it.

Chiquita has successfully reduced her opposition by one. Bert will stagger against a doorway and slump to the floor. The fight is gone from him. At least he is safe. The battle will be up to the player characters.

The Battle Begins

The Ninja Cowboys

Three ninja step out of the saloon. One is still wearing vests and tasseled fez, the other two are wearing cowboy hats, western vest, and cowboy boots with spurs. The ninja cowboys are twirling a pair of nunchaku in each hand (each does 1D8 damage). The one wearing the fez is carrying a *bisento*, two handed spear (2D6 damage). They wave and beckon three of our heroes to engage them in a one on one showdown. **G.M.s Note:** The three ninja are basically the same as the *Typical Ninja Henchmen* which follow, with these few differences: Add 12 points to their S.D.C., W.P. Paired Weapons, and add another +1 to strike, and +2 to parry when using the weapons they now hold.

In all fairness, the characters who accept the showdown with the ninja should use similar weapons, martial arts or similar fighting techniques. Surprisingly, the fight will be fair, without outside interference.

If the heroes win, Chiquita's voice will boom over a hidden loudspeaker that seems to be at the O.K. Corral.

"Oh, very smartly done." she chimes. "Daddy always did work with the best. Most entertaining. Now let's see how you fare against these fellows."

Note: Characters who came here to recover the Blue Ox and cargo may shout questions about the trading of Bert for the cargo. Chiquita will giggle and say, "Oh, I changed my mind."

The Rotten Sheriff

A moment later, a sheriff emerges from the town jail. He is in full traditional old west regalia, badge glistening in the sun. Both "six-shooters" have been drawn and are pointed at the group who just fought the ninja.

"You boys shouldn't oughta done what ya did. Now I gotta take ya in."

Any movement, even scratching one's nose, will set the sheriff shooting. "Ya done it now!" he shouts, and keeps trudging forward, shooting far more bullets than his guns should really hold.

He shrugs off any punches, bullets, or energy blasts the characters may retaliate with, although he is clearly taking damage. However, the sheriff keeps coming and shooting, saying, "Only a scratch. Now yer gonna pay...(click)...Only a scratch. Now yer gonna pay...(click)...Only a scratch. Now yer gonna pay..."

The Robot Sheriff

Note: The sheriff is a robot with a simple program. Shoot and kill all desperados who are not dressed in ninja outfits. He will keep attacking until he is destroyed.

Alignment: Diabolic

Armor Rating: 14 S.D.C.: 400

Size Level: 10

Weight: 1000 lbs **Height:** 6 ft 4 inches

Attributes: Not applicable; a simple machine with a basic computer brain. P.P. is equal to a 10, Speed is 8.

Experience Level: Not applicable

Combat Skills: Hand to Hand: Ninjitsu, Four attacks per melee.

Bonuses: +4 to strike, +3 to parry and dodge, +5 to damage, +3 to pull punch/roll. Includes all bonuses.

Weapon Proficiencies: Gun hands (The guns are actually built right into the hands. There are ammo feeds in the arms, which explains the great amount of bullets). Can shoot six times per melee. Add +3 to strike on aimed shots, but most shots are just bursts with a +1 to strike. **Total rounds:** 100.

Note: It will be immediately obvious that the sheriff is a robot. It will keep shooting until it runs out of ammo and will then fight hand to hand. Blasting the head with a total of 80 S.D.C. will immobilize the robot. Otherwise, all of its 400 S.D.C. must be eliminated.

Ambush From Above

The moment the sheriff goes down, our heroes will get shot at from the rooftops. If nobody sees them before they open fire, then Bert will shout a warning, giving them a chance to scatter for cover scant seconds before the goons start shooting.

There is plenty of cover, including the vehicle(s) in which they drove into town, an overturned wagon, an empty water trough, pickle barrels, and fence or porch posts.

They can even go inside the buildings (most are completely empty of furnishings). However, many of the buildings have



Chiquita's henchmen lurking inside. Roll on the following table whenever a building is entered.

Lurking Henchmen in Buildings Table

- 01-10 2D4 Ninja henchmen, each is armed with kusari-gama (1D8 damage) and a knife (1D6 damage).
 11-20 Two ninja henchmen armed with swords (1D6 damage).
 21-30 1D4 goons with automatic pistols (2D6 damage per round).
 31-40 One ninja with a bo staff (1D8 damage)
 41-50 Two goons: One is armed with a shotgun (4D6 damage, 2 shots), the second is armed with a laser rifle (6D6 damage per blast, 20 shots total).
 51-60 Two ninja armed with large swords (1D8 damage).
 61-70 A goon thug, 300 lbs of muscle, 4 attacks per melee, +3 to strike, 6 to parry or dodge, +6 to damage. And... a ninja armed with a pair of sai (1D6 damage).
 71-96 Empty building.
 97-00 1D4 + 2 ninja armed with various weapons.

Note: See a typical ninja henchman and typical goon for general stats.

The Gunmen on the Roofs

The seven assailants on the rooftops are located on both sides of the street; three on the left, four on the right. Two on both sides are armed with *laser rifles* (6D6 damage per blast, 20

blasts), while the others are armed with *AK-47 Russian assault rifles* (4D6 damage per round, 30 rounds). In all other ways, they are typical goons.

The Final Moves

When the heroes are finished with the gunmen, they will find that they have worked their way down the street and are only a half dozen buildings away from the O.K. Corral.

Bert is gone and does not reply to anybody calling his name. However, it does not seem that Chiquita has him either.

If *Ener-tron* has not been captured in the earlier adventure, he will appear 200 feet (60 m) behind the group, bellow a challenge, and start blasting. Or...

If *Karl Wilson* or *Joseph (the KOW mutant)* have been recruited by Chiquita, they can be substituted for *Ener-tron*. Or, if the player group is very powerful, all three could join the battle.

Halfway through the fight, the *assault helicopter* will rise into the air above the O.K. Corral and start shooting. There is no concern for property, so the entire town could go up. See the *helicopter stats*, which follow shortly.

Chiquita, At Last

When the helicopter and the villains outside have been defeated, the group has only Chiquita and what henchmen she may have with her inside the O.K. Corral.

Game Masters, we have itemized the various elements so that you can better orchestrate the conclusion of this adventure.

1.) **The Building:** The corral is a two story, large barn-like structure. The bottom floor is the area for cattle or horses; this means the center is a large open area that runs the length of the building, while animal stalls line the walls.

The second floor is the hayloft and is a sort of indoor balcony that runs along all four walls. A railing is all that stops one from falling into the center area of the first floor.

2.) **Gaining Entry** can be done by using one of three doors. The *front*, big double doors used for the livestock or the identical doors in the *rear*, or the smaller door of the hayloft on the second floor in the *front*. Of course, to use the door in the hayloft means that the character must climb or fly up 20 feet to reach it.

3.) **The Enemy within** include 2D4 ninja henchmen up in the hayloft (two right by the hayloft door), the ninja leader (Shadow Lord), and Chiquita herself. Game Masters may beefup the number and power of the final opponents if the player characters are too powerful.

4.) **If the Blue Ox** had been captured in the earlier adventure, it is parked safely inside, facing the back door. *Two* ninja are in the cab and will try to run over anybody who comes through the back door. They will keep going, crash through the doors, and drive away, presumably with the microchips on board. There are *two* other ninja in the trailer who will fling the trailer doors open and fire a *bazooka*, at any pursuers (2D4x10 damage, requires 3 melee attacks to reload). The two also have the usual ninja weapons and abilities. **Note:** The crates are empty, the microchips are gone!

5.) **Chiquita will attack** by swinging or leaping down from the hayloft and kicking the nearest person in the chops, followed by a titanic blow from her glowing fist. She is wearing a special *power* exoskeleton that gives her deadly strength on top of her formidable martial arts skills. *See the Chiquita character stats in the Game Master section.*

Chiquita will *not* fight to the death and will stop as soon as it is obvious that she can not win, or when she is down to 30 S.D.C. points, whichever comes first.

6.) **Shadow Master**, the ninja leader, will be at Chiquita's side trying to protect her as much as he can. Or he will engage characters who are sneaking up from the other side.

7.) **Bert to the rescue!** *Suggested Plot Option:* If the characters are losing to Chiquita, Bert will pop out of nowhere and catch her off guard, doing significant damage (blasts her armored exo-skeleton, wounds her, doing double damage, knocks her out or stuns her, etc.). This should give the other characters a chance to attack and beat her down to a point where she will *surrender*. **Note:** Bert will make a point of capturing Chiquita alive, just in case she is his daughter.

If the player group is doing fine against Chiquita, then Bert will surface after she has surrendered, saying, "Whoop Boy! You guys are really good. Really good! But you should have somebody watch your back." With those words, he tosses a couple of handcuffed ninja out of the shadows of a stall. "And there's another four of their buddies sleepin' it off out back."

8.) **Is Chiquita Bert's daughter?** This is something Bert must know. Read the following to the players:

He looks her over, shaking his head. There are really no physical traits to answer the question. Yes, there *could* be a resemblance, now that he's looking for one, but...

"So you gonna keep me guessing or what?" he snarls, jerking her head back with his hand.

Chiquita smiles a devilish grin as she returns Bert's stare.

"What if I was, HMMMMM? Would it make a difference?" Her voice is laced with the tones of contempt and hate. Bert remains silent and grim faced. He doesn't even blink.

"Hello, Daddy," she purrs, "glad to make your acquaintance. I've been told so very much about you."

Bert remains unflinching, like a statue carved from granite.

"Ohhhh, Daddy, no kiss for your little girl? Aren't you glad to see me? Is it because I'm a bad little girl? Ahhhh, I just take after my father...(a dramatic pause and then loudly and with anger)...*the traitor* who killed my mother!! The man who used her and threw her away in the name of his country! What kind of man leaves his pregnant wife to the dogs?" She spits in his face.

Bert remains silent and motionless, while one lone tear trickles down his cheek. His tormentor apparently does not notice.

Chiquita pauses, smiles, and says softly, "You are the tough one, aren't you! Not a word. Not a tear. Don't you believe me?...No answer, hmmm. Well, I'll do you a favor old man. You beat me. Hell, you gave me a wild time of it, so out of respect for a worthy opponent, I'll tell you the truth. I am *not* your daughter."

She laughs long and hard, "But I sure had you going, didn't I? Yes,...I did. I could see it in your eyes. Ha! Intelligence said that this ploy would work. Who would have thought that the infamous and indestructible 'Bert McClusky' would be haunted by ghosts."

Bert remains unmoving, but growls, "Git this woman outta my sight."

"Temper, temper, McClusky," laughs Chiquita, "you were almost my daddy." She will continue to laugh and make tasteless jokes that cut into Bert's soul, until she is removed from his presence.

The Wrap-up

If the Blue Ox had been stolen in the earlier adventure the microchips will still be missing, but Bert will solve that problem too. He found a little computer network in the back of the post office and after eliminating the goon guard, was able to find that the "chips" are on route to a ship docked in California. The proper authorities have been notified and will easily intercept the cargo before it ever leaves the country. Likewise, the local authorities should be on their way to the ghost town too. How? "Heck, there was a phone and a FAX machine, so I just FAXed them a message. I love those contraptions." The police will arrive in 20 minutes.

As everyone unwinds, Bert looks especially weary. Read the following:

Bert pulls a timeworn black and white photograph from his wallet and smiles a sad smile. "That's me an' my wife. You know, on one hand I was terrified that Chiquita was my daughter. Left alone never knowing what happened, growing up with hate all those years. Hate that turned her into that...that...(chuckle)...well, into that! I'm relieved that wasn't

the case. Then again, I kinda wish she was my little girl. I mean, maybe I could reach her, change her. (pause)... Hey, don't say a word. I know, it's crazy. And I must be gettin' older, softer, and loonier than I thought. People like that are evil and don't change easy."

"Ahhhhhhhh." Bert stretches and leans against the Blue Ox. "We did a good job. Made a fine team. Thanks. But I think I'll leave all this adventurin' to you younger guys. I'm glad I'm retired." He puts his arm around one of the heroes and grunts, "Wanna beer or a soda? I'm buying."

Plot Option: G.M.'s Choice

As Bert walks away, arm in arm with one of his new pals, one of the other characters notices a woman's gold locket laying in the dust. It was worn by Chiquita. The chain must have broken during combat or when she was escorted away. Inside the locket is a most disturbing picture. A woman and a little girl. The woman is definitely Bert's wife, the little girl is four or five years old and greatly resembles Chiquita!

What does this mean? Did Chiquita lie? Is she Bert's daughter? Bert said his wife died two years after he was forced to leave Cuba. If this is his wife and daughter, the photo was taken more than three years later. Does his wife still live? If so, why did the CIA tell Bert otherwise? Or is all this just part of the plot to trick Bert into believing that Chiquita is his daughter?

Does the character show the locket to Bert?

Does he tell his teammates or the police?

Does the group sneak into Cuba to check things out for themselves?

Will there be a sequel from Palladium Books? Let us know what you think.

The End?



The Game

Master Section

Warning: Contains information which could spoil the storyline for players.

A Typical Ninja Henchman

Alignment: Miscreant or Aberrant

Average Hit Points: 28

S.D.C.: 38 **Average Age:** 26

Size Level: 10

Weight: 180 lbs **Height:** 5 ft 6 inches

Attributes: I.Q. 12, P.S. 20, P.P. 17, P.E. 14, Spd 15, all others are average.

Experience Level: Fourth

Combat Skills: Hand to Hand: Ninjitsu, Four attacks per melee.

Bonuses: +4 to strike, +3 to parry and dodge, +5 to damage, +3 to pull punch/roll. Includes all bonuses.

Weapon Proficiencies: W.P. Sword, W.P. Blunt, W.P. Chain, W.P. Paired Weapons, W.P. Targeting (Shuriken). Add 4 to strike and parry when using any of these weapons except shurikens.

Skills of Note: Athletics: General, Acrobatics, Body Building, Swimming: Advanced 82%, Prowl 78%, and Pilot Automobile 90%.

Weapons: Half the ninja have a Kusari-Gama (1D10 damage) and 2 Shurikens (1D4 damage each). The other half have a ninja short sword (2D6 damage) and a pair of Sai (1D6 damage). **Note:** The G.M. can add or adjust weapons as he may desire. Ninja weapons can be found in *TMNT & Other Strangeness*, pages 63-66.

Armor: None

Vehicle: Mini-car: Top speed 80 mph, S.D.C. 110, penalty of -10% on driving skill roll on all special maneuvers.

A Typical Goon

Alignment: Miscreant

Hit Points: 20

S.D.C.: 30 **Average Age:** 20

Size Level: 11

Weight: 180 lbs **Height:** 5 ft 11 inches

Attributes: I.Q. 8, P.S. 15, P.E. 12, all others are average.

Experience Level: Second

Combat Skills: Basic Hand to Hand, Two attacks per melee.

Bonuses: +2 to parry and dodge, +2 to pull punch.

Weapon Proficiencies: W.P. knife, W.P. Automatic Pistol, W.P. Shotgun/rifle, W.P. Sub-machinegun.

Skills of Note: Pilot Automobile 78%, Pilot Truck 68%, and Body Building.

Weapons: Conventional Shotgun (5D6 damage; two shots) or Uzi (2D6 damage per round).

Armor: None

Vehicle: A total of four mid-size cars are available. **Note:** The goons and the ninja will all try to escape as soon as it is apparent that they have lost this battle. The ninja will easily slip away (prowl), while the goons will run off.

If any of the gun wielding thugs are captured and interrogated, they know little to reveal. They were hired by some Japanese guy (one of the ninja) to be the muscle at the garage for \$1200 dollars each for one day's work. They know nothing about this "Chiquita" character.

Captured ninja can not be made to talk. Even psionic probes will extract minimal information. All that *may* be uncovered is that they are the loyal servants of international Cuban criminal, Chiquita. They are after the cargo in the truck, something about microchips, and revenge on Bert.

Enemy Vehicles of Note

Ninja Mini-Cars

A.R.: 6 **S.D.C.** 250

Maximum Speed: 85 mph (134 km)

Ninja Jeep

A.R.: 8 **S.D.C.:** 450

Maximum Speed: 150 mph (241 km)

Note: Superior maneuverability, speed, and control off road on the rough terrain out west.

Huey 1-D Assault Helicopter

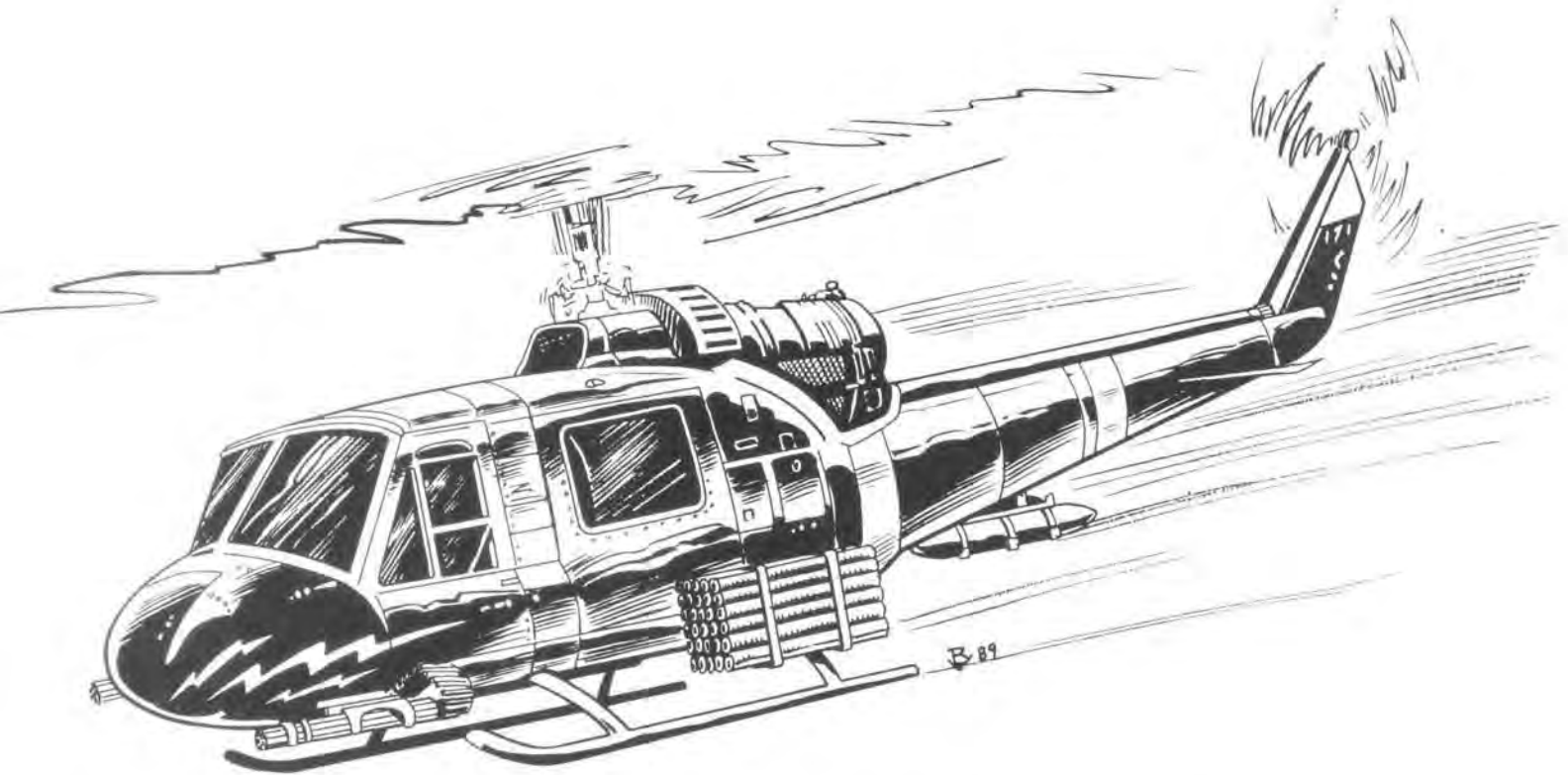
A.R. 6 **S.D.C.** 220

Length: 57 ft (17 m)

Maximum Speed: 130 mph (205 km)

Maximum Range: 300 miles (480 km)

Maximum Passengers: 8 people or approx 3000 lbs



Weapons Systems: XM-3 2.75" Rocket Launcher: 1D6×10 damage, Effected Area: 40 ft, Payload: 48 rockets, Range: 2 miles (3.2 km), Attacks Per Melee: Six.

40mm M-75 Grenade Launcher ("Thumper"): 3D4×10 damage, Effected Area: 20 ft, Payload: 200, Range: 3/4 of a mile (1.2 km), Attacks Per Melee: Four

30mm Auto-gun: 2D4×10 damage, Effected Area: Specific target/individual, Payload: 400 rounds (shoots in *bursts* of 10 rounds), Range: 2 miles (3.2 km), Attacks Per Melee: Four.

Total Attacks Per Melee: 8; weapons can be used in any combination.

Note: Chiquita's Huey is a Vietnam leftover with a tune-up and new paint. *Similar vehicles can be found in Heroes Unlimited.*

Melvin "Bert" McClusky

Alignment: Scrupulous

Hit Points: 48 S.D.C.: 64 **Age:** 56

Size Level: 10

Weight: 210 lbs **Height:** 5 ft, 11 inches

Attributes: I.Q. 13, M.A. 14, M.E. 22, P.S. 17, P.P. 15, P.E. 18, P.B. 12, Spd 12

Experience Level: 7th

Combat Skills: Hand to Hand: Expert, Five attacks per melee.

Bonuses: +3 to strike, +2 to parry and dodge, +5 to damage, +2 to pull punch/roll, kick attack 1D6 damage. Includes all bonuses.

Weapon Proficiencies: W.P. Blunt, W.P. knife, W.P. Automatic Pistol, W.P. Automatic Rifle, W.P. Rifle (sniper & strike), W.P. shotgun.

Skills of Note: Athletics: General, Body Building, Swimming: Advanced 82%, Pilot Automobile 98%, Pilot Truck 96%,

Palming 55%, Concealment 50%, Land navigation 68%, Locksmith 80%, Auto-mechanics 71%, Demolitions and Disposal, Speaks Spanish and Korean.

Weapons: See Bert's arsenal in the Blue Ox, includes grenades, 45 automatic pistol, and M-16 assault rifle.

Note: The G.M. can add or adjust weapons as he may desire.

Armor: Flack jacket: A.R. 10 S.D.C. 70

Vehicle: See the truck: Blue Ox and Runner car in the beginning of the book.

Personal Profile: By all appearances, Bert McClusky is an ordinary Joe-Rig. A husky truck driver in his mid-fifties clad in flannel shirt, down vest, jeans, baseball cap, and cowboy boots. But appearances can be deceiving. Bert is a former CIA agent.

He was a decorated hero of the Korean War and went on to join the CIA in the late 50's. His most famous and painful case was the Cuban Missile Crisis in which he was forced to abandon the woman he loved. About 20 years later, he left the agency, but his wanderlust entices him to take occasional *freelance* assignments, especially ones that he believes in. When he's not an active operative, he's doing one of three things: sitting at home reading books or watching movies, enjoying a friendly game of pool or other sport (loves baseball and football), or hauling cargo as a freelance trucker in his rig, the Blue Ox.

Bert McClusky is a patriotic, loyal, cheerful soul who values life and freedom above all else. While his temper can flare on occasion, he is a nonsense kind of guy who is hard working and can be counted on to get the job done. He tends to be a loner, is unmarried, and does not womanize. He is usually open minded and optimistic about people and the world.

Shadow Lord

Alignment: Miscreant

Hit Points: 52 **S.D.C.:** 94 **Age:** 42

Size Level: 10

Weight: 155 lbs **Height:** 5 ft 8 inches

Attributes: I.Q. 15, M.A. 17, M.E. 18, P.S. 22, P.P. 20, P.E. 24, P.B. 11, Spd 21

Experience Level: Eighth (but a Ninjas & Superspies style ninja)

Combat Skills: Hand to Hand: Ninjitsu, 4 attacks per melee; critical strike on a natural 18-20 or from behind (and does triple damage).

Bonuses: +6 to strike, +5 to parry and dodge, +7 to damage, +6 on initiative, +5 to pull punch/roll. Includes all bonuses.

Martial Arts Powers: Stealth (basically a prowl) 92%, Into Jutsu (escape artist): can escape any bond in 1D6 melees, Hensho Jutsu (disguise) 89%, Stone Ox (adds to P.E. and S.D.C.), Falling (no damage from a 50 foot fall and only one point of damage from each additional 50 feet), Iai-Jutsu (+6 initiative roll), and Chi Gung which gives the ninja leader a natural Armor Rating of 17 for the first 10 melee rounds.

Weapon Proficiencies of Note: W.P. Sword, W.P. Blunt, W.P. Chain, W.P. Paired Weapons, W.P. Targeting (Shuriken). Add 4 to strike and parry when using any of these weapons except shurikens.

Skills of Note: Athletics: General, Acrobatics, Body Building, Climbing 98%, Swimming: Advanced 98%, Prowl 88%, and Pilot Automobile 98%, Computer Operation.

Weapons: Sa Tja Koen (1D10 damage) and a knife (1D6 damage).

Vehicle: Black jeep.

Note: The leader of the ninja is also Chiquita's sensei. He cares deeply for her, but he will not fight to the death to protect her from the group, knowing full well that they will not kill her in cold blood. Furthermore, he may slip away using *stealth* and *disguise*, because he knows that Chiquita is an escape artist. If Shadow Lord escapes, he will help arrange Chiquita's escape at a later time (within 1D4 days).

Chiquita

Alignment: Aberrant

Hit Points: 32 **S.D.C.:** 73 **Age:** 27

Size Level: 10

Weight: 145 lbs **Height:** 5 ft 10 inches

Attributes: I.Q. 17, M.A. 20, M.E. 13, P.S. 18, P.P. 19, P.E. 20, P.B. 24, Spd 19

Experience Level: Fourth (but a Ninjas & Superspies style ninja)

Combat Skills: Hand to Hand: Ninjitsu, three attacks per melee; critical strike on a natural 19-20 or from behind.

Bonuses: +5 to strike, +5 to parry and dodge, +3 to damage, +6 on initiative, +3 to pull punch/roll, +4% skill bonus, 1-65% chance to evoke trust or intimidation. Includes all bonuses.

Martial Arts Powers: Sleath (basically a prowl) 72%, Into Jutsu (escape artist): can escape any bond in 1D6 melees, Hensho Jutsu (disguise) 64%, Stone Ox (adds to P.E. and

S.D.C.), Falling (no damage from a 50 foot fall and only one point of damage from each additional 50 feet), Iai-Jutsu (+6 in initiative roll).

Weapon Proficiencies of Note: W.P. Sword, W.P. Blunt, W.P. Chain, W.P. Paired Weapons, W.P. Targeting (Shuriken). Add 4 to strike and parry when using any of these weapons except shurikens and many others.

Skills of Note: Athletics: General, Acrobatics, Body Building, Climbing 82%, Swimming: Advanced 82%, Prowl 78%, and Pilot Automobile 90%, Computer Operation.

Weapons: Power armor exo-skeleton and a short sword (1D6 damage).

Power Armor Exo-skeleton: (Created from the pages of *Heroes Unlimited*) A full metal body armor that vaguely resembles a black suit of samurai armor. Has the following properties:

Armor Rating: 12

S.D.C.: 300

Damage Bonus: +10 and can lift P.S.x 50 lbs

Built in Weapons: Retractable knuckle blades (right hand): 3D6 damage plus bonuses. Finger blaster (left hand): 2D4 damage, 110 feet range. Can fire as often as twice per melee.

Vehicle: Black jeep.



Personal Profile: Chiquita is beautiful, intelligent, deceitful, and a master of manipulation; all the ingredients for the making of a successful international spy and *femme fatale*. She was once a secret agent for the Cuban and Russian governments, but her fierce independence and stubbornness soon sabotaged that career. If her superiors told her to go left, she would go right, and still get the job done. Eventually, she decided to quit and become an "independent." Now she works for herself. A mercenary for hire.

She entered the world scene only a few years ago, but her escapades include espionage, smuggling, robbery, extortion, assassination, protection, and special operations.

She will not sell her services to the United States government (in fact, the U.S., seems to be an unofficial personal enemy/target), but will deal freely with the U.S., European, and South American criminal cartels, third world governments, Russia, and Cuba. She will *not* work for terrorists in operations that will intentionally hurt innocent citizens, like blowing up buildings, but she will gladly engage in schemes that will undermine the government or industry. She is very egocentric and will take missions for the sheer challenge of them.

Although Chiquita can be frighteningly calculating and cruel, she has a strange respect for people who seem to be sincere, honest, truthful, and loyal. However, if she is lead to trust somebody and they betray or deceive her, she will hunt them down and kill them without mercy. She also respects people who give her a run for her money. Remember, she loves nothing more than a true challenge.

Her espionage training began in Cuba where she was given to the mysterious ninja sensei known only as the *Shadow Lord*. It is he who has taught Chiquita the arts of ninjitsu. They have grown together like father and daughter.

G.M. Note: If the player characters are Ninja Turtles or other non-powerhouse types, (not exceptionally super powered), eliminate the power armor exo-skeleton. And possibly Shadow Lord as well.

Suggestions on Running Truckin' Turtles

Adjustments

As mentioned elsewhere, *Truckin' Turtles* is an adventure book designed for any group of 4 to 8 super heroes, not just the Turtles. Consequently, as game master, you may have to adjust the power of the villains according to the needs of your playing group. This can be done in numerous ways. The GM can make the number of opponents less, their powers or weapons weaker, or he can give the playing characters some extra gimmicks or hardware, or add an NPC to the group. Conflicts should remain dangerous, but never hopeless.

Likewise, the G.M. should feel free to add touches that will personalize the adventures for both his gamers and himself. This adventure is designed to give you *new ideas* about creating and running adventures as much as anything else. It is not a hard and fast scenario which should not be deviated from. Instead,

it is a tight outline for adventure. Expand or contract that outline as you see fit. Add adventures, villains, ideas, and so on, as much as you wish. Or play it as presented here. Or pull out any one of the adventures or villains and slot it into your current campaign. Role-playing is a flexible and malleable thing that can be shaped by your imagination. That means you can do anything you can imagine.

What to do if the players deviate from the plan

Anybody who has been a G.M. for any length of time knows that the best laid plans can be *mutated* by players who send their characters off on some unforeseen tangent. This is a good thing. It means the player is using his or her imagination. The G.M. can either go with the flow, or try to nudge events back into the desired scheme of things. Good Ol' Bert can be the G.M.'s tool to keep the story going in the direction he desires. After all, it is Bert's assignment, Bert's truck, and Bert behind the driver's wheel. Don't be blatantly manipulative, but use Bert to keep things running on track. However, don't be totally closed to going off on a tangent and improvising. If you've never done it, give it a try. I love it.

Another G.M. tool not utilized by a surprising number of game masters is...are you ready?...*Talk to your players!* Seriously, as the G.M., you are like the director of a film. This means that you may need to give the player a bit of direction or insight into his character, or the situation, for him to portray that character properly. **For Example:** One of the players gets excited about going to a particular place, let's say Las Vegas, because his character has certain powers that could make him and the group a fortune. The other players like this idea too. The G.M. could improvise and say, "Sure, you're on your way to Las Vegas." This might be fine at the end of the adventure, but totally inappropriate in the context of the story at any other point. It is up to the G.M. to say, "Hold on a minute. You mean to tell me that Chiquita has the Blue Ox, is willing to trade the micro-chips for Bert, and thereby preserve national security, and you're going to run off to Vegas instead? First, Bert will never go for that and will try to take on Chiquita alone if he has to. Secondly, any heroes with a good alignment would never consider leaving at a time like this, and even your anarchist character isn't likely to leave his pals in their hour of need, is he?" All the G.M. is doing is putting the story back in perspective.

Likewise, there should always be a *cause and effect*. If the characters *cause* a bar fight, the *effect* will be they are distracted, leaving the Blue Ox unattended, and the police are likely to arrive. The *effect* of the police showing up, being that the characters may have to run from the police, possibly even fight to police, or try to talk their way out of trouble. A snotty attitude and/or a lack of cooperation with the authorities may lead to a delay and/or jail. And so on. Always try to imagine the whole picture. Doing so will make your games richer and more exciting.

Alternate Forms of Transportation

If the characters lose the Blue Ox or get separated from the rest of the group, they will have to find an alternate means of transportation. Cars and trucks are always available for rent in any city and most large towns. Car dealers of new and used

vehicles can be found in most towns and all cities. If the characters don't have the cash to rent (usually about \$300 with deposit and insurance) or buy a vehicle (a clunker could cost as little as \$300, but most will cost \$1200 to \$5000, while new cars are \$10,000 and up), they may have to resort to theft or hitchhiking. Of course, there is always the bus or hopping a train.

Jumping on and off of a moving train will require that the characters roll a *strike* of 12 or higher to grab on and roll under their P.P. attribute to pull themselves up and keep their balance (roll two out of three). *Falling off the train* will cause 2D6 damage per 10 mph. Passenger trains will travel between 60 and 80 mph at maximum speed, cargo trains will travel at 20 to 50 mph.

Note: Being run over by a train causes 2D4x100 points of damage.

An airplane could also be rented, but unless it is a private plane whose pilot has been hired to fly above the highway in search of Bert and the others, regular plane fare will only get you from one place to another.

Note: Bert will always keep an eye out for characters who have gotten separated and he will never abandon anybody in need.

Using Maps

If the game master and players want to have a strong idea of where they are at and where they are going, they can use road maps and atlas maps. Maps and atlases will usually provide information on what sort of roads are in existence, such as highways, toll roads, expressways, primary and secondary roads, dirt roads, and rivers, lakes, mountains, etc. Most indicate distances between marked points. By adding up these small sections of mileage, players can get an approximate idea of how far they have travelled. **Note:** There are no maps that indicate current road conditions, construction, traffic signals, closed roads, etc.

Average Speeds & Road Conditions

Using the following chart will help you figure out how much road can be covered in a given amount of time.

55 mph	.9 miles per minute (or about 1 km)
60 mph	One mile per minute (1.6 km)
65 mph	1.1 mile per minute (1.8 km)
70 mph	1.2 mile per minute (2 km)
80 mph	1.4 mile per minute (2.4 km)

1.) Traveling on turnpikes, interstates, and highways where traffic is unimpeded by traffic signals will average 55 to 75 mph. Traffic and the law will rarely allow speeds to exceed 75 or 80 mph for more than a few minutes at a time. Of course, traffic, road repair, and weather conditions can reduce speed dramatically.

2.) Primary roads with few traffic signals will allow an average top speed of 50 or 55 mph. Traffic and weather can reduce speed dramatically.

3.) Main roads with numerous traffic signals will allow an average speed of 30 to 40 mph.

4.) Secondary roads in cities and towns will allow an average speed of 40 mph.

5.) Secondary roads in rural areas will usually have speeds posted at 40 to 50 mph, but speeds of 40 to 60 mph are possible depending on traffic and road conditions.

6.) Dirt or gravel roads will limit safe speed to about 40 mph maximum, unless a jeep-type vehicle is being driven.

7.) Rush hour in and around cities and towns will always cause a dramatic increase in traffic and reduce speed by at least 2D6 miles below the posted speed limit.

OPTIONAL TABLES

The following charts can be used as the game master deems necessary. A good rule of thumb might be to roll once for every 100 miles (160 km) travelled and whenever getting back onto a highway/road after a stop or when changing to a new road.

Note: Game Masters may also incorporate the car combat and related rules found in *Road Hogs* or *Heroes Unlimited*.

Traffic Congestion Tables

Description of Terms

No traffic: This means that there are no vehicles within sight. Depending on road conditions and weather, the characters and put the metal to the peddle and go the posted speed limit or beyond.

Light traffic: Only a handful of vehicles are on the road. The maximum posted speed limit can be easily maintained and excessive speed is possible with few obstacles. **Penalty:** -5% on driving skill.

Moderate Traffic: There are a fair number of vehicles, but traffic is flowing smoothly at 1D6 miles above the posted speed limit. To go faster means weaving in and out of traffic. **Penalty:** -15% on driving skill roll every time the car changes lanes or tries a stunt, plus another -5% for every 10 mph above 60.

Heavy Traffic: The road is crowded with vehicles, but moving along. The maximum possible speed on highway/expressways is 1D6 miles below the posted speed limit. On primary and main surface streets the maximum speed is 2D6 mile below the posted speed limit. Changing lanes will get you no where. **Penalty:** -20% on driving skill roll every time the car changes lanes or tries a stunt.

Traffic Crawls: The vehicles are moving, but at a snail's pace. Maximum speed is one quarter the posted limit; i.e. speed limit 55 means crawling speed is 14 mph. Changing lanes is slow and difficult if the other vehicle is not courteous or not paying attention. **Penalty:** -20% on driving skill when changing lanes or attempting stunt maneuvers.

Traffic Gridlock: The most dreaded of traffic conditions when traffic is bumper to bumper and moving at 1D4 mph. **Penalty:** -20% on driving skill when changing lanes or special stunts and maneuvers are impossible!

Random Traffic Tables

CITY & TOWN TRAFFIC

- 01-10** GRIDLOCK: An accident blocks the road and the problem is compounded by gawkers; stretches 2D4 miles.
- 11-20** HEAVY TRAFFIC: But moving along.
- 21-30** FIC: Smooth sailing.
- 31-40** LIGHT TRAFFIC: Looking good.
- 41-50** MODERATE TRAFFIC: You've seen much worse.
- 51-53** HEAVY TRAFFIC caused by a convoy of trucks that block the road, reducing speed.
- 54-57** MODERATE TRAFFIC caused by a police car sitting along the shoulder of the road. Nobody will drive above the speed limit and many are driving below.
- 58-60** MODERATE TRAFFIC caused by an ambulance coming through. Vehicles move to the right and slow down. Speed resumes to LIGHT 1D6 minutes after it passes.
- 61-70** LIGHT TRAFFIC and clear skies.
- 71-73** GRIDLOCK caused by construction; stretches 1D6 miles.
- 74-77** HEAVY TRAFFIC caused by grandpa out for a drive. Reduce speed in his lane to *heavy*. You must change lanes to go faster, otherwise gramps will continue at his present speed for another 5D6 miles.
- 78-79** NO TRAFFIC!
- 80-86** MODERATE TRAFFIC due to road work.
- 87-88** MODERATE TRAFFIC caused by a police or sheriff car cruising at the speed limit in the fast lane.
- 89-91** HEAVY TRAFFIC caused by broken down car.
- 92-94** CRAWL caused by road work.
- 95-00** NO TRAFFIC!

RURAL TRAFFIC

- 01-10** MODERATE TRAFFIC
- 11-20** LIGHT TRAFFIC
- 21-30** NO TRAFFIC
- 31-40** MODERATE TRAFFIC
- 41-45** HEAVY TRAFFIC caused by police speed trap; "smokey" already got one speeder and is advertising it with flashing lights, another police or sheriff's car is parked down the road a bit with his radar tracking for more speeders. Lasts 2D4 miles.
- 46-50** CRAWL caused by (roll again) 1-25 flooding roads, 26-50 farm animals (cows, sheep, chickens, etc.) loose on the highway, 51-75 farm vehicles (tractor, etc.), or 76-00 a gala event that has brought out the crowds, like a motorcross, auction, parade and picnic, etc. The delay stretches for 3D6 miles.
- 51-60** LIGHT TRAFFIC
- 61-70** MODERATE TRAFFIC caused by slowmoving vehicle with a "wide" load. The obstructing vehicle can not be passed. Lasts 4D6 miles.
- 71-80** NO TRAFFIC
- 81-85** GRIDLOCK cause by road construction.
- 86-90** HEAVY TRAFFIC caused by some drunks or mischievous youths having some fun on the road at others expense.
- 91-94** MODERATE TRAFFIC caused by poor road conditions. Lasts 1D6 × 10 miles.
- 95-98** HEAVY TRAFFIC caused by an accident.
- 99-00** LIGHT TRAFFIC



RANDOM ENCOUNTERS OF A HOSTILE NATURE

The Game Master can use this table whenever he feels it is necessary. Encounters should occur in between the main adventures, especially through states where nothing of significance occurs. Many of these encounters will be Chiquita's henchmen trying to capture the Blue Ox and Bert. They can take place on the road or at rest stops, but almost always when few spectators are present.

- 01-10** Ninja posing as tourists; two men and two women. *See typical ninja henchmen.*
- 11-20** A carload of Chiquita's gun toting goons. They will try the reliable old stand-by; brute strength and bullets. They will even pursue our characters down the highway in a high speed chase with guns blazing out the car's windows. Three goons are in the back seat, one in the front along with the driver. The car will be a mid-size sedan or jeep; both have about 400 S.D.C. points. *See typical goons for stats.*
- 21-30** A group of 2D4 good old boys don't like the looks of our heroes, especially if mutant animals or strange looking people are part of it. These guys aren't villains, just liquored up bullies looking for trouble. They will put up a mean fight with fists, kicks, chairs, bottles, and possibly a knife. But they are not out to kill anybody and will not fight to the death. They'll limp away when beaten down to 10 hit points. *Use the same stats as a typical goon.*
- 31-40** 1D4+1 ninja and 1D4 of Chiquita's goons. Their vehicle is a rusty, old pickup truck. The ninja are wearing flannel shirts and baseball caps. *See goons and ninja stats.*
- 41-45** A motorcycle gang or similar group of young toughs looking to prove themselves. There are 3D4 armed with knives, pipe clubs, and even 1D4 pistols in the group. They

will fight and fight dirty until 3/4 of them have been defeated, the others flee. *Use the same stats as a typical goon.*

46-50 Ninja in shriner type outfits and mini-cars; a total of 1D4+2. These maniacs will stop at nothing to get the Blue Ox. Two of the ninja have AK-47 assault rifles. All have grappling hooks and the usual ninja gear. *See typical ninja.*

51-52 The familiar tasseled hats and mini-cars of Chiquita's crazy ninja are seen driving up. However, before anybody initiates an attack, Bert screams, "WAIT!!!" Whew, these guys are not ninja, they are real shriners off to a charity or parade.

53-60 A stranded vehicle. The driver is (roll again) 1-25% a hot babe, P.B. 20; 26-50 a mom with a car full of 1D6+1 kids, 51-65 an old man, 66-75 an old lady, 76-90 1D4 college students, 91-00 1D4 nuns! The car problem is: 1-25 Out of gas, 26-50 A flat tire (spare is in the trunk), 51-75 Engine trouble (but fixable with 2D6 x 10 minutes work), 76-00 Two flat tires but only one spare (plead to be driven to the nearest service station).

Will our heroes be good Samaritans and stop to help?

61-64 Police pull over the Blue Ox or walk up to characters and place them under arrest. The one policeman will ask for the keys to the truck while the others will ask the heroes to turn around to be handcuffed. The cops will not offer any reasonable explanation why they are being arrested.

Then Bert, or one of the other characters, will notice a pair of sai or nunchaku tucked under one officer's jacket, which will confirm his suspicion that these are *not* real police officers, but more of Chiquita's henchmen.

There are 1D4+2 *fake* policemen; half are Chiquita's goons and the others are ninja. They will fight until killed or rendered unconscious. The fake cops may even sucker innocent bystanders to help them capture these *criminals* resisting arrest.

65-70 Some wild women looking for some fun; all are attractive with an average P.B. 17, two are oriental. These are really

more of Chiquita's ninja, but they will not become a problem unless a character(s) is stupid enough to respond to their flirtation. When the moment is right the ninja women will attack and may try to hold one of the characters hostage. *See typical ninja henchman.*

71-75 Chiquita has found some unscrupulous truckers who are willing to do her dirty work for the right price. They don't know or care why this woman wants the truck and Bert, all they care about is the \$10,000 apiece that they'll receive when they deliver them to her goons back at one of the rest stops.

This can be a hand to hand battle with 1D4+2 big, burley, 280 lb, 6ft truckers armed with tire irons and revolvers. Same basic stats as a *typical goon*, but add +20 S.D.C., +6 to damage, and each has a total of four attacks per melee.

Or they could first try to run the Blue Ox off the road with their own 18 wheel trucks. Or set up a roadblock, etc.

76-80 Criminals! These could be escaped prisoners, truck hijackers, or just ordinary bandits pulling a robbery, 2D4 crooks armed with pistols and shotguns are the threat. *Same as a typical goon* but add 10 S.D.C. and +4 to damage.

81-85 Truck in front of the characters loses its load. Bert must slow down and swerve to avoid hitting various objects (egg crates, metal ball bearings, metal piping, or even worse cars!). Driving skill penalty is -40%; a failed roll means the Blue Ox runs off the road and possibly crashes 1-40% chance. *See crash table.*

86-90 Cultists in dune buggies try to hijack the truck. They are armed with semi-automatic assault rifles and automatic pistols. 1D4+2 dune buggies each contain a driver and an armed passenger. *Same as typical goons.*

91-00 Tetsubishi, ninja caltrops, cover the road! There is a 1-55% chance that the driver sees them in time and is able to stop before he runs over them and blows his tires. 56-00 means that the driver could not stop in time and has run over



them, puncturing 3D4 tires on the 18 wheel truck (1D4 wheels for a car). If the wheels are punctured, roll under driving skill to maintain control of the vehicle; penalty is -50%. If the driver keeps going he threatens to damage the vehicle even more, speed is reduced by half, and all control rolls are -50%.

Whether the Blue Ox stops or slows down, 3D6 ninja leap out of their hiding places and attack with grappling hooks and weapons.

OPTIONAL CRASH TABLE

Any time a shot on a car penetrates the armor, either by a roll over the car's A.R., or on a called shot or by a "natural" twenty to strike, there's a chance that the vehicle may be crippled by the damage. Roll Percentile dice.

- 01-05 Engine on Fire:** Speed Class goes down 1D6 level(s). GM rolls 4D10; that's how many melees the characters have before the fire spreads to the fuel tank. If they can pull over and extinguish the fire before that, then no further damage will be taken.
- 06-08 Tire Shot Out:** Speed reduced by a third; driver must make a Control Roll at -5 per *each* 10mph that the vehicle was traveling.
- 09-14 Frame is Seriously Dented:** Alignment problems; drop Speed Class by 1D6.
- 15-20 Hole in Radiator:** Over the next 6 melees, engine will get hotter and hotter. After that there's a 20% chance, every melee, that the engine will suddenly stop. Steam pours out from under the hood.
- 21-25 Hole in Brake Line:** Brakes don't work anymore. No other problems until the character tries to stop.
- 26-30 Electrical System Damaged:** Control panel inside the crew compartment catches on fire. Until the smoke is cleared and the fire is put out, Control Rolls are an additional -30 each melee, and/or maneuver. All attacks are impossible until the smoke is stopped.
- 31-35 Steering Damaged:** Take -50 on all Control Rolls.
- 36-50 Cosmetic Damage:** Vehicle loses chrome, paint and trim. Looks bad, but no real damage.
- 51-60 Light Knocked Out:** Depending on where the shot came from, either the headlights or the brake lights are knocked out. Could be serious at night.
- 61-65 Exterior Electronics Disabled:** Any electronic devices on the outside of the vehicle are destroyed.
- 66-70 Battery Destroyed:** Not a problem right away, but the vehicle can't be started again without a jump or a replacement.
- 71-75 Alternator/Generator Wrecked:** The car stops recharging itself and is running off battery power alone. Will work for 8D4 minutes before draining the battery, then it'll quit.
- 76-85 Transmission Fluid Leak or Damage:** Shifting becomes impossible and the transmission will start making hideous grinding noises. Vehicle will continue operating for another 4-24 melee rounds.
- 86-90 Leak in Gas Tank:** Vehicle will lose one gallon a minute until the fuel runs out.
- 91-95 Fragments in Driver's Compartment:** Roll 2D6 damage for each occupant. Driver make Control Roll at -50.
- 96-00 No Serious Damage:** However, make Control Roll at -10.

Truck Stops, Greasy Spoons, Taverns, & Pool Halls



Truck Stops

"Truck Stop" and "Eats" are three favorite words of truckers on the long haul. These words also represent an extremely loose network of gas stations, restaurants, stops, and oases for those who do a lot of crosscountry traveling.

Truck stops are the mini-malls of the road. While most stops will have at least a small convenience store, restaurant, fuel pump, and service station, the larger stops are like small communities. These expanded facilities may include several restaurants, taverns, car & truck wash, general store, convenience stores, motels, banking & check cashing, and a large 24 hour

garage, as well as several gas stations. Some may even contain the offices for the various state and interstate trucking regulatory agencies which keep an eye on the truckers and trucking industry.

There is no set number of miles between truck stops. Generally, they can be found wherever there is a great deal of truck traffic, usually near major highways and industrial or shipping communities.

Cafes & Greasy Spoons

When a truck stop isn't handy, you can bet that a greasy spoon diner is. Most of these places are independently owned "mom and pop" type outfits usually named after their founding owners, with names like "Angie's," "Pat's," "Bob's Place," etc. A neon sign usually marks the place with the immortal word: "EAT."

Most are small restaurants that cater to truckers. There is a long counter with high stools where patrons can sit. Behind the counter are glass displays with alluring pies, donuts, and, most important, *coffee*. The kitchen is usually hidden behind the counter area. For those who wish a little more privacy there are a dozen booths. A juke box, with its selection of country favorites and recent top 40 hits, is inevitably stuck by the coat rack.

Service, food quality, and cleanliness depend entirely upon the establishment's owners. If the head cook is some bruiser named "Cookie," cleanliness is usually a facade or an accident. If the place is run by the wife, the place is more likely to be spotless.

The menu is simple: burgers, sandwiches, soup of the day, eggs, pancakes, hash browns, meat and gravy dishes, donuts, pie, coffee and soda pop. Some serve beer and liquor, but not most.

Greasy spoons are usually found on the outskirts of towns and along highways in the middle of nowhere.

Taverns & Bars

All taverns, bars, and saloons are located on a secondary road away from the main highway. They can range from long, narrow holes in the walls with strong booze, to large taverns complete with pool tables and/or live entertainment. While many bars have been *territorialized* as the local hang out for a particular group or neighborhood, there are just as many places which are open and friendly to all travelers.

Of course, booze and contrasting social/economic backgrounds can lead to clashes. Some of these incidents are simple shouting matches, while others can turn into fist fights or worse.

Pool Halls

Pool halls are making a comeback these days, but are still fairly few and far between. Still, any place that has more than two pool tables, and patrons play pool as much or more than they drink, can be considered a pool hall. Almost all pool halls serve liquor.

Non-Human Characters on the Road

Taking the Teenage Mutant Ninja Turtles, a mutant animal, or any other character with non-human features into a truck stop has certain inherent problems. Obviously, just waltzing into an establishment in full costume is going to cause a commotion. If it doesn't immediately scare people, it will certainly cause the other patrons to stare and whisper. The owner may decline serv-

ing them because, "We don't want no trouble from costumed freaks." Or "Dressed in that getup, you must be looking for trouble." It is possible that the owner and his clients may think this is all a gag or "cute", but the owner is likely to demand payment first and keep an eye on them. Drunks and troublemakers will be drawn to them like a moth to a flame. And forget about privacy; all eyes and ears are trained on the group the whole time.

In many situations, a simple disguise like a wide brim hat, overcoat, or other articles of clothing that cover up the unusual features, will be enough to get the person by unnoticed. This is especially true of bars and restaurants that are dark and crowded. Furthermore, if the character acts like a normal Joe who belongs there, nobody is likely to look closely or think otherwise. Sitting away from the main crowd, the counter, and juke box is always a good idea.

If the characters are known celebrities the problem will be similar in that they may be swarmed by adoring fans or challenged by cocky punks who have some love by fighting a hero.



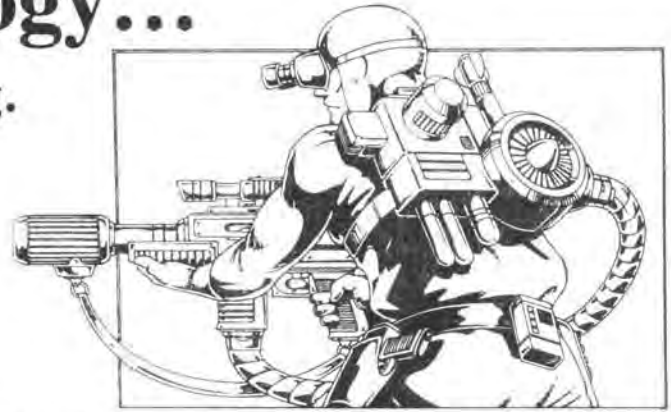
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