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Dedicated to: Sherry, Julie, and Bernie—my  
second favorite Idahoans

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# Chapter One: Gettin' Started

Well, Marshal, this is the Big One—the one that can earn your heroes a place in stories of tale-tellers from the Maze to the Mississippi. Over the course of this adventure, they're going to come face to face with the Boise Horror and have a shot at carving their names into the history of the Wasted West.

And that's just the half of it.

Big things are happenin' down Junkyard way, and the posse is scheduled to play a vital role in them as well. In case you haven't guessed, we don't recommend throwing this adventure at your posse until they've had the chance to get a little experience—and power—under their body armor.

Before we get into the meat of the adventure, we should point out that the *Iron Oasis* sourcebook is an almost indispensable tool in running this adventure—Junkyard plays a big part in this story. Likewise, the posse will be encountering a number of cybernetic opponents, so you'll need *Cyborgs* to use them to their fullest. Finally, *The Last Crusaders*, while not necessary, provides additional background info on the Horror itself.

## The Story So Far

This story begins just a short while after the Big Bang. Back then, the only Templar around was Simon himself and the organization of warriors was nothing more than the dream of a driven and dedicated man.

Or, as some folks believe, a fanatic.

Anyway, Simon no sooner put on his tabard than he was caught up in a quest. Although he had no idea at the time, he was about to set into motion a series of events that would threaten his vision and taint his very soul.


You can find the whole story in *The Last Crusaders*, but for the sake of convenience, here's a condensed version of the encounter.

## Simon's Quest

The region near Boise was plagued by an insidious, evil creature the small community called the "Soul Taker."

The monster  
had the





power to possess the mind and bodies of others to force them to commit acts of great evil. Worse yet, its victims had no memory of the monster's possession. The only clue to its deeds were its victims' eyes glowed green while possessed.

Simon and four other brave souls finally caught on to the abomination. The heroes set out to hunt down and put an end to the Soul Taker's depredations. After weeks of travel through uninhabited wilderness, the group encountered an old, wrinkled woman who called herself "Granny Butterworth."

Granny warned Simon that the monster he faced was an ancient being—an honest-to-God demon the group would later learn was named Baphomet. It could seize control of others' minds and force them to do its will. She added that the group could defeat the creature, but that one of them would die if Simon made the wrong decision at the crucial time.

The old woman also told Simon he was in danger of losing his compassion. Without that, she said, his other good deeds were of little consequence. Unfortunately, those words of wisdom were forgotten after the tale of the demon hiding in the region once called Hell's Canyon.

And that lapse of memory would come back to haunt Simon and everyone near him.

In spades.

## Fall from Grace

True to Granny's words, the heroes found the demon's lair in the twisted forest blanketing Hell's Canyon. Just because we're rushing this version of the story, don't think it was a walk in the park for Simon and his companions, though. They had to fight and claw their way up the canyon against some of the best armed walkin' dead this side of Phoenix.

They put their heads down and bulled through, however, eventually forcing their way to a cave on the north edge of the canyon. There, they faced the monster's last line of defense—a group of living folks it had enslaved.

Simon and the others tried to avoid fighting Baphomet's pawns, but you can only have so many cocked guns before one goes off by accident. In the ensuing fight, Simon killed a young girl—but not before the demon released her from its spell. At the last moment, Simon realized the girl was freed, yet in the heat of battle, he chose not to stay his hand.

The blow from his sword nearly cut the girl in half.

## Baphomet's Revenge

During the fight, one of Simon's companions was mortally wounded. However, the Templar, intent on defeating Baphomet, pressed his attack rather than heal his friend's injury.

The monster fell to pieces—literally—from a single blow of Simon's sword. It did so with an unsettling look of satisfaction on its face. As the creature's body shattered, the life of Simon's companion drained forever away.

Simon had chosen unwisely and Granny's prophecy had come true. Worse yet, the Templar's callous murder of the young girl earlier had opened a chink in his own psyche that the demon Baphomet exploited. Since that time, the monster has hidden inside Simon's own mind, never revealing itself to the outside world.

Well...almost never.

## The Demon's Plan

For almost seven years, the seat of the Templar organization, Boise, Idaho, has been plagued by a fearsome abomination. None have ever seen it—or at least none have lived to tell about it. Some of the greatest heroes of the Wasted West have tried to destroy the monster, but none has succeeded.

Now, Marshal, if you're as sharp as we think you are, you've already got a pretty darn good idea what's going on.

Simon, the Grand Master of the Templars himself, is responsible for the Boise Horror. Granted he isn't actually



performing the murders, nor does he have a clue as to his role beyond a few troubling nightmares, but the truth remains: Without Simon, there would be no Horror.

Baphomet squirms around in Simon's psyche somewhat like a manitou does in a Harrowed. However, the demon has eons of experience in keeping itself hidden in a victim's head, so Simon is unaware he's carrying an unwanted passenger inside his skull. The Grand Master's will has, to date, been too great for the monster to overwhelm, even from within

However, Baphomet isn't content to merely hide in the shadows of Simon's mind. For years, it's been slowly undermining the Grand Master's health and will, resulting in his current state—and that's not all it's doing either.

## The Boise Horror

Even though Simon destroyed its physical form, Baphomet retained its power to possess the minds of others. In fact, its disembodied state has actually served to strengthen its power over its victims. Now, Baphomet can actually cause those under its control to transform temporarily into monstrous abominations.

The demon has learned from its earlier defeats. It knows if it's too obvious about its methods, it will be discovered. And Baphomet isn't quite ready for that yet.

So instead of using one controlled victim to slaughter another—thus leaving a trail of evidence—it forces each possessed waster to literally rip himself to shreds. Worse yet, it allows the poor, trapped mind have just enough consciousness to feel the pain and horror of self-disembowelment.

Baphomet savors the horror of each of these events as a gourmet does a fine meal. And, as an added bonus, it leaves no evidence of an attacker and no witnesses. The demon has discovered the way to commit the perfect murder.

At first, it was satisfied with merely tormenting one victim at a time. Then it noticed normal folks were starting to doubt the power of the Templars. After all, they couldn't catch the monster in


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their own backyard—how could they be expected to “save the world?” For a time, this discovery brought it satisfaction.

Baphomet truly wants only one thing: revenge. It knows the one thing more important to Simon than anything else, and it intends to destroy it in front of







his very eyes. It intends to rip the very guts out of the Templars organization and lay them at the Grand Master's feet. And it plans to use Simon's own hands.

Baphomet realized it had one last ace to play. It would reveal that Simon himself was the Horror in Boise and shatter the faith of folks across the land in the Templars.

Although it's waited years, the demon is pretty sure the prime time for the unveiling is just over the horizon. You see, Baphomet has just learned that Simon's taking a trip and it plans to make sure wherever he's going that Hell's coming with him.

### **Meanwhile, Back at the Junkyard...**

Ike Taylor, the founder and leader of Junkyard, has been eyeing General Throckmorton's Combine for years. He knows that cybernetic megalomaniac is bound to try to push his control West at some point—with Junkyard as its first stop. And he also knows Junkyard's militia would be nothing more than a speed bump to Throckmorton's goons.

To that end, Ike has been forging alliances with just about every able-bodied fighter he can. Nearly all the road gangs within driving distance of Junkyard are at least nominally allies. Yet, even with his wheeling and dealing, only the Rocky Mountains—and the Sky Pirates above them—are holding the Combine at bay.

Ike knows that Junkyard's respite from Combine attacks won't last for long; Throckmorton's forces grow stronger every day. It's only a matter of time before the Combine is able to swat the Sky Pirates from the air, and then the Junkyard Militia—along with the few truly reliable road gangs in the area—will be nothing but axle grease for Throckmorton's war machine.

Fortunately for Ike and Junkyard, there are other powerful factions in the Wasted West, some of which detest the Combine as strongly as he does.

### **The Junkyard Summit**

The Chamber, the Schismatic Cult of Doom, and the Templars all oppose the tyrannical expansion of Throckmorton's power. To date, none of these organizations has had a hope in Hell of going toe-to-toe with the Combine. The Combine is simply too large and too well equipped.

Ike Taylor has a plan to change all of that. He calls it the Iron Pact. For years he's worked to gain the confidence of the leaders of these various groups with one purpose in mind: the hopes of forging an alliance with the power to stand against Throckmorton and the Combine.

The Chamber was an easy sell. Not only is Junkyard prime real estate for junker experiments, but Throckmorton's showing way too much interest in the Chamber's activities lately. And by that we don't mean he's sending them flowers and dinner invitations either.

The Schismatic Cult came next. While Joan and her followers aren't necessarily as interested in thwarting the Combine as the other groups, they're also not going to turn down potential future allies against Silas and his fanatical Doombringers. A horde of Grundies screaming for your blood has a tendency to motivate one to negotiate alliances.

The toughest cookie in the jar proved to be the most "righteous" of the lot, the Templars. On the surface, you'd think Simon and his bunch would jump at the chance to take a poke at the Combine, but that's not been the case. Simon has always had problems with Ike's readiness to overlook past misdeeds and make agreements with outlaws.

However, Ike's perseverance and work has finally paid off. Whether he's finally let sense override stubbornness or his will is just faltering with his health, Simon has finally agreed to meet with the other members and discuss formalizing an anti-Combine alliance.

The meeting is set to begin in Junkyard in a little more than a month. High-ranking members from each organization will be in attendance with their retinues.



# The Setup

This adventure assumes the posse contains at least one Templar or Companion. That might seem a little restrictive, but Simon's always been a bit uptight about dealing with non-Templars. This time he's got good reason to be particular.

The heroes are going to be working side by side with Simon as he prepares for and attends the Junkyard Summit. The Grand Master isn't likely to trust just any waster with a job as important as this one. Only tried and proven allies are going to be called upon.

If none of the heroes fits those qualifications, Marshal, you may have to set up a preliminary adventure that lets the heroes prove their value and trustworthiness to Simon.

The story begins with the posse in Boise—for whatever reason best suits your campaign. Sharp-eyed wasters notice a serious shortage of folks wearing tabards. The recent attacks by Brad Modeen has left Boise a little shorthanded on Templars.

(In fact, if you're looking for a way to get the posse in good with Simon, the scenario in the back of *The Last Crusaders* is an excellent opportunity. Not only do the heroes get a shot at a pretty major villain, they also have a chance to single-handedly save the Templar's headquarters in Boise.)

There's a palpable air of dread over the town. Not only is the full moon rapidly approaching—the time when the Horror traditionally strikes—but Simon's own fading health and the scarcity of Templars in the region has folks seriously skittish about the future.

Any Templar or Companion is going to find herself a very popular person in Boise real quick! People are going to flock to the hero like moths to a flashlight.

This unexpected popularity has a secondary effect as well. Simon is secretly contacting the few Templars and Companions in the area to serve as a guard for the trip to the Junkyard Summit since, outside of the faction leaders, few know of the meeting.

Now, guess whose names just got added near the top of his list?

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### Chapter One Summary

You're probably wondering exactly what this is, right? From now on, each chapter in one of our full-sized adventures will have a short summary at the beginning. They're designed to give a Marshal a concise idea of what exactly is going to take place during the course of the action for that chapter. During the course of the adventure they can also serve as a quick reference sheet for the course of events.

**Welcome to Boise.** The posse arrives in Boise. If this is the heroes' first visit, allow them a little time to wander the settlement and familiarize themselves with the area and recent events.

**The Summons.** This is a fairly short section. In it, Simon sends a summons to any Templars and/or Companions in the posse to meet with him.

**The Horror strikes.** The second night after the posse arrives, the Boise Horror strikes, killing a waster named Harmon Mullins.

**On the Scene.** Not surprisingly, clues are few and far between. There are no witnesses, but a really thorough posse might get a hint of a suspicious person (actually Biletnikoff) being at the scene.

**The Call of Duty.** Simon reveals the purpose of the Summit and "asks" the posse to accompany him to Junkyard as personal guards. He requests the heroes shelve their investigation of the Horror until they return from the meeting.





# Welcome to Boise

Before the posse gets summoned to speak with Simon, they're going to have a little time to wander around Boise. If this is their first journey to the birthplace of the Templars, no doubt they're going to want to wander around and gawk at the settlement. On the other hand, if they've been to Boise before, you may want to skip the "get acquainted" phase; if that's the case, Marshal, feel free to jump ahead to The Summons on page 13.

We've detailed most of Boise in *The Last Crusaders*, but we're including a quick rundown on the settlement here to make it easier on you, Marshal. While we know you've probably got two copies of every *Hell on Earth* supplement we've ever printed, this way you won't have to bounce back and forth between books as much during an adventure session.

## The Outskirts

Outside the maelstrom there's not much to the city, just the burned out ruins of buildings. A few visitors not ready to brave the maelstrom have set up residence in tents and ramshackle shelters, but the total number is fewer than 200 around the entire circumference of the black storm. Many of these are traders in junk or salvage and, due to their poorer location, often make more favorable trades than those inside Boise.

Also likely to be holed-up out here is an occasional Templar wannabe whose convictions aren't strong enough to risk the swirling winds of the maelstrom. Such characters are always pathetic individuals, realizing their shortcomings within a stone's throw of their goal. Most seek to avoid meeting the gaze of

real Templars or even Companions, but, rarely, one of these shirkers may approach a wearer of the tabard with a battery of questions about what's inside the maelstrom.

Luckily, the harried hero can quickly lose the pest by entering the maelstrom. Not a one of these wilting flowers will risk the storm. No amount of cajoling or exhorting can convince one to enter the maelstrom. However, an overly supportive Templar or Companion may find himself saddled with a fawning follower when he next tries to depart Boise!

## The Boise Maelstrom

The first thing that strikes new visitors to Boise is the fact that Simon has chosen to place his headquarters inside the swirling maelstrom left over from a ghost rock bomb. Like all other maelstroms, this one looks—and sounds—like a 5-mile wide tornado reaching from the ground to the clouds.

However, the Templars' deeds and heroism have weakened the maelstrom around Boise a great deal. Wasters passing through this maelstrom draw two cards and use the lowest when determining the spiritual damage dealt by the storm. Templars and Companions get to draw *five* cards and take the lowest.

Brainers expecting the usual Deadland when they break through the 10-yard wide maelstrom wall are in for a pleasant surprise. Inside the storm, the Fear Level is only 3—pretty close to the average for the entire Wasted West, further evidence of the Templars' efforts. Also, the howl of the winds is muted to little more than a distant rumble.

Finally, there is no residual radiation inside the maelstrom. That means wasters don't have to worry about the glows while in the settlement. This occurrence completely defies logical explanation. Most assume that it's nothing short of miraculous "proof" that the forces of Good do indeed support the Templars. Unfortunately, as a side effect of this, Doomsayers don't recover Strain any faster while inside the Boise maelstrom—you can't have everything!



# Downtown Boise

Boise itself is a surprisingly small settlement for one of such importance. It's concentrated in an area about three city blocks in size near the southern edge of the maelstrom. The Templars use only four buildings for the Order's headquarters and lodging, and they control the majority of the standing structures "Downtown." After all, habitable real estate is at a prime this close to Ground Zero!

The number of permanent inhabitants of Boise tops out at about 50. Granted there are about four to five-hundred folks milling about "Downtown" Boise at any given time, but the vast majority of these are traders, petitioners, and other transients. Most of these folks live in tents and other temporary shelters in Boise's new "Town Square."

## Town Square

Boise's "Town Square" is built on what used to be a normal intersection. Most of the surrounding buildings were rubble by the ghost rock bomb that hit Boise. Simon had the debris cleared by the first survivors to join the order. Then, the Templars pitched hundreds of old, surplus U.S. Army tents they'd

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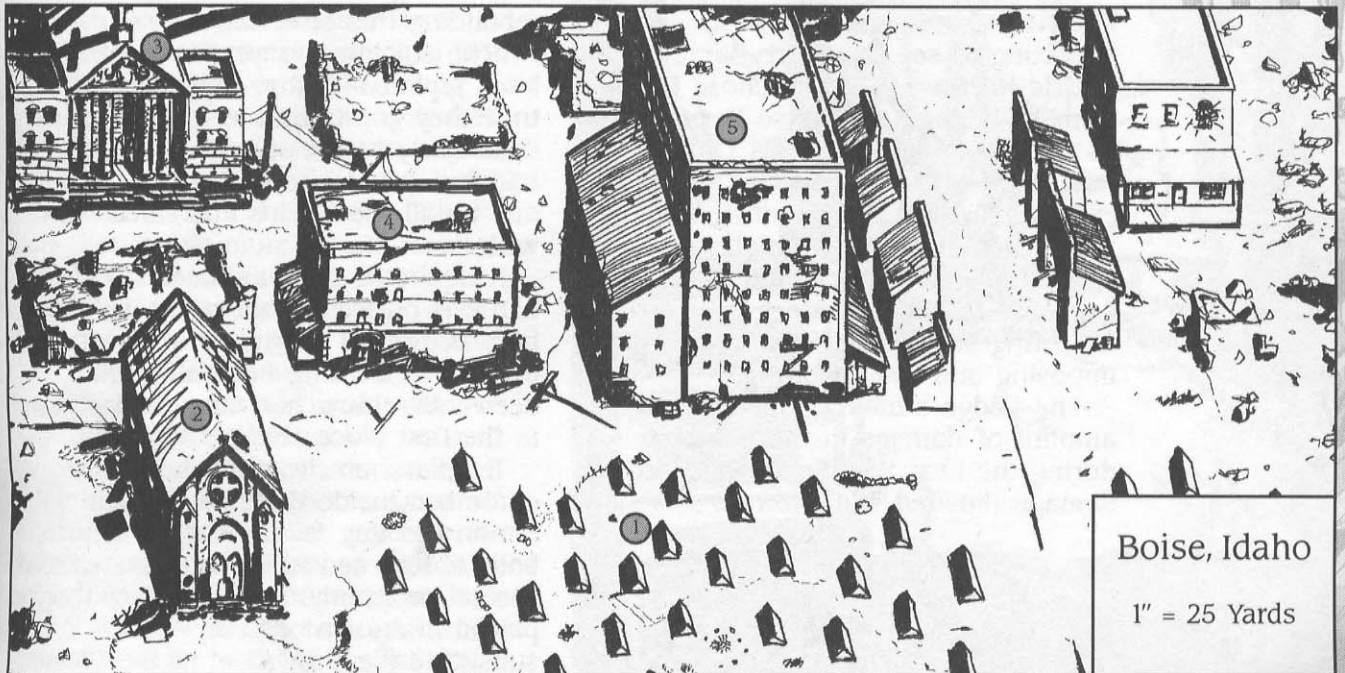
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found to provide temporary housing. Now they serve as overflow for the perpetually full Hospice.

Actually, most of the tents are what the Army called "shelters" which means they're barely big enough for two people and a small amount of gear. However, they are waterproof and provide adequate—if somewhat musty—protection from the elements. There are also a few larger tents, officially known as "Tent, General Purpose, Small," that are reserved for important visitors.

## The Market Streets

The streets radiating out from the central buildings are usually lined for a couple of blocks in any direction with merchants hawking their wares from carts or tents. Careful shoppers can find most common goods here at standard (i.e. book) prices. Most legitimate vendors offer Templars and Companions a 5% or even 10% discount, but it's considered "bad form" by both the Boise Templars and merchants alike to actually accept it.



Boise, Idaho

1" = 25 Yards

1. Town Square 2. The Temple 3. The Hall of Heroes 4. The Barracks 5. The Hospice



There's also a blossoming black market in Boise. A waster making a Hard (9) *streetwise* roll can find more exotic goods, but this is an offense likely to get both buyer and seller exiled if discovered!

Exactly what "exotic" entails is up to you Marshal, and should fit the style of your campaign. Even here, the selection is going to be limited—this is Boise, not Junkyard, after all! For example, this might be a good place for a waster to find a few rounds of .45 gyrojet ammunition, a couple of hits of Brainburst or Rage, or maybe a Librarian's old (and bloodstained) palmcorder.

The most unscrupulous black marketeer is Sam Hinkleman. Publicly he sells lizards-on-a-stick, his own "Hinkleman's Amazing Soda Pop," and other "delicacies." However, a year ago, he dug up the corpse of Johannes Faulk, a Templar. Since then, he's been selling bone fragments from the body for \$1000 a piece.

Anyone owning one of these bones receives a +2 on *any* opposed roll—mental, physical, what have you. Should Simon ever find out about Hinkleman's little enterprise, the black marketeer is likely to wish he'd only been exiled.

## The Temple

The appearance of the Temple is likely to disappoint any visitor expecting to see the Notre Dame of the Pacific Northwest. Simon chose the former Lodge of the Boise Freemasons as the headquarters for his Order, and let's just say the Freemasons didn't exactly blow out the financial stops when they built the original structure. That's not to say the Lodge is cheaply built, but rather that most folks arrive expecting something, well, a little more imposing and awe-inspiring.

The Lodge building suffered a fair amount of damage in the bombing during the Last War. Simon has had the damage repaired, but the new

stonework stands out against the old. The Grandmaster seems to like it that way—he says it serves as a reminder of the War.

Inside, the Temple has been remodeled extensively. The Templars replaced most interior walls with columns, opening up the already spacious central meeting hall even more. A large white tabard with the Templar's cross hangs overhead. Along the walls hang paintings of real Knights Templar scavenged from museums and lodges.

An eclectic collection of church pews gathered from around the area fill most of the space and a ragged red carpet runs down a center aisle to the front of the hall. A thoroughly uncomfortable stone chair sits at the front on a short platform. Simon hears petitioners while seated there.

All Templars in town are expected to attend petitions as well; special pews are positioned behind Simon's "throne." Any heroes wearing the tabard are going to spend most of their daylight hours here while in Boise!

## The Hall of Heroes

On a nearby hill stands an old church and cemetery conveniently overlooking the Temple. The same workers that restored the Temple also put in long hours cleaning up and rebuilding this structure as well.

The adjoining graveyard has also been repaired—and re-"hallowed." By the time they got around to it, most of the dead likely to get up and walk already had, but, just to be sure, the workers dug up all the coffins and filled them with dirt.

A Squire or Companion who falls in battle is buried in this cemetery. The hero is given a re-sanded and inscribed tombstone bearing her name and deeds. Assuming her remains are found in the first place, that is.

Templars, on the other hand, are entombed inside the church itself. Simon has any fallen Templar whose body is returned to Boise cremated in a special ceremony. The ashes are then placed in an urn or acceptable substitute (keep in mind in the Wasted West "acceptable substitute" includes cookie jars, moonshine jugs, and worse).



Simon then says a eulogy over the urn and places it in a prepared niche in the church wall. Biletnikoff, the Librarian assigned to Boise, then places a plaque over the niche listing the usual information found on these memorials along with any known deeds of consequence.

Along the walls of the church are busts of the Templar Martyrs—the Saints of the Order, if you will. There are about a dozen or so sitting underneath the plaques of the fallen Templars and there remains room for nearly twice that number.

Finally, a huge book entitled *The Book of Martyrs* rests at the back of the church. In it are recorded all the known deeds of the Martyrs. Although it contains nothing of assistance to posses in this adventure, it's possible one or more heroes may want to peruse it. For the information held in that book, we're going to have to direct you to *The Last Crusaders*; otherwise, we'd be taking up way too much room that could better be spent tormenting your posse!

## The Barracks

This old hotel houses any Templars who are visiting or living in Boise. Even Simon lives here, although his room is a *little* bigger—but just a little.

In keeping with their spartan image, the furnishings are sparse at best. Army cots the Templars salvaged from a military hospital provide bedding and a community shower is the only feature that might be considered even slightly indulgent in the building. Simon's rank gets him a desk in his room. Other than that, a few more square feet and a few personal items are all that distinguish his room from any other.

The biggest room goes to Biletnikoff, the Librarian (since he's not a Templar, he gets a little special consideration). He's had a few walls knocked out and has built a set of rather comfortable living quarters. He keeps the room nearly hip-deep in books, papers, and dataslugs that he studies as he compiles his reports for others of his organization.

Any Templar is free to stay in the Barracks while in Boise; in fact, it's expected of him. There's no shortage of

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available space in the facility at present. If the heroes have not yet noticed the scarcity of other Templars, it becomes blatantly obvious upon entering the barracks. Only four other Templars besides Simon are currently in the Barracks.

Two of these, Walter Stilson and James Kaiser, have recently been asked by Simon to remain in Boise as assistants and trainers—someone has to look after the shop while Simon's away. The other two, Denis Carlton and Winnie Franklin have arrived only recently in Boise. Simon has detailed them to a "special mission," but they have no idea what it entails. If the posse doesn't meet the two here, it does when Simon calls the group to the Temple.





## Denis Carlton

Denis was barely in his teens when the bombs fell. He grew up on a steady diet of fantasy novels and role-playing games prior to the Last War. He's only been a Templar for a year or so, but he's still high on the idea of being a modern "knight of the round table."

However, he takes his duties and faith quite seriously despite his enthusiasm.

### Profile (Denis Carlton)

**Corporeal:** D:2d6, N:2d10, Q:4d6, S:2d10, V:2d12

Climbin' 1d10, drivin': motorcycle 3d10, fightin': brawlin', sword 5d10, shootin': rifle, SMG 3d6, sneak 2d10

**Mental:** C:2d6, K:1d8, M:1d10, Sm:2d6, Sp:1d8

Academia: Arthurian history 4d8, academia: occult 2d8, faith 4d8, medicine: general 2d8, persuasion 3d10, survival: forest 3d6, tale-tellin' 4d10

**Edges:** Arcane background 3: Templar, purty 1

**Hindrances:** Big britches 3, law o' the West -3, oath -5: Poverty and Blood

**Pace:** 10

**Size:** 6

**Wind:** 20

#### Special Abilities:

**Templar:** Armor of the saints 3, gallantry 4, lay on hands 4.

**Gear:** A sword (STR+2d8), Kevlar vest (AV2), NA assault rifle, 2 clips with 30 rounds each, Templar's tabard.

**Description:** Denis makes a conscious effort to look the part of a Lancelot or Galahad. His hair is pulled into a stylishly-functional pony tail and he's careful to keep his face clean shaven. He tries to live up to his version of the ancient code of chivalry, including politeness to ladies and fighting fairly. He rides an old motorcycle he calls his "steed" and wears his sword across his back at all times—which causes him no end of grief when he needs it in a hurry!

## Winnie Franklin

Winnie was an active athlete in her school before the Last War, but she was also very shy. Since the Apocalypse, she's found little reason to learn new communication skills and is always standoffish and gruff.

Most folks who get to know her overlook her lack of social graces; she's a good woman to have on your side in a fight. She's considerably more experienced at the Templar business than Denis, but his extroverted nature tends to overrun her wiser council.

**Corporeal:** D:1d8, N:2d12, Q:3d10, S:3d6, V:4d8

Dodge 2d12, drivin': car 4d12, fightin': brawlin', sword 5d12, shootin': pistol, SMG 5d8, sneak 4d12

**Mental:** C:3d12, K:2d8, M:4d4, Sm:3d6, Sp:1d8

Academia: occult 4d8, disguise 3d8, faith 5d8, medicine 3d8, scrutinize 3d12, survival: mountains, plains, urban 4d6, trackin' 2d12

**Edges:** Arcane background 3: Templar, guts 2, nerves o' steel 1, sand 4

**Hindrances:** Loyal -3, oath -5: Poverty and Blood, stubborn -2.

**Pace:** 12

**Size:** 6

**Wind:** 20

#### Special Abilities:

**Templar:** Armor of the saints 4, deadeye 3, endurance 4, inner strength 2, lay on hands 4.

**Gear:** Katana (STR+2d8), Ruger Redhawk .357 revolver, shoulder holster, 25 rounds ammunition, Templar's tabard.

**Description:** Franklin appears to be close to the same age as Denis, but much more serious. A katana with a well-worn handle rests on her hip and a shoulder holster holds a .357 revolver. Her black hair is cut short and straight.

## The Hospice

This former apartment building now serves as a combination visitors hostel and general hospital. Petitioners are allowed to stay in the Hospice for up to a week, after which time they must move to one of the tents in Town Square. Since there are only about 50 or



so units available in the Hospice, the flood of petitioners often overwhelms the facility and forces many to spend their entire time in Boise in a leaky pup tent.

The Hospice rooms are more elaborately furnished than those in the Barracks, but the decor is Early Post-Apocalypse. That means mix-and-match. Fine antiques sit side-by-side with bargain basement rejects. The building also has running water, but no electricity. Simon has refused several offers to install a generator (some folks suspect it's because he's a little skittish about ghost rock).

Ten of the rooms have been converted into sick wards for the few ailing individuals untreatable by the Templars' *lay on hands*. There is no "hospital staff" as such. In the rare instance that the ward is filled, a Squire or two may be assigned to tend to the patients' *everyday needs, such as food and hygiene*.

Should the posse inquire, the Hospice is full during their visit. Literally minutes before they arrive, the last room is taken by a man named Warren Moran. However, the woman currently staffing the entry desk, Pat Johnson, tells the heroes there are plenty of tents available for their use out in the Town Square.

## The Summons

As noted earlier, there is a distinct shortage of folks wearing a red cross in Boise. Simon is hurriedly seeking trusted members of his order to accompany him on the upcoming trip to Junkyard and soon hears of the heroes' arrival. Within hours of their entry into Boise, a Squire locates them and tells any Templar or Companion, the Grand Master requests his presence as soon as possible.

It's considered good manners for a Templar to head to the Temple immediately upon arrival in Boise anyway, so this summons might be unnecessary. If not, the Squire stresses Simon's interest in meeting with them quickly. If the heroes don't put an appearance right away, the Squire comes looking for them again.

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### Meeting the Grand Master

Simon greets the heroes in the Temple, regardless when they reach Boise. He has cleared the building of petitioners—a sure sign to anyone who knows him that he has matters of great importance to discuss. Fred Biletnikoff, the Temple Librarian, Denis Carlton and Winnie Franklin are also in attendance at the meeting.

Even posse members who are completely unfamiliar with the man can tell Simon is either seriously fatigued or suffering from an illness on a Fair (5) *Cognition* roll.

He introduces Biletnikoff, Carlton and Franklin to the posse. Biletnikoff is wearing a plain, coarse brown robe, not unlike those medieval monks used. He also has the trademark "Moe" bowl-haircut, but isn't tonsured. The anachronistic image is somewhat shattered by the fact he has a high-tech Librarian's palmcorder in his hands.

Carlton is a Templar in his mid- to late 20s with a sword slung across his back and shoulder-length blond hair tied into a ponytail.

If any non-Templars are with the group, the Grand Master asks any Templars or Companions accompanying them to vouch for their character and deeds. Should no one be willing to do so, Simon politely—but very firmly—insists those "questionable" posse members wait outside the Temple. What he is about to reveal is not for the ears of the untrustworthy.

Marshal, just so we're clear, *The Boise Horror* takes place after the adventure found in the back of *The Last Crusaders*. If you've not yet run that one and would like to, you can use Simon's speech on page 110 of that book instead of what follows. After completing *The Boise Horror*, you'll have to do some major retooling to make the other adventure work, so if you're interested in running it, we'd recommend you do so at this point.



## Hard Times at the Temple

After these introductions are complete, Simon tells the heroes the following:

*"If you've been in the settlement any time, I'm sure you've noticed there are precious few wearing the red cross of the Order about. Circumstances have conspired to weaken our presence here at the very heart of our Order.*

*Brad Modeen, aptly called 'the Destroyer' has slain three of our noblest brothers—including Aaron McConell, who has shouldered the burden of righteousness nearly as long as I have. Fortunately, the Destroyer has been dealt with as befits one of his kind."*

(Be sure, Marshal, to insert appropriate thanks and commendations as necessary if the posse was responsible for bringing Modeen's reign of terror to a halt.)

*"We have never been great in number and the death of three is a telling blow, particularly three of such stature. Of late, my own health has been less than I would wish and my physical shortcomings are beginning to tell on my day-to-day duties. To that end, I have detailed two of our more experienced Brothers to assist me on a permanent basis here in Boise.*

*For you, I have another mission—one of such importance that its effects will wash across the lands from the Pacific to the Mississippi and perhaps beyond. I cannot yet reveal the details, but I must ask you to remain here in Boise for now. When the time comes, you will know your duty, just as I know you can be relied upon to perform it honorably."*

After completing his short speech, Simon dismisses the heroes. He does not elaborate further on the mission, regardless of the heroes' questions. If the posse balks at his secretiveness, he doesn't hesitate to simply order any Templars and Companions to stay in Boise until further notice. He brooks no discussions on this subject.

Simon is referring to the upcoming Junkyard Summit, of course, but the posse is free to assume what it will their leader's intentions.

Carlton is full of ideas as well, but he waits until he's out of earshot of Simon to begin talking. Among his suspicions are: a strike against Throckmorton himself, a hunt for the elusive Boise Horror, a scouting mission into the ruins of Phoenix (he's heard stories of the creatures therein and thinks it a suitable quest), or a Holy War on the remaining Anti-Templars. Carlton, in case you've not guessed, is somewhat enthusiastic about the whole "knight-in-shining-armor" aspect of the Order.

## A Brief Respite

After their meeting with Simon, feel free to give the posse some time to rest and recreate. The Templars provide food and a roof (or tent) over the heroes' heads while they remain in the settlement. Boise is one of the few safe harbors in the Wasted West and the heroes are going to need to be at full strength before moving into **Chapter Two**.

Wounded heroes are healed by the Templars if needed. Templar heroes are enlisted to train new members of their order. Junkers can recharge their batteries or even tinker on a new device. Librarians may try to corner Biletnikoff to gain access to his archives; in turn, he'll ask to get a copy of any works they've acquired.

Exactly how long of a break you give your posse is up to you, Marshal. If you keep track of the phases of the moon in your campaign, you'll want to time it so the next part of the adventure occurs on the first night of the full moon. Just remember: boredom can set in very fast when you're used to the fast life.



# The Horror Strikes!

Sometime after the posse meets with Simon, a monkey wrench is thrown into the works. As we said, exactly when this happens is up to you, Marshal, but we wouldn't recommend more than a few days of calm before the storm. Less than a week break fits with our story line best.

A couple hours past midnight on the first night of the full moon, Baphomet slinks out of Simon's subconscious to prey on its first victim. As usual, there are no witnesses to the deed.

## And the Victim is...

Warren Moran, a petitioner who arrived in Boise shortly before the posse, is possessed by Baphomet in his room at the Hospice. The creature overpowered his mind and, as usual, forced the man to rip himself apart. Just prior to his demise, Baphomet eased its control just enough to allow Moran one last horrified and gurgling scream before tearing his own throat out.

Have all posse members make an Onerous (7) *Cognition* roll, incorporating all bonuses for big ears, light sleeper, keen, etc. Those heroes who succeed hear the scream clearly. Any that get a raise on the roll can tell it came from the Hospice.

The permanent residents of Boise have long learned to fear the nights of the full moon, the time when the Horror makes its rounds. None of the other residents of the Hospice stir from their rooms when Moran dies; they've all heard the stories of the monster that haunts Boise.

The Templars and Companions are a different story, of course. Traditionally, they stand guard on nights of the full moon for just such an occasion. Tonight, they're spread thin thanks to the small number in Boise. None are near the Hospice at the time of the attack and it takes them a few minutes to locate the origin of the screams. If any of the heroes are nearby, or get a raise on the *Cognition* roll above, they reach the murder before any of Simon's Templars. Unfortunately, the heroes are not the first.



## Biletnikoff the Detective

Fred Biletnikoff, the Templars' Librarian, has been in Boise for more than five years now. He's seen the aftermath of more attacks than anyone except Simon, and he's taken a great interest in solving the mystery.

Over the years, he's noted that while many things have come and gone in Boise, one thing has remained the same—Simon. At first, the Librarian feared the Grand Master himself was responsible for the murders, but, much to his relief, careful observation revealed that Simon was never anywhere near the victims at the time of their deaths. Nonetheless, he hasn't shaken the feeling that the Horror is somehow tied to Simon.

Biletnikoff also has a good deal of knowledge on occult subjects, thanks to his profession. Recently, he's begun reviewing the earliest accounts of Templar deeds, and those of Simon in particular, hoping to find some



overlooked clue to the Horror's identity. Not long ago, he reread the passages on Hell's Canyon and Baphomet. Biletnikoff fears he may finally have found the source of the Horror.

## Profile (Fred Biletnikoff)

**Corporeal:** D:1d8, N:2d6, Q:2d6, S:2d6, V:3d6

Climbin' 1d6, shootin': pistol 3d8, sneak 3d6

**Mental:** C:2d8, K:2d12, M:1d8, Sm:3d10, Sp:3d6

Academia: history 4d12, academia: occult 6d12, area knowledge: Wasted West 3d12, faith 2d6, guts 4d6, language: English 5d12, language: French 2d12, language: Latin 2d12, overawe 3d8, scroungin' 2d10, tale-tellin' 4d8

**Edges:** Companion 1, brave, 2, Librarian 2

**Hindrances:** Cautious -3, curious -2, loyal (Simon and the Templars) -3

**Pace:** 6

**Size:** 6

**Wind:** 12

**Gear:** Palmcorder, small flashlight, NA Officer's pistol (when traveling).

**Description:** Biletnikoff looks to be in his mid-40s. He has taken to an old, coarse brown robe like those worn by monks in the Middle Ages when in Boise and keeps his hair cut short. He avoids the Templars, and Simon in particular, in the highest regard—although not quite high enough to take the Oaths of Poverty and Blood himself. He believes the Order may be the greatest force for Good in the Wasted West and believes it to be his duty to chronicle its deeds.

## Late Night Prowler

The Librarian knows the Horror chooses its victims on nights of the full moon. He's not sure why, but to date, the monster has yet to change its routine. He also knows it seems to have an uncanny skill at avoiding any guards Simon posts to defend against it.

By keeping his own nocturnal vigils secret, Biletnikoff has come close on several occasion to catching the monster in the act. How he does this is simple: He goes where the guards are not.

As the Horror only strikes at solitary victims, he also avoids crowded areas like Town Square. Occasionally the monster does attack an unfortunate waster there, but the safe money is on an isolated victim. The Hospice, with its private rooms, is a prime hunting ground for the Horror.

So, just prior to the attack on Moran, Biletnikoff entered the Hospice hoping to catch the monster in the act. Moments later, he found Moran's grisly remains. Fearing he would have to answer questions that could cast doubt on Simon, he left the scene before the heroes arrive.

## At the Scene

When the heroes arrive, they're greeted by a grisly sight. Moran's remains lie on the bed in his Hospice room, and streaks of blood from arterial spray are splashed on the walls. Bloody hand prints also mar the wall beside the bed.

Not only is Moran brutally disemboweled, many of his organs are positioned around his body, like some ghoulish science project. More blood than a human body should hold puddles around the man, soaking into the old mattress on which he is lying. His face is formed into a mask of terror and pain, and one bloody hand is clenched into a claw-like rictus.

Each hero viewing the scene must make a Hard (9) *guts* check.

## Looking for Clues

Once the obligatory round of upchucking is over, the wasters can get down to examining the room.

Heroes find all clues with listed TNs equal to or less than those listed for each appropriate Trait or Aptitude. In other words, a posse member who gets a 9 on her *trackin'* roll, finds both clues listed for that Aptitude. Each hero can attempt a given roll only once, but every member of the posse can try each roll.



If you're feeling generous, Marshal, you can have Carlton or Franklin point out any clues the heroes miss.

**Trackin':** Fair (5) TN. A pair of bloody boot prints lead from the gore at the edge of the bed out the door. The trail ends a short distance down the hallway. (These were left by Biletnikoff in his rush to avoid other investigators. He left via a fire escape at the end of the hall prior to the heroes' arrival.)

**Trackin':** Hard (9) TN. A few threads of brown thread stuck on the fire escape at the end of the hall. (Biletnikoff.)

**Search:** Fair (5) TN. Although Moran's hands are bloody, the prints on the wall do not match his; the fingers are longer and thinner, almost claw-like. (They are, in fact, Moran's prints, but Baphomet reshaped them into horrible claws while possessing Moran.)

**Search:** Hard (9) TN. Although bloody hand prints are all over the bed and nearby wall, there are none on the doorknob, window, or anywhere else in the room. Only a pair of bloody bootprints is evident leaving the scene. (That's because Moran did it himself)

**Search:** Incredible (11) TN. In the crack between the bed and the wall, the hero finds a gold wedding band. It's inscribed with the initials "WTM." Only a small amount of blood is on it. (The ring is Moran's. It slipped off during Baphomet's transformation of his body.)

**Medicine:** Fair (5) TN. All of Moran's wounds are on his abdomen and throat.

**Medicine:** Onerous (7) TN. Moran was alive for most, if not all, of the mutilation on his body. (Actually, all.)

**Medicine:** Hard (9) TN. Moran was not bound during the procedure, nor does he have any wounds on his hands or arms to indicate he fought to defend himself. A waster getting a raise does note that Moran's fingernails have blood and flesh caught underneath them. While it's unlikely, if the hero can analyze these samples, they turn out to be Moran's own.

## Ear Witnesses

After the other Templars arrive, the Hospice guests begin milling about, rubbernecking to see what's going on. In no time, the posse has a crowd on their hands (or at least as close as one gets in

## Gettin' Started

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the post-Apocalypse). If none of the heroes suggest it, one of the Templars recommends they set up some form of crowd control until the mess can be cleared up. Boise Horror rumors are bad enough without adding fuel to the fire.

If they so desire, the heroes can interview any of the residents. None saw anything, although all did hear the victim's final scream. Oddly (at least to the heroes), not even his closest neighbors heard so much as a scuffle prior to his death.

If a hero asks a resident if they heard any footsteps, she must make a Fair (5) *scrutinize* roll. If she fails, the resident only remembers hearing someone running from the room shortly after the scream. If she succeeds, the witness remembers hearing them enter the room





## Rumors

The heroes may hit the streets to gather rumors and information about the Boise Horror. A good deal of speculation exists about the monster, but very little hard information. Below are some of the more entertaining rumors the posse may encounter. None are true, but may provide hours of amusement nonetheless.

1.) The Horror is the ghost of the bloodwolf Teller and the others killed. That's why nobody ever sees it and why it only strikes on nights of the full moon. A variation on this rumor claims a pack of the monsters still hide in the nearby wilderness. (In reality, Baphomet fixed on the full moon cycle only *after* Teller slew the bloodwolf. The first time was just coincidence.)

2.) The Horror is actually a mutated cross between a man, a rat, and an escaped alligator. Long before the War, the monster was around, created by radiation and waste from the Union's Hanford nuclear power plant. (Totally false.)

3.) There is no Horror. It's really part of some twisted Templar rite. Throughout history, there's all sorts of evidence they consorted with demons. That's why they can't "solve" the mystery, they're the ones behind it! (This is an ancient rumor about the original Knights Templar. A Hard (9) *academia: occult* roll reveals this. Obviously, the waster won't tell a Templar or Companion this one!)

*after* the scream and then fleeing the scene just prior to the posse's arrival at the Hospice.

If the heroes have not yet learned the victim's name, either one of the Hospice guests or Pat Johnson, the person responsible for admitting guests, can tell them at this time.

Neither Simon nor Biletnikoff comes to the Hospice. Walter Stilson informs any posse member who seems concerned about this that Simon's health has been so poor that it's likely Simon is simply too weak to come, perhaps even bedridden. As for Biletnikoff, he answers that while the Librarian is technically a Companion, he's not a "front-line kind of guy, if you know what I mean."

By the time they've spoken to the Hospice guests, Franklin and Kaiser have cleaned up most of Moran's remains and recommend everyone adjourn for the night. The room is sealed and the Templars return to their guardposts—although the Horror has already struck, they still have a duty to fulfill.

## Simon Says

True to Stilson's guess, Simon is simply too weak from his condition to rise from bed that night. He is, however, at the Temple by mid-morning the next day. By the time the heroes speak to him, he's already gotten most of the story from Stilson and Kaiser.

While he's attentive to what the posse has to say, any waster that makes a Fair (5) *scrutinize* roll gets the sense the Grand Master is a little distracted. Although the heroes may suspect he's hardened to the Horror's rampages after years of experience, the truth is the upcoming Summit is foremost on his mind. Between that and his failing health, he has little to spare for other concerns—particularly a recurring problem like the Horror that has confounded the best efforts of some of the greatest heroes in the Wasted West.

It's not unlikely some of the posse members may begin to suspect Simon at this point. That's fine—it just adds to the air of tension and distrust!



## Ask Mr. Librarian

Should the posse seek out Biletnikoff's assistance, he readily answers any questions. However, he's uncomfortable allowing any but a fellow Librarian access to his stacks of records.

He notes that the Horror has plagued the area for nearly seven years and the Templars are no closer to discovering its secrets than they were in the beginning.

If questioned about previous attempts, he tells them of Teller's attempt back near the beginning.

*"The man was a traveling storyteller and fairly familiar with the occult. He was convinced the Horror was an abomination he called a "bloodwolf," some sort of horrific vampire-werewolf crossbreed.*

*Turns out he was right—after a fashion. There was one of these creatures nearby, and it did kill at least one person. Teller, with the help of a group of Templars, killed the monster. For a few weeks, it seemed the Horror had been defeated.*

*Unfortunately, the next full moon, the monster struck again. Of course, that hasn't stopped Teller from proclaiming far and wide that he 'killed' the Boise Horror."*

While he's talking, observant posse members may catch sight of a few interesting tidbits. Have any hero who examines the room make an Onerous (7) *Cognition* roll. If successful, he notes a number of books on the occult lying near Biletnikoff's desk. With a raise on that same roll, he can tell a majority of them specifically deal with the subject of demonology.

As usual, Biletnikoff is wearing his brown robe and boots. This may tip off observant characters, but the Librarian denies any accusations at this point. He also won't deny or confirm any suspicions the heroes have about Simon until he has concrete proof. He knows what a blow such a thing could be to the Templars if it should be true.

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### The Call of Duty

Late in the afternoon, Simon calls the heroes, Biletnikoff, Carlton, and Franklin. At this point, he tells them of the upcoming Junkyard Summit. To the heroes and Templars he adds:

*"You are to be my assistants and guards at the conference and during the journey to and from Junkyard. I'm sorry I could not reveal this to you sooner, but too much was at stake to risk even an accidental slip of the tongue.*

*The Combine would, no doubt, jump at the opportunity to strike at the head of the Order.*

*Transportation, courtesy of Junkyard, will be arriving shortly after nightfall and we must make haste to reach the rendezvous point south of the maelstrom."*

Simon gives the posse leave to gather their gear. Any members who are not Templars or Companions are allowed to participate, provided one of the Order speaks on their behalf.

Simon offers no payment, but promises to provide for food and shelter to the best of his ability. If necessary, Marshal, you may throw a small amount of compensation to the posse, but remember, Simon's looking for heroes, not mercenaries!

### Bounty

**Accepting Simon's request without haggling:** 1 white chip. This isn't

really optional for any Companions or Templars, but they still get the reward.

**Each clue found at Moran's murder scene:** 1 white chip to the hero finding it.

**Determining someone other than the murderer left the bootprints:** 1 red chip.









## Chapter Two: What Goes Up. . .

Once Simon has revealed the mission he has for the heroes, the posse is going to find itself pressed for time. The transportation arrives in a few hours and the journey to the rendezvous is going to eat up most of that. The end result is the posse has less than an hour from the time he tells them of the journey until the group must depart.

This is entirely intentional on Simon's part.

It's not that he doesn't trust the heroes. If he didn't, he wouldn't bring them in the first place. Rather, he realizes that secrets have a way of becoming common knowledge—even among the best intentioned. And, since the Templars place no restriction on access to Boise, Combine spies could be sitting on his doorstep. Literally.

### The Rendezvous

Just before dusk, Simon, the heroes, Carlton, Franklin, and Biletnikoff meet in the Temple. The posse and the other two Templars are to serve as guards for the Summit, while Biletnikoff

requested Simon's permission to attend to better chronicle this extremely historic event.

Simon explains he wants to wait until nightfall to depart. Also, he tells any Templars in the group to pack away their tabards for the journey. While a group of travelers may leave Boise without drawing too much attention, a group of Templars is sure to—especially if it includes the Grand Master himself!

Marshal, if you want to keep the posse's nerves a little taught here, you may have them attempt *disguise* rolls against a Fair (5) TN. If anyone fails nothing disastrous happens, but should one of the heroes go bust on the roll, a petitioner or vendor greets her by name as they leave the city.

### Over Hill and Dale

The trip to the rendezvous point takes nearly six hours from the edge of the Boise maelstrom. It's never pleasant traveling after dark in the Wasted West and even worse when you



## Chapter Two Summary

**The Rendezvous.** A short, exhausting journey leads the posse from Boise to the rendezvous point: an open field. You'll also find the lowdown on Simon's game statistics here. (Yes, we broke our own rule about giving numbers for the Wasted West's big players. He's going to die soon so we figured what could it hurt.)

**Look at the Size of that Thing!** After a short wait in the dark, one of the Sky Pirate's enormous skyships picks them up in the middle of the night. Travel is calm at first. Includes game statistics on the skyship and the ultralights it carries in its hangar bay.

**Birds of Prey.** Betrayed by an infiltrator cyborg, the skyship is ambushed by Combine Raptors bent on Simon's capture. To escape, the posse is forced to abandon the skyship. Unbeknownst to them, the cyborg escapes with the group. Includes game statistics on Combine Raptors.

**The Heel-Toe Express.** The posse continues its trek to Junkyard on foot. In route, Simon retells the story of Hell's Canyon, providing a the heroes with a vital clue to the Boise Horror's identity.

**Betrayed!** Jackson Arnold, in a last ditch effort, attempts an assassination attempt on Simon.

don't know where you're headed. It's also quite likely the heroes have had little sleep in light of the events of the last night. All in all, the trip should prove stressful and exhausting to the posse.

If you want to emphasize this, Marshal, you can have each of the heroes make a Hard (9) *Vigor* roll. Any who fail take the difference in *Wind* which can only be recovered by an hour's rest.

The group, following Simon's lead, soon leaves the major roads and heads down an ancient dirt road. Finally, Simon calls the group to a halt on the edge of a large open field. He explains their transportation will arrive within the next two hours or so.

### Simon

No doubt you're wondering at this point if the healthy members of the posse are having such a hard time of it, how is Simon handling the journey. Certainly, he has reserves of willpower and strength, but even so, the trip is taking an obvious and terrible toll on the Grand Master. Biletnikoff frets over his condition, until Simon orders him to be quiet. He is determined to attend the Summit, no matter what the personal cost.

Although they don't realize it, the journey's effects on Simon have other benefits for those around him. As yet, while he is awake, Baphomet cannot manifest its power, so Boise gets a respite from the Horror tonight. However, the strain the overland trip has placed on Simon's health does weaken his ability to resist the demon in the long run.

### Simon's Profile

By this point, you've no doubt noticed game statistics are conspicuously missing for Simon. You're probably wondering what we were thinking omitting that crucial information.

That's a very good point.

We've got a lot of reasons for being gunshy about doing it.

First, Simon *cannot* die until it's time. Rest assured, it *will* occur in this adventure and that the posse is involved, but unless you're willing to



derail the story and work it from scratch, Marshal, you *must* keep him alive.

Lie, cheat, fudge dice rolls, invent *deus ex machinas* until your eyes bleed, but keep him alive. As you'll see in a moment, that shouldn't be too tough, but posses have a way of throwing the best laid plans for a loop. Be flexible; adapt and overcome.

Second, there are times when the going is going to get very tough in this adventure, and Simon can serve as a wild card to get the posse back on its feet. We don't want you to limit his abilities; there should be very little he can't accomplish when he puts his mind to it. Think of him not so much as an important character, but rather as a walking, talking plot device that you can use at will to shift the plot back on track.

Now that we've said all that, remember that the adventure is first and foremost about the heroes and what *they* do—not what a super-powered figurehead can accomplish. What his profile doesn't reveal is that Simon is deathly ill; the trip to Junkyard is doing irreparable harm to both his physical and spiritual self.

Most of the time, he is so weakened by Baphomet's constant assault on his will that he's more liability than asset. Often, he may even be forced to lean on one of the heroes just to walk from point A to point B. Only in the most extreme situations should he take action. Otherwise, why would he feel the need for the posse's assistance in the first place?

Okay, we've beat this dead horse enough. After saying all of that, we also know deep down you're probably wanting a look at Simon in game terms, regardless of any caveats and stipulations.

All right then, here you go.

## Profile: Simon

**Corporeal:** D:2d8, N:3d12, Q:4d10, S:5d10, V:4d12+2

Climbin' 3d12, dodge 5d12, drivin': car 2d12, fightin': brawlin', club, sword 8d12, quick draw 4d10, shootin': pistol, rifle 5d8, sneak 4d12, throwin': balanced, unbalanced 3d12

## What Goes Up

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**Mental:** C:4d8, K:3d8, M:5d12, Sm:2d10, Sp:6d12

Academia: history 4d8, academia: occult 6d8, area knowledge: Idaho 4d8, disguise 6d8, faith 9d12, guts 8d12 leadership 7d12, medicine: general 5d8, overawe 7d12, professional: accountant 5d8, survival: city, forest, mountain, desert 4d10

**Edges:** Arcane background 3: Templar, brave 2, renown 5, relic 5: Simon's sword, sand 4, "the stare" 1, tough as nails 3, "the voice" 1: threatening

**Hindrances:** Enemy -5: Anti-Templars and Combine, heroic -5, oath -5: Poverty and Blood, stubborn -2

**Pace:** 17

**Size:** 6

**Wind:** 37

### Special Abilities:

**Templar:** Rewards: All at level 5.

Greater Rewards: All. Blessings: Saint Lynch and Saint Stern.

(Blessings and a slew of new rewards are detailed in *The Last Crusaders*.)

**Grit:** 5

**Relic:** Sword: Simon's sword adds +6

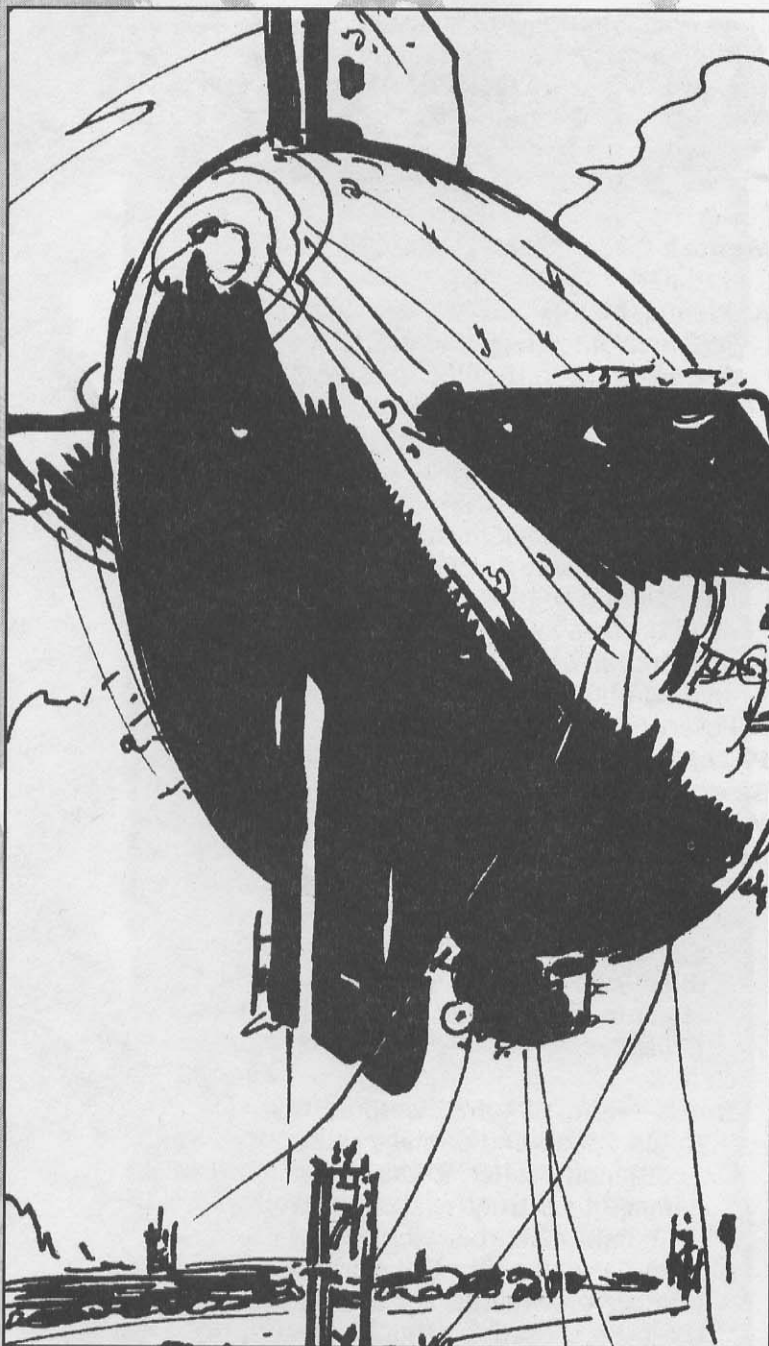
to his attack and damage rolls.

Additionally, when it causes damage to a truly wicked creature (Marshal's call), the wielder can spend a white chip to heal a like number of wounds. For example, if the hero caused 3 wounds, he could heal a heavy wound to his guts and another wound level elsewhere on his body. Simon *does not* "loan" this weapon out!

**Gear:** Infantry battlesuit fitted with plate-metal reinforcements (AV 2, but any attack has a 75% chance of hitting a plate, which ups the AV to 3), sword (see above), NA officer's sidearm, 2 clips of ammo, Templar's tabard, whatever else you see fit.

**Description:** Simon is in his late 40s—or maybe early 50s. His age shows in his weather-beaten face and his graying hair. He keeps a neatly trimmed beard (also graying) but no





mustache. His voice is deep and resonant and he seldom smiles anymore. He wears his spotless white tabard over an infantry battlesuit which has been modified with metal plating to resemble an ancient suit of armor. His sword is nearly 4' in length, razor sharp, and bears the Templars' cross as its only decoration.

## Look at the Size of that Thing!

About two hours or so after the group arrives at the rendezvous point, have each hero make an Onerous (7) *Cognition* roll. Those who succeed hear a faint droning sound, not unlike a number of airplane propellers.

At this time, Simon produces four old highway flares from his gear. He gives one to each posse member (and Carlton and Franklin, if the posse has less than four members) and tells them to each take a corner of the field and light their flares. The field is nearly 200 yards square, so it may take a few minutes for each person to get into position.

Once the flares are positioned, the droning slowly begins to grow in strength. Soon even those brainers who failed the *Cognition* roll can hear it distinctly. A dark mass begins to eclipse the stars on the southern edge of the field and the buzz reaches a crescendo. Within moments the sky is completely obscured, leaving the field in near total darkness, with only the spitting red flames of the flares to light it.

## The Sky is Falling!

The unnatural blackness hanging over the heroes begins to descend, causing a powerful sense of claustrophobia even in an open space the size of four football fields.

Suddenly, a bank of blinding floodlights blanket the field in unnaturally bright whiteness. The sensation is almost painful after almost eight hours of adapting to the darkness of the wilderness.

As their vision clears, the heroes can see the object overhead is the one of the largest man-made objects they have ever witnessed. Well, at least since the Last War. An enormous dirigible, nearly 170 yards in length, hangs overhead and is slowly descending onto the field. Underneath the main balloon hangs a two-story cabin nearly 40 yards in length, bristling with gun turrets and missiles.



The "transportation" Simon spoke of is one of the Sky Pirates' two remaining Hellstromme industry skyships, the largest flying objects built by man.

The sight of the gargantuan aircraft is likely to force a savage character to the edge of mortal terror. Such heroes must make an Onerous (7) *guts* check in the face of such a terrifying technological behemoth.

As the airship nears the ground, ropes drop from doors along either side of the cabin and flightsuit-clad crewmen slide rapidly down to the ground. Once there, the crewmen guide the colossal ship to an almost feather-light landing.

Stencilled near the front of the cabin on both sides is the skyship's name, "Sky Raider I."

Simon motions for any heroes holding flares to prepare to board.

## Up, Up, and Away

The group is met by a quartet of submachinegun-carrying Sky Pirates wearing flightsuits and sky-blue berets. With them is another man wearing the remnants of a Confederate Air Force pilot's uniform. He strides confidently forward with a smile on his aging, good-ol'-boy face and greets the posse, shouting over the engines.

*"Good evenin' folks. I trust you've been expectin' us! Hope we didn't keep you waitin' too long. My name's Capt. Howard Phelps, but you might hear some of these brainers call me 'Ironsides' when I'm not around.*

*I'm here on behalf of Mr. Ike Taylor down in Junkyard to pick a group of VIPs. Now, unless you folks happen to make a habit of standing around pastures with highway flares at night, I'm bettin' that's you.*

*Now, I've never been too comfortable spending too much time on the ground, so if you're not opposed I'd like to get moving.*

Phelps turns and starts toward his ship. Simon appears somewhat uncertain about following him. On a

Hard (9) *Cognition* roll, a waster notices his hand move ever so slightly toward his sword. In a loud, commanding voice, Simon says a single word, "Vertrag."

Phelps turns around, makes an embarrassed grimace and sheepishly says:

*"I never was much good at this spy stuff—that's why I was a pilot. I was supposed to say 'Eisen' first wasn't I?"*

*I always forget that sign-countersign thing. I guess I just figured if you didn't run or start shootin' when I landed this monster, you must be the folks I was here to meet.*

*And, unless you were waitin' on another 170-yd long rigid airship to arrive here in the middle of nowhere on this partic'lar night, I was probably the fellow you was expectin' as well."*

He laughs at himself—or maybe his joke at Simon's expense, it's not clear either way—and turns back toward the ship.

The Grand Master, although obviously not pleased at the trusting lack of discipline displayed by Phelps, hesitates only a minute before following the Sky Pirate on board. Inside the cabin, the sound of the engines is almost inaudible, little more than a low vibration in the air.

Phelps leads the group to a small room on the first level of the cabin lined with bench seats. There, he asks the heroes to make themselves comfortable for a few minutes; after the ship is airborne and on course, he'll return to show them around.

Less than half a minute after the posse is aboard the Sky Raider I, the skyship begins to rise smoothly and gracefully into the air.

## The Grand Tour

True to his word, Capt. Phelps returns to the waiting area within ten minutes. The Sky Pirate is a genuinely affable man who doesn't stand on ceremony. He's an old warhorse who'd rather rely on common sense than tradition and



ceremony. He used to be a ground attack pilot, but caught some shrapnel during the last months of the war—hence the nickname “Ironsides.” Now, his injuries keep him out of any high-G maneuvers, but his experience and savvy make him a natural for the skyship.

Phelps starts the tour at the front of the long cabin on the first floor. As he leads the group forward, he tells the group the skyship was one of six designed and used by Hellstromme Industries. The huge craft were employed as airborne cranes and even helped build the dome over Junkyard. Later, Hellstromme Industries refit the skyships as passenger shuttles and eventually decommissioned them prior to the War. Later, the Sky Pirates got their hands on a few of them and refit them with gun turrets and a few other surprises.

The skyships are vacuum-dirigibles; instead of helium or hydrogen, they have large zero-pressure cells inside the enormous balloon cavity. This makes the skyship much safer in combat as it's completely nonflammable.

A special high-tensile strength polymer developed by Hellstromme Industries encases each cell—strong enough to hold its shape against tremendous pressure of containing a vacuum, yet light enough to remain weight efficient. The cells are even fitted with a dual-layer, self-sealing, exterior sheath and their own vacuum pumps to restore their pressure deficit in an emergency.

The end result is the skyship has an even greater lift capacity than hydrogen airships ever achieved, while remaining safer than those using helium. The craft has a functional range of over 3,000 miles without refueling and can lift nearly 80 tons for extended periods. Although originally a civilian vessel, the Sky Pirates have added a few “extras” that give the airship more firepower than a flight of fighter jets—and more leg room too!

## The Cockpit and Lower Quarters

The Sky Raider I's cockpit is more like the bridge of an ocean-going vessel. Most of the cockpit crew do their jobs from standing positions, and this enormous room not only holds the flight controls for the skyship, but also the radio room and the navigation and radar stations. Additionally, there is access to a twin-20mm cannon turret mounted underneath located here. There are three Sky Pirates on duty here at any time, more in the event of combat.

Also at the front of the lower level are the quarters for the cockpit crew. Four double rooms sit on the starboard side of the cabin and the captain's quarters are on the right.

## Hangar and Garage

The rear half of the lower level is filled by storage and recovery space for ground vehicles and about half a dozen ultralight aircraft. There is also a small mechanic's tool room located on this level as well.

The garage holds three dirt bikes and a jeep. None of these vehicles are heavily armed and are used only rarely by the crew. A large, starboard-side door lowers into a ramp, allowing vehicles to enter and depart the garage area from the outside. Two 55-gallon drums of spook juice are also stored here, along with an archaic handpump to fill the vehicles' fuel tanks when necessary.

The ultralight hangar is more of a storage area than a landing strip; there simply isn't room on the ship for that. Instead, the aircraft are launched in-flight by a weak steam catapult and recovered with an enormous skyhook. Both procedures are a bit tricky to perform, and require an Onerous (7) *flyin'* roll to accomplish smoothly.

The entire aft wall of the cabin has been removed to allow easy access to the hangar area. There is no way to close this opening, and the view can be quite daunting to ground-hugging heroes.

A ladder leads up to the mess hall above, and a larger aperture allows engines and other equipment to be



hailed by winch to the second level repair shop. Four more twin-20mm cannon turrets are accessed from this area.

## The Upper Level

The second level of the Sky Raider I's cabin is devoted primarily to living quarters. While the ultralight pilots each receive a private room, the rest of the crew has to make do in one of the two barracks-like bunkrooms. There are open crew quarters both to the bow and stern of the cabin, with the aft section devoted to mechanics and technicians.

The mess hall is also located on this level; there is no separate "Captain's Mess." The kitchen adjoins it, and the crew keeps enough food and water on board for two weeks. Although the cooking isn't exactly five-star, it's generally safe and not likely to make a waster's innards turn pastel colors.

Three cabins have been designated for "VIP use" on this flight. Simon and Biletnikoff take one, and the heroes, Franklin, and Carlton have to decide how to divvy up the other two. Each cabin has a single bed, but the Sky Pirates can provide folding cots for the rest of the group.

## What Goes Up

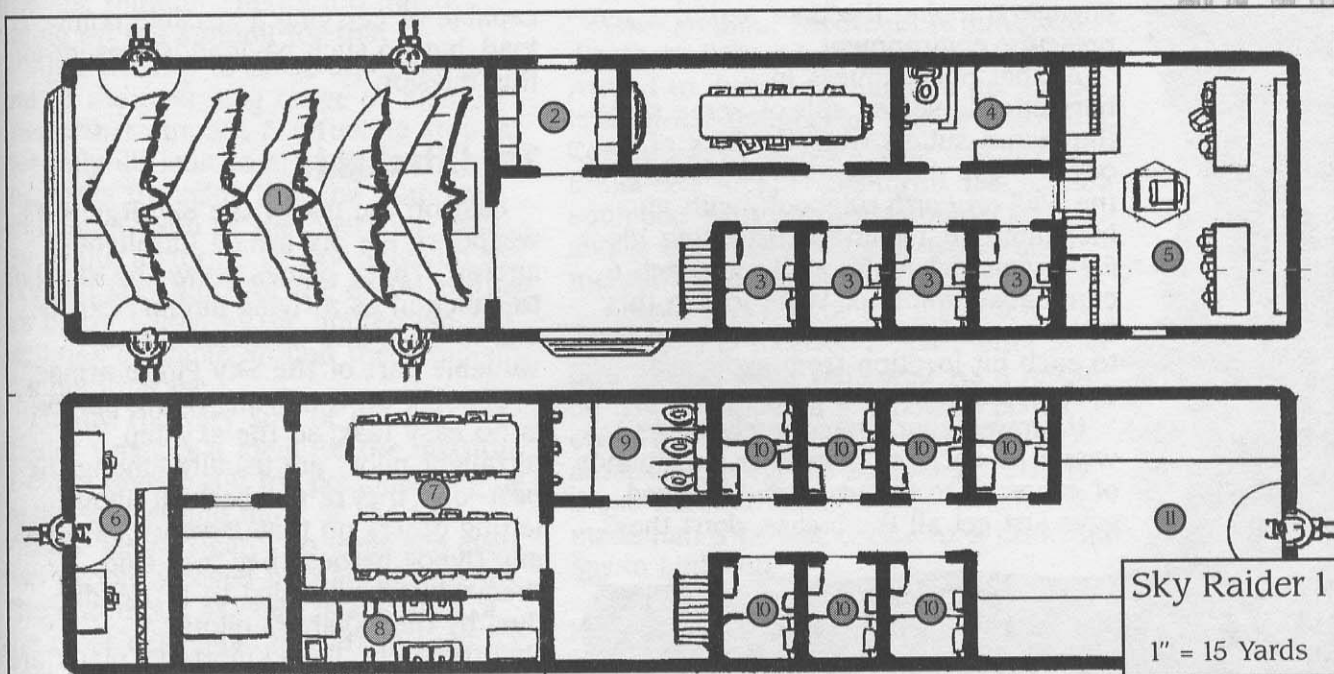
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### Repair Shop and Armory

The repair shop holds a variety of tools and replacement parts. There is also a 1,000 gallon tank of spook juice here as well. Refueling hoses run to the hangar level for use with the ultralights.


A large, 2-ton winch hangs in the access way near the armory. The crew uses it to hoist engines up to the repair shop and weaponry down to the hangar.

The armory stocks mostly NA weapons and ammunition. Twenty NA assault rifles, 15 NA Commandos, and 10 NA officer's sidearms are the skyship's total load, with approximately 4,000 rounds of 5.56mm and 200 rounds of 9mm ammunition. Finally, two man-portable rocket launchers (see the *Hell on Earth* rulebook) with four rockets are also stored here. A crew member staffs this area from behind a reinforced steel cage at all times. Weapons are only issued to Sky Raider crew members!



1. Hangar Bay 2. Storage 3. Bridge Crew Quarters 4. Captain's Cabin 5. Bridge  
6. Repair Area 7. Galley 8. Kitchen 9. Showers 10. Crew Quarters 11. Observation Deck





Two more twin-20mm cannon turrets are accessible from this level, one from the forward crew compartment and one in the repair shop. A ladder leads up from this level into the dirigible superstructure above.

## The Lift Superstructure

Phelps doesn't take the group into this area, although he does point out the access ladder. The ladder leads up to the inside of the "balloon" portion of the Sky Raider I. Four, 25-yard long, elliptical vacuum cells are suspended within the polymerized fabric cover. Two walkways, one above and one below the vacuum cells provide access to them. The upper walkway is 45' above the lower and there is a ladder at each end and between each cell connecting the two.

At the bottom of each cell is a large vacuum pump that serves to maintain zero pressure within the cell in the event of an integrity breach. The outside of each cell is slightly flexible, kind of like a giant superball. This is the external, self-sealing layer of the cell. It can seal the cell in the event of a rip up to 3' diameter.

Any waster unlucky enough to be close to a cell during such a breach must make a Fair (5) *Strength* roll or be pulled into the cell. Within two rounds, the cell seals and the vacuum pumps engage, trapping the poor sap in a zero-pressure environment.

At that point, unless in a hermetically-sealed suit of some sort, the victim suffers from the lack of oxygen; use the rules for **Drowning**, in the *Hell on Earth* rulebook, with an Incredible (11) TN, and substituting Vigor for *swimmin'*. Additionally, for each 6 cumulative points of Wind lost in this fashion, the brainer takes 1 wound level to each hit location from explosive decompression.

Harrowed characters merely suffer 1 wound to each location after two rounds of exposure to the vacuum. The dead guys just get all the breaks, don't they?

Of course, the odds of this happening are pretty slim—unless the posse gets into a running gunfight inside the superstructure...

## Armed for Bear

The Sky Raider I's cabin provides AV 3 from outside attacks; the polymer-fabric balloon is AV 1, and each vacuum cell is AV 2 and requires 30 points of damage to cause a 1' breach.

The skyship has a total of seven twin-20mm cannon turrets mounted on its cabin. On the first level, there are two on either side of the hangar and one underneath the cockpit, while on the second level, one is mounted on both the bow and the stern.

Each turret has two linked M-200 MPSW 20mm cannons (Shots 50, Speed 1, ROF 6, Range 20, Damage 4d12+special). The M-200 is detailed in *The Wasted West*. Both cannons in the turret must fire at the same target, but the gunner suffers no recoil effects from multiple bursts.

Additionally, the skyship carries four AIM-140 AMRAAM missiles (Shots 1, Speed 1, Range 70, Damage 4d20, Burst 10), with one pair mounted facing forward and astern. These weapons are difficult to replace and used exclusively for air-to-air combat. You can find more details in *Iron Oasis*. The skyship is also capable of carrying a sizeable bomb load, but no such payload is present for this mission.

## The Ultralights

Last on the list of the Sky Raider I's weaponry are six armed ultralight aircraft. These planes allow the skyship to function as a flying aircraft carrier, and make it and its sister ship a valuable part of the Sky Pirate armada.

Landing on a moving, flying platform is no easy task, so the skyship ultralight pilots are usually among the best—and they're not bashful about letting others no that. If your posse has any flyboy heroes, they may find themselves challenged to a friendly duel by the skyship's pilots. Unfortunately, Throckmorton's plans are about to put any air jockey pissing matches on hold for a while.



## Skyship Ultralight

Cost	Passengers	Engine
\$3000	1	Single piston
Gas Tank	MPG	Handling
30	5	+4
Top Speed	Stall	Accel.
80 mph	40 mph	5 mph
Durability	Armor	Size
10/2	0	+2
Load Limit		
20		

**Weapons:** Fuselage (x1): 50 lb. bomb (Shots 1, Speed 1, ROF 1, Damage 8d20, Burst 10); wings (x2) NA SAW (Shots 60, Speed 1, ROF 12, Range 20, Damage 3d8)

**Special Equipment:** None

## Clear Skies Ahead

The Sky Pirates sent the skyship to transport Simon for a couple of reasons. First, the skyships are their most "luxurious" and impressive aircraft. The Sky Raider I's presence is a show of respect to Simon and the Templars. Although he suspects that sort of thing doesn't matter to Simon, Ike doesn't want to chance stepping on any toes at the last minute! There's too much riding on the summit for that.

Also, the trip to Boise and back is out of the operating range of most of their other aircraft. A refueling stop is not only difficult to arrange, but it also increases the odds that the Combine will catch wind of the operation (and try to put a stop to it). Not only can the skyship stay aloft for the entire journey, it's better suited to the limited landing facilities available around the Templar's Temple in Boise.

Finally, the very size of the Sky Raider 1 makes it ideal for the mission. It carry Simon and his personal retinue easily—something most of the Sky Pirates' aircraft can't do (ever see even two people wedged into an ultralight?). The enormous skyship is also one of the most defensible aircraft in their fleet. It packs the firepower of two or three dogfighters and it has its own squadron of ultralights to boot!

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All things considered, then, the Sky Raider should be more than equal to the task. It would take a squadron of Combine Raptors to seriously threaten the skyship.

Unfortunately, that's just what's waiting for the craft.

## Birds of Prey

Junkyard has taken every precaution to maintain the highest level of secrecy around the flight to Boise. However, Throckmorton is no fool. Combine spies in Junkyard itself have been closely monitoring the recent level of activity in the city.

Simon is the last member of the Summit to make the journey. Representatives from both the Chamber and the Schismatic Cult of Doom arrived earlier this week. It didn't take much to figure out the sudden appearance of the Sky Raider I outside of Junkyard was somehow related to recent events.

## Jackson Arnold

The Combine saboteurs in Junkyard dispatched their best assassin, Jackson Arnold to discover what was up. Arnold is a former member of one of the Confederacy's CEAL (Cybernetically Enhanced Arcane Life-form) Teams. He's equipped with an infiltrator package and is one nasty piece of work—both mentally and physically.

Arnold was one of the initial few cyborgs who received a spirit fetter after he'd already been Harrowed. As a result, he had developed a few powers of his own. He was detailed as an infiltrator/assassin cyborg. His equipment reflects those mission requirements, which also made him a perfect choice as a Combine spy in Junkyard.

His favorite method of assassination is to get close enough to use his zap power to stun his victim. Then he uses *marked for death* on the target and finishes her off with his spur.



He ambushed and killed one of the Sky Pirate guards assigned to the skyship a couple of days before the aircraft's departure. Arnold used his *death mask* power to steal aboard and impersonate the man. He also hid a tracking beacon onboard the Sky Raider 1 and activated it when the aircraft departed Junkyard, thus alerting the Combine to the skyship's location and heading.

## Profile (Jackson Arnold)

**Corporeal:** D:1d8, N:2d12, Q:3d10, S:3d6, V:2d8

Climbin' 3d12, dodge 2d12, fightin': spur 5d12, lockpickin' 2d8, shootin': pistol, SMG, zap 4d8, sneak 4d12

**Mental:** C:3d8, K:2d6, M:2d8, Sm:3d10, Sp:4d6

Academia: occult 2d6, area knowledge: Junkyard 2d6, disguise 4d6, guts 2d6, overawe 3d8, performin' 4d8, persuasion 4d8, streetwise 5d10, survival: desert, mountains 4d10

**Edges:** Emancipated 4, rank 1, two-fisted 3

**Hindrances:** Bloodthirsty -2, obligation: Combine -4, outlaw: BlackHat -4

**Pace:** 12

**Size:** 6

**Wind:** 14 (Harrowed)

### Special Abilities:

**Cyber Systems:** AI, antenna, CPU (4 slugs processing, 4 slugs storage, 1 slug reader port), cyber hand (infiltrator), infiltrator package, power focus 5, radio, self-repair unit, spirit fetter, spur (STR+2d8), threat tracker program 1.

**Harrowed Powers:** Death mask 5, marked for death 3, zap 3

**Gear:** Sky Pirate flight suit, blue beret, NA Commando, 2 clips of ammunition.

**Description:** Arnold currently resembles Michael Trent, a (now-deceased) member of the skyship's guard force. He appears to be in his late 20s, and has black hair and a beard.

## The Ambush

Just about three hours after departing Boise, near the former Idaho-Utah border, the Sky Raider I is attacked by a group of Raptors. A few minutes prior to the attack, Arnold disables the skyship's radar array so that the Combine aircraft can move in for the kill undetected. The strike force includes six Raptors, each carrying a squad of five automatons.

Throckmorton knows by this time that Simon himself is on board the skyship. The General gave orders to take the Grand Master alive if at all possible. He wants Simon brought to Denver where he can stage an elaborate crucifixion in front of his headquarters. He believes if he can kill the head of the Order, he will do irreparable harm to the morale of not only the Templars themselves, but also the other groups opposing him.

Consequently, the attacking Raptors strike to incapacitate the Sky Raider I, rather than just blow it out of the sky. Furthermore, two of the Raptors are detailed to attempt a mid-air boarding of the skyship to deploy their automatons onto the aircraft to subdue the crew. Throckmorton is *not* fooling around here.

## Incoming!

Thanks to Arnold's sabotage, the crew is completely unprepared for the attack. Only a sharp-eyed pilot wearing night vision goggles prevents the ambush from being totally successful. The pilot spots the Raptors moments before the attack and sounds an alarm klaxon alerting the rest of the crew.

The posse is likely asleep at this point so, have them roll *Cognition* against an Incredible (11) TN to avoid surprise. Even if they took the precaution of remaining awake or posting a guard, those individuals must roll against a Fair (5) TN to immediately act when the alarm sounds. Surprised heroes recover normally.

Unable to get a radar lock on the Raptors, the weapons station fires the skyship's AMRAAM missiles anyway hoping for a chance impact. One of the aft missiles does impact with a Raptor—the one designated to assault the hangar bay



While this throws a wrench in the Combine plan momentarily, it also alerts the Raptors that they've been spotted. They immediately open fire.

One Combine aircraft disgorges its automaton squad on top of the balloon superstructure. Three of the remaining Raptors launch missiles, targeting the Sky Raider I's external thrusters. The last one rakes the side of the skyship with its twin M-120s as it maneuvers into position to replace the destroyed Raptor.

The Sidewinders are partially successful in disabling the engines, reducing it to a bare crawl. As to the minigun fire on the cabin level, Marshal, the effect is entirely up to you.

If there are any heroes in the posse with the *flyin'* Aptitude, you can drop some of the pilots so posse members can take to the air in one of the ultralights. Or maybe the shots injure the crews manning the 20mm turrets allowing the heroes to use them.

Neither Simon nor any of the others in the group are hit by this attack.

## Raptors

Below are the updated aircraft statistics for the raptors, using the new aircraft rules from *Iron Oasis*. Use veteran walkin' dead statistics for their Traits and Aptitudes, but treat them as vehicles for damage purposes.

### Raptor

Cost	Passengers	Engine
NA	5	Twin Turbine
Gas Tank	MPG	Handling
NA	NA	+2
Top Speed	Stall	Accel.
200 mph	NA	20
Durability	Armor	Size
50/10	6	+3
Load Limit		
150		

**Weapons:** Fuselage: 2 x M-120 (Shots 300, Speed 1, ROF 15, Range 20, Damage 4d8, articulated mount); (x2) 2 x AIM-9S Sidewinder (Shots 1, Speed 1, ROF 1, Range 70, Damage 4d12, Burst 10, fixed mount)

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**Special Equipment:** AQP-1100 radar, decoy launcher, radar jammer, radar warning receiver.

## In the Air

Within less than two minutes of the alarm sounding, the ultralight pilots begin launching their aircraft. The hangar crew is experienced at this sort of scramble and are able to get all out within another minute. Don't forget that any hero piloting the craft must make an Onerous (7) *flyin'* roll to keep control during the difficult takeoff.

The ultralights are outclassed by the Raptors, but the Sky Pirates are used to bucking the odds. While their wing-mounted SAWs don't have much chance against the Raptors' heavy armor, the





50-lb. bomb each one carries does. The pilots alternate harassing one of the Combine craft with machinegun fire while another makes a bomb run from above.

If you're using the air combat rules from *Iron Oasis*, this is a prime opportunity to let the heroes get their hands dirty in a dogfight. Players on board the skyship can also take a hand in sniping at the circling Raptors if they've got suitable weaponry or powers. For example, *slow burn*, *EMP*, and *nuke* can put a hurting on one of the cybernetic birds of prey. Also, if one of the posse members gets a raise on an opposed *bluff*, *overawe*, or *persuasion*, she convinces the armorer to hand over a rocket launcher or two.

The ultralight pilots manage to drop one of the Raptors and the turret gunners get another after several minutes of combat. If the heroes do take part in repelling the Raptors, any kills they get are in addition to this number. However the attack costs the Sky Raider I dearly as well: five of the skyship's eight ultralights—or all those piloted by skyship pilots, whichever is less—are lost in the dogfight.

## We've Been Boarded!

Two rounds after the last ultralight launches, the replacement Raptor has aligned itself on the hangar. It sweeps the bay with its M-120s for a full round and then forces itself into the hangar opening. It's too large to fully enter the bay, but it does get in far enough to drop its ramp and allow the automaton squad to disgorge into the bay.

Afterward, the battered craft backs off to limp home; both its primary weapons are badly damaged. The automatons immediately begin forcing their way forward to the cockpit.

At the same time, the automaton squad on the balloon have torn through the outer fabric and are making their way down toward the cabin.

Intercom announcements and panicked yells by crewmen let the posse know where the boarders have entered the skyship. A team of five Sky Pirate guards heads to each location, and they welcome any hero who assists them.

At some point during the battle on the skyship, the Templar, Franklin, becomes separated from the posse. The less forced her absence is, the better. During this time, Arnold ambushes her, takes her clothing and gear, and assumes her appearance to better infiltrate Simon's retinue.

The automatons are not carrying a standard weapons load. Instead of mini-HE grenades, they are equipped with small tear gas cannisters. These function just like normal tear gas grenades (see *The Wasted West*), but only have a 10-foot radius. They use these liberally as they're immune to the effects.

The automatons are tough opponents, even with the Sky Pirates' help. Marshal, you may want to further split the squads into two- or three-unit teams to give the posse a fighting chance.

## Profile: Sky Pirate Guards

**Corporeal:** D:2d8, N:3d8, Q:3d6, S:2d6, V:2d8

Dodge 2d8, fightin': brawlin' 3d8, shootin': rifle, SMG 3d8, sneak 3d8

**Mental:** C:2d8, K:2d6, M:3d6, Sm:2d6, Sp:3d6

Guts 3d6, overawe 2d6, scroungin' 2d6, scrutinize 3d6, survival 2d6

**Pace:** 8

**Size:** 6

**Wind:** 14 (30 hits)

### Special Abilities:

**Armor:** Kevlar (AV 2 on guts)

**Gear:** NA assault rifle or NA

Commando, 3 clips of ammunition, survival knife.]

**Description:** Sky Pirate guards are made up of members of the gang that can't fly an aircraft and lack any mechanical skills. As a result, they're often considered second-class Sky Pirates by the other members, but they take a certain pride in their position. They usually wear black or gray flight suits (when they can get them) and berets dyed some shade of blue.



## Profile: Automatons

**Corporeal:** D:2d6, N:2d6, Q:3d6, S:4d12, V:2d12+4

**Climbin'** 2d5, **dodge** 2d5, **fightin': brawlin'** 3d6, **shootin' MG** 4d6, **sneak** 3d6

**Mental:** C:2d10, K:1d6, M:1d6, Sm:1d6, Sp:1d4

**Overawe** 5d6, **ridicule** 1d6, **scroungin'** 2d6, **search** 3d10

**Pace:** 6

**Size:** 8

**Wind:** NA

**Terror:** 9

### Special Abilities:

**Armor:** 3

**Auto-Targeters:** +4 to *shootin'* rolls

### Fearless

**Gear:** Chain gun (Ammo: 12mm; Shots: 120; Speed: 1; ROF: 9; RI: 10/20; Damage: 5d8, AP 2)

**Grenade Launcher:** (Ammo: Mini tear gas grenades; Shots: 20; Speed: 1; ROF: 1; RI 20; Damage: Special)

**Regenerate:** Automatons can heal themselves by scavenging for parts in ruins. Treat this as a normal healing roll made once per day of *scroungin'* against a Fair (5) TN.

**Self-Destruct:** When an automaton is put down, it explodes for 6d20 damage with a Burst Radius of 10.

### Undead

**Description:** Large metallic robot resembling to a disturbing degree an enormous, armored skeleton. One arm has been replaced by a large chain gun and a grenade launcher is mounted on the shoulder. Each squad of automatons is painted in distinctive camouflage patterns.

## We're in Over Our Heads Here!

Even if the posse and Sky Pirates manage to stem the first wave of automatons (yeah, right), the other Raptors drop their squads on the skyship to reinforce. It shouldn't take too long for the heroes to realize they're fighting a losing battle.

If you've got a posse of hardcases that absolutely refuse to run, Marshal, they can stay and fight it out. However, there are still an awful lot of automatons left on the Raptors: five on every surviving one. These continue to attack until they've taken the skyship or they're all

## What Goes Up

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dead. It's possible the heroes are tough enough to beat them, but don't cut them any breaks. They paid their money and they're taking their chances.


When the posse realizes how dire their straits are, they may become disheartened. However, things aren't as bad as they seem at first.

The Sky Raider I had been flying pretty close to the ground to begin with hoping to avoid detection, and hits to its vacuum cells and engines have forced it even lower. Any hero who looks outside and makes a Fair (5) *Cognition* roll can tell the ground isn't more than 50' away.

While they're welcome to jump—and take 5d6+25 massive damage!—Clever posse members are likely to recall the Sky Pirates used rappelling ropes to exit the skyship near Boise. These rigs are







positioned at all the lower cabin level exits except those in the cockpit. (Skydiving, in case it comes up, is not an option. The Sky Raider I is simply too low to allow a chute to open in time.)

Of course to use this escape route, the posse has to gather up Simon and the rest of the group, fight its way to the lower level, and rappel 50' to the ground on rough terrain while Raptors soar overhead—but, hey, they're heroes!

Using the rappelling rigs is a fairly simple affair, requiring only a Fair (5) *climbin'* roll. Failure merely means the waster didn't get the gear positioned correctly; he must spend a round correcting it and then try again. Only if a hero goes bust does he become a human lawn dart, dropping straight to the ground (for 5d6+25 points of massive damage)—and a very nasty rope burn to boot!

## Last Stand

Getting everybody suited up and down the rope takes some time—a commodity in short supply on board the Sky Raider I at the present moment. It's soon obvious to all that there's no way to get the group down the rope with the automatons closing in. Drastic situations call for drastic measures.

If no one in the posse suggests it, Simon says someone will have to remain behind to buy the rest of the group the necessary time to escape. He initially balks at asking any of the group to make such a commitment, as it means certain death. If none of the heroes steps forward, Denis does so.

This is exactly the sort of moment a hopeless romantic like Denis has been looking for his entire life. He volunteers to hold back the Combine attackers long enough for the heroes to get Simon safely away. Try as they might, the posse is unable to dissuade the young Templar. He sees this as his chance to perform a deed worthy of legend—the chance to save the Grand Master.

Simon, although obviously pained by the decision, agrees with Denis. With a sad, slow voice, he says:

*"No. Denis is right, we must go on. If we fail in this mission, likely no one will be able to stand against the Combine; that is more important than any one of us. We fight a battle that cannot be measured in individual lives, but only in the final outcome.*

*It may fall to all of us to one day make such a sacrifice. Today, it is Denis who carries the burden.*

With that, he clasps the young man firmly on the shoulder briefly and then turns away.

After any further good-byes or words of encouragement from the posse, Denis turns and strides back into the skyship's corridors. That is the last any of the heroes see of him. Denis does *not* survive the battle if he remains alone, although he does hold the automatons back just long enough.

## We Can Be Heroes. . .

Marshal, if one of your heroes is adamant in staying with Denis, you have a couple of options here. Should none of the posse convince the kamikaze hero to leave, you can let her stay with the Templar and finish out the battle. However, Simon will not allow more than one more member to remain behind—any more losses and the mission is in jeopardy!

Or, if the hero is *heroic* or has a *death wish*, you can even opt to let her take the young man's place. In that case, Denis never makes the offer in the first place.

In either situation, the hero who does so earns a blue Fate Chip. Trust us, she'll need it! Also, she gets the motivational speeches from Simon and Biletnikoff, and a sure place in the annals of the Templars.

Whoever does so is almost certainly doomed. Within two rounds of moving to intercept the attackers, she finds herself facing two of the metal monsters. If the hero is a Templar herself, and the automatons can determine this, the monsters don't go for the kill



immediately. Instead, they move in and attempt to subdue her. If one of them falls, the other does revert to tried-and-true tactics and hoses her down with his chain gun.

Should the valiant waster survive the first pair, another automaton arrives within two rounds. If the hero manages to defeat this automaton, she finds the rest have been driven back or defeated by the Sky Pirates.

However, she is separated from the group and must wait until they reach Junkyard to attempt to mount a rescue party. Raptors still hound the skyship and remaining in the area means certain death.

### What About the Sky Raider I?

Shortly after the heroes abandon ship, the Sky Pirates begin to turn the tide of battle. A large part of this is due to the fact the automatons realize Simon is no longer on the skyship and retreat. The Sky Raider, wounded, but not yet defeated, limps slowly back to Junkyard to report Simon's loss. Since none of the crew saw the heroes bail out in the confusion, Captain Phelps is convinced that the automatons retreated because they captured Simon.

### Hit the Dirt

Once on the ground, the group's troubles aren't over yet. There are still a number of Raptors buzzing around overhead and they're going to realize Simon's not on board the skyship pretty soon. The heroes have only a little time to find cover or clear out before the locale is crawling with Combine troops.

Running isn't a real option. Simon's condition has slipped from bad to worse thanks to the constant strain of the past day and night. One hero must physically support the Grand Master during this part of the escape or he collapses. Fortunately, the region is fairly rough and provides numerous places for the group to hole up.

The posse finds themselves near an old interstate (I84 for those of you keeping score at home). The highway is far enough from any major settlement that it's not yet been well cleared; a few wrecks and abandoned cars clutter the

## What Goes Up 35

road and shoulder. Also, not far from their point of groundfall, a culvert large enough for all the group to hide in runs under the road.


The area is surrounded by low, but numerous, hills most covered with scattered copses of trees. The ruins of houses dot the landscape as well. All in all, there's no shortage of hiding places.

As long as the heroes make an effort to get under cover, they have a chance to avoid detection. The posse must make an opposed test of either *sneak* or *survival* against a *search* roll by a Raptor. The craft has *search* 3d10 and only one posse member (the waster selecting the hiding spot) can attempt the roll.

If the posse wins, the Raptors pass over them and head north. If the Raptor wins, but with only one raise or less,







the heroes must make another opposed roll. If it gets two raises on the roll, they're spotted and have to contend with a Raptor. Whether or not it is carrying a squad of automatons is up to you, Marshal, but we recommend you base it on how strong the posse is at this point.

Only the single Raptor is in the area at the time. Unsure the group contains Simon, the other Combine craft continue to harry the Sky Raider I.

## The Heel-Toe Express

Once they've shaken (or defeated) their pursuit, Simon all but passes out. The heroes are free to take a few hours of well-earned rest and begin healing any wounds. Around noon, Simon even regains enough strength to use *lay on hands* on any injured heroes.

Arnold, posing as Franklin, obviously does not volunteer to *lay on hands*. Not only is he unable to do so, but, until he sees another Templar do it, he doesn't even *know* such an ability exists. The Combine doesn't make a habit of educating it's troops about the more miraculous abilities of the "enemy."

If asked to do so before seeing another Templar do it, he acts momentarily confused and then says, "Uh, not right now." After he witnesses the gift in action, he first claims to be unable to do it. If a waster points out that *all* Templars can *lay on hands*, he mimics the actions of the first Templar and acts befuddled when it fails.

## Hoofin' It

Simon, although still very weak, tells the group they must begin heading toward Junkyard after nightfall. He estimates they are still nearly 75 miles from the border of Ike Taylor's free state and the Combine will soon be crawling over the area looking for them. By traveling at night, they may avoid most of Throckmorton's search parties.

The overland journey takes nearly four full nights of travel to reach the outskirts of Junkyard's territory. Simon's weakened condition slows the group to nearly half its normal pace and the Grand Master falters often enough to keep Biletnikoff hovering nearby in case he should drop. Luckily, 184 leads directly to Junkyard, so as long as the posse keeps track of the highway, it has no problem keeping its heading.

The posse has no difficulties for the first two nights. They may catch sight of a Raptor combing the countryside in the distance, but none come near.

In case you're wondering, Arnold is trying his metal-hearted best to reach the Combine. His equipment is designed to take advantage of a dedicated network of satellites—sadly absent in the post-Apocalypse. On the few occasions when a Combine vehicle is close enough to contact, he can't make contact for fear of discovery.

## Reminiscing

The third night out, Simon has grown comfortable enough with the posse that he becomes a little more conversational. When they finally break at the end of the evening's travel, he tells them a tale they might find interesting in light of the events in Boise.

*"Seems like the last time I took a journey as long as this one, we ran into more trouble than we expected as well. It's almost enough to make a man swear off traveling.*

*Perhaps you've heard the tale—perhaps not. But it's a fitting one for tonight. You see, it's probably where all of this began, with a mismatched group of heroes heading into more than they'd bargained for.*

*It was nearly 10 years ago when we left Boise that first time..."*

Simon then begins the tale of the journey to Hell's Canyon and the quest to bring down Baphomet. You can use the information provided in **Chapter One**, Marshal, or if you have *The Last Crusaders*, you can use the more complete version found there.



Either way, Simon omits the portion about his killing of the innocent. Over time, he's convinced himself he imagined her last second release. Jo might argue that point, but she's not here and Biletnikoff isn't one to contradict Simon in public.

He is also completely unaware of the actual fate of Baphomet and believes that a single blow from his sword laid it low. Since then, the weapon has exhibited powerful magical abilities, so this isn't too far fetched.

However, he does mention the demon's ability to possess its victims and the glowing green eyes of those so controlled.

Should one of the heroes suggest that Baphomet, or something like it is the Boise Horror, Simon expresses doubt. Baphomet is dead and the deaths are violent affairs, not apparent "accidents" like those the demon used in the past. Any posse member making an Onerous (7) *scrutinize* roll catches Biletnikoff's eyes narrow just a fraction at the suggestion. He denies it if confronted, however.

## Betrayed!

If the posse hasn't discovered his true identity, early in the morning on the fourth day, Arnold succeeds in making contact with the Combine cell in Junkyard. Fortunately for the posse, they are now too close to Junkyard territory for a concentrated air attack. The Sky Pirates would chew to pieces the few aircraft Throckmorton can get into place in time.

## Arnold Strikes

Arnold receives orders to "neutralize" Simon on his own—and any other members of the delegation available as well. If possible, he takes Simon alive; if not, he is authorized to kill him. As long as Throckmorton gets his hands on the body, he can find a way to capitalize on the Grand Master's death.

Shortly before the posse rouses to depart for the last day of travel, Arnold makes his move. Still disguised as Franklin, he has no problems moving in close to Simon. His plan is simple: Get in

## What Goes Up

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close, stun him with *zap*, and, if necessary, finish with a spur attack and *marked for death*. Arnold makes every attempt to take Simon alive—and even use him as a hostage—but won't hesitate to go for the kill if he looks in danger of failing his mission.

If the posse is setting a watch during rest periods, Arnold attempts to manipulate guard shifts so that he has one alone. If he succeeds, have the heroes make Incredible (11) *Cognition* rolls to detect his attempt. Any waster succeeding spots him jolt Simon with *zap*. If they fail, they can try again on the next round against a Fair (5) TN as Simon begins to fight back.

The heroes may very well suspect something is up with "Franklin" by this time. Should the posse have placed the fake Templar under watch or if he's not alone on duty, he attempts to eliminate his guard first.

Once defeat is obvious, Arnold tries to escape. If unable, he fights to the death.

Even if Arnold gets a few licks in, Simon survives. His gifts are more than sufficient to let him survive a single assassin's blade. If you want to have him injured—and thus an even greater hindrance to the posse—feel free. However, under no circumstances does Simon die in this attack.

## Bounty

### Each automaton or Raptor

**destroyed:** 1 white chip to the hero who destroys it.

### Getting off the Sky Raider I safely:

1 white chip.

### Avoiding Raptors once on the

**ground:** 1 red chip to hero making the roll.

### Defeating Arnold's attack on

**Simon:** 1 red chip.

### Figuring out Arnold is an imposter

**before his attack on Simon:** 1 blue chip.

### Actually defeating the Combine

**attack on the skyship:** 1 blue chip.









# Chapter Three: In Junkyard

By the time they start their fourth night of travel, the heroes should be pretty road-weary. They've been shot at by automatons, dropped from a blimp, and chased across the wilds of southern Idaho. To cap it all off, not only did they just discover out that "Franklin" was a man, baby, but one with a bad attitude and foot-long razors coming out of his arms!

However, any waster with *area knowledge*: *Junkyard*, *Idaho*, or *Utah* who succeeds on a roll against Fair (5) TN figures out the group is within no more than a dozen miles of the Junkyard border. In fact, within just an hour or so of trudging south, the heroes catch sight of the Great Salt Lake. Sanctuary can't be far away!

If the posse's guard relaxes at this point, they're in for a nasty surprise—but they should be getting used to those by now.

Throckmorton's army has one more hurdle to place in front of the weary delegation. He might not be able to get his fancy Raptors into play this close to Junkyard, but he's still got his favorite homicidal goons—the Black Hats—to call on.

## The Last Ditch

That's "ditch" as in "last ditch effort," by the way.

While the Combine can't get any of its heavy hitters in to play before the posse reaches Junkyard, it does have a small force of Black Hat raiders nearby. Even as the posse is dealing with the cyborg Arnold, the Black Hats are rushing to set up an ambush.

The Combine force is composed of a few squads of Black Hats and a couple of converted and armed civilian vehicles. They've been conducting hit-and-run raids on traders heading into and out of Junkyard for the past month or so.

To keep Ike's Militia from getting to stirred up, they've disguised themselves as a road gang. They still use standard HI weaponry (booby-traps and all), but at a distance, it's difficult to spot their distinctive arms. And no, they're not wearing black hats either—that's just too much of a give away!



## Chapter Three Summary

**The Last Ditch.** As in "last ditch effort." Within sight of the Junkyard checkpoint, the heroes must either sneak past or battle their way through one final Black Hat ambush.

**Through the Gates of Iron.** The delegation is escorted to the city and welcomed by Ike Taylor. They're provided with accommodations and then have a chance to explore Junkyard or lick their wounds.

**Guess Who's Back?** In an all too familiar scene, a victim is slaughtered near the hotel where the posse is staying. Junkyard authorities blame Moorlocks after a cursory investigation. If the posse digs deeper they discover disturbing similarities to Moran's death in Boise.

The Black Hats have found themselves a spot not a mile from the Militia's checkpoint on 184. Thanks to Arnold's transmission, they're pretty sure the posse is coming this way. A lookout with night vision gear is posted on a patch of high ground nearby in case the heroes flank the position.

### Spotting the Goons

The posse reaches the sight of the ambush around 3 AM. This assumes they've followed 184 to this point; if not, you may have to do a little fudging, Marshal, but between the Rockies to the east and the Great Salt Lake to the west, there aren't too many other routes available. If all else fails, Simon remembers the 184 checkpoint and suggests heading for it.

Catching sight of the Black Hats is tough for the heroes unless they have some form of night vision, either through arcane abilities or good, old-

fashioned military gear. Without these, the ambushers are nearly invisible in the early morning darkness.

Any waster using some sort of night vision rolls an opposed test of *Cognition* against the Black Hat lookout's *sneak*. The lookout also rolls his *Cognition* versus the hero's *sneak*. A single raise on the *Cognition* roll for either side spots the other party. Going bust on the *sneak* roll automatically exposes the brainer blowing the roll, while going bust on *Cognition* not only leaves the sap clueless, but also reveals him to the other observer as well!

If the heroes have no night vision capabilities, they have a much harder time spotting the bushwhackers. Roll as above, but give the Combine lookout a +5 bonus to his *Cognition* roll and a +10 (!) to his *sneak*. Stumbling around in the dark is *not* the way to avoid an ambush!

If neither side detects the other, the posse literally walks into the Combine troops. Both sides must roll for surprise against an Incredible (11) TN. The **Firefight!** section below details the Black Hat tactics.

If they're spotted by the lookout, the Combine troops attack immediately. Have the heroes roll for surprise against a Fair (5) TN if one of them caught sight of the lookout and an Incredible (11) TN if no one did. Go on to the **Firefight!** section below regardless of the outcome.

However, if the posse is slick enough to detect the ambush and not be seen themselves, they've got a couple of options. Should they can try to creep past the ambush, see the **Be Very Quiet...** section. On the other hand, if they decide to turn the tables on the Black Hats, the Combine goons must roll surprise against an Incredible (11) TN themselves! If the posse takes the second option, see **Firefight!** below.

### Be Very Quiet...

A very observant and careful posse may be able to sneak past the Black Hats unnoticed. This isn't easy. The thugs are expecting the group to come through that night.

Each hero in the group must make a Hard (9) *sneak* roll to creep past the ambush. If anyone of the posse fails,



the Black Hats are alerted. Just because the heroes probably deserve a break, if all of the heroes make the roll, so do Simon and Biletnikoff. If not, it doesn't really matter.

Assuming they're successful, the heroes have only a short hike to the I84 checkpoint. In fact, they can even see its lights from the ambush site.

If they fail, the Black Hats attack. However, since the Combine troops weren't expecting the posse to appear right on top of them, the soldiers must roll surprise against a Fair (5) TN.

## Firefight!

Initially, the Black Hats have positioned their vehicles to either side of the interstate. A driver and gunner man each vehicle and the rest of the Black Hats are hiding in the ditch along the western side of the highway. When the posse reaches the middle of the ditch, the vehicles roll into the middle of the road and all the Black Hats open fire with everything they've got.

Depending on the posse's success in detecting and avoiding the lookout, the situation may develop much differently, but that's their starting points.

There are four Black Hats plus two more for each posse member. Simon and Biletnikoff don't count for this purpose; both are noncombatants in this fight. Additionally, the Black Hats have two vehicles, one mid-sized pickup and a sports utility vehicle.

Throckmorton's standing orders are to take Simon alive is possible. The Combine troops won't fire at anyone openly wearing a Templar's tabard, but in the dark, all other bets are off.

This group has been in enough scrapes to have a healthy respect for sykers and Doomsayers. Once one is detected, she draws the lion's share of fire from the ambushers.

## Profile: Black Hat

**Corporeal:** D:3d8 N:3d6, Q:3d6, S:3d6, V:2d8

Dodge 2d6, drivin' 2d6, fightin': brawlin' 3d6, lockpickin' 2d8, shootin': MG, rifle, SMG 3d8, sneak 3d6, speed-load 2d8, swimmin' 2d6, throwin': balanced, unbalanced 2d8



**Mental:** C:2d6, K:2d6, M:2d8, Sm:2d6, Sp:2d6

Academia: occult 2d6, area knowledge: Denver, Utah 2d6, artillery 1d6, demolition 2d6, gamblin' 4d6, guts 3d6, medicine: general 2d6, overawe 2d6, scroungin' 3d6, scrutinize 2d6, search 3d6, survival 3d6, trackin' 3d6

**Pace:** 6

**Size:** 6

**Wind:** 14 (Hits 30)

**Terror:** NA

**Special Abilities:**

**Armor:** Scavenged Kevlar (AV 2, guts)



**Gear:** HI Damnation assault rifles (Ammo: 10mm; Shots: 30; Speed: 1; ROF: 9; Range: 10/20; Damage: 4d8, AP 2), large knife (STR+1d4), frag grenade (booby-trapped), LBE harness.

**Description:** These Black Hats are wearing standard road gang-type gear and clothing. They're even lacking the signature black hats that are their namesake. However, their gear is distinctly Combine when seen up close (within about 50 feet or so), and all have an implant scar on the backs of their necks.

## Mid-Sized Pickup Truck

<b>Cost</b>	<b>Passengers</b>	<b>Engine</b>
NA	3+8	V-6
<b>Gas Tank</b>	<b>MPG</b>	<b>Suspension</b>
20	30	Standard
<b>Wheels</b>	<b>Top Speed</b>	<b>Pace</b>
4	90	225
<b>Durability</b>	<b>Armor</b>	<b>Handling</b>
40/8	2	0
<b>Size</b>	<b>Load Limit</b>	
+3	20	

**Weapons:** Roof: HI SAW (Ammo 12mm; Shots: 60; Speed: 1; ROF: 9; Range 10/20; Damage: 4d10/AP 2)

## Sports Utility Vehicle

<b>Cost</b>	<b>Passengers</b>	<b>Engine</b>
NA	5	V-6
<b>Gas Tank</b>	<b>MPG</b>	<b>Suspension</b>
30 gallons	30	Off-road
<b>Wheels</b>	<b>Top Speed</b>	<b>Pace</b>
4	90	225
<b>Durability</b>	<b>Armor</b>	<b>Handling</b>
35/7	2	0
<b>Size</b>	<b>Load Limit</b>	
+3	20	

**Weapons:** Roof: M2HB (Ammo: .50; Shots 100; Speed 1; ROF:3; Range: 40; Damage 4d10)

## Aftermath

Okay, we'll do the easy one first. If the posse sneaks by the goons, it's a short hike and they're home-free. See, we said it was easy.

If they fight the Combine forces and win, they have the opportunity to scrounge the Black Hats for loot. Normally, no one in their right mind would try to pilfer Black Hat equipment; it's a well-known fact that Throckmorton's toys are all booby-trapped. However, it's very possible the heroes may not realize they're up against Black Hats until the first assault rifle explodes in one of their faces!

In the spirit of fairness, give any waster with sticky fingers an Onerous (7) *Cognition* roll—or Fair (5), if the scavenger has night vision capability or a light source. If she succeeds, she notices the weapons the bushwhackers were using are Combine equipment. What she does after that is entirely up to her.

The Black Hats' assault rifles, grenades, the pick-up truck, and the HI SAW are all equipped with explosives that detonate if anyone without a Combine chip in their brainpan fiddles with them. Damage is as listed in the *HOE Rulebook*.

On the other hand, the SUV is a bit of captured booty taken during a recent raid on a trade caravan, as is the M2HB. Any brainer brave enough to examine it closely and make an Onerous (7) *tinkerin'* roll can tell neither is trapped. Also, there are four 5-gallon jerry cans of honest-to-God gasoline in the back of the pickup.

On the off chance the heroes lose the battle, the Combine troops take the survivors prisoner. It's a long trip back to Denver, though, so the heroes should have ample opportunities to escape.

## A Little Help?

With the Junkyard checkpoint so near to the ambush site, the posse may expect the Militia to come to their aid.

If so, they're in for a nasty surprise.

As per Ike's standing orders, the checkpoint guards pretty much turn a blind eye to any shenanigans outside Junkyard territory. Ike uses this policy to



maintain relations with many of the road gangs in the area, and, so far, it's served him well.

What happens outside of Junkyard stays outside of Junkyard.

Now, the Militia would make an exception to that rule if they knew Black Hats were involved in the fighting. The unit that attacks the posse learned that a few months ago—that's why they've taken pains to disguise their true identities.

The Militia explains this to the posse when it makes it to the checkpoint.

## **We Thought You Was Dead...**

As soon as they realize who the heroes are escorting, the checkpoint erupts into a flurry of activity. Based on the reports from the Sky Raider I's crew, Ike believed Simon had been captured or killed during the Combine attack. Now that it's obvious he wasn't, the leadership of Junkyard makes haste to get him to the safety of the city itself.

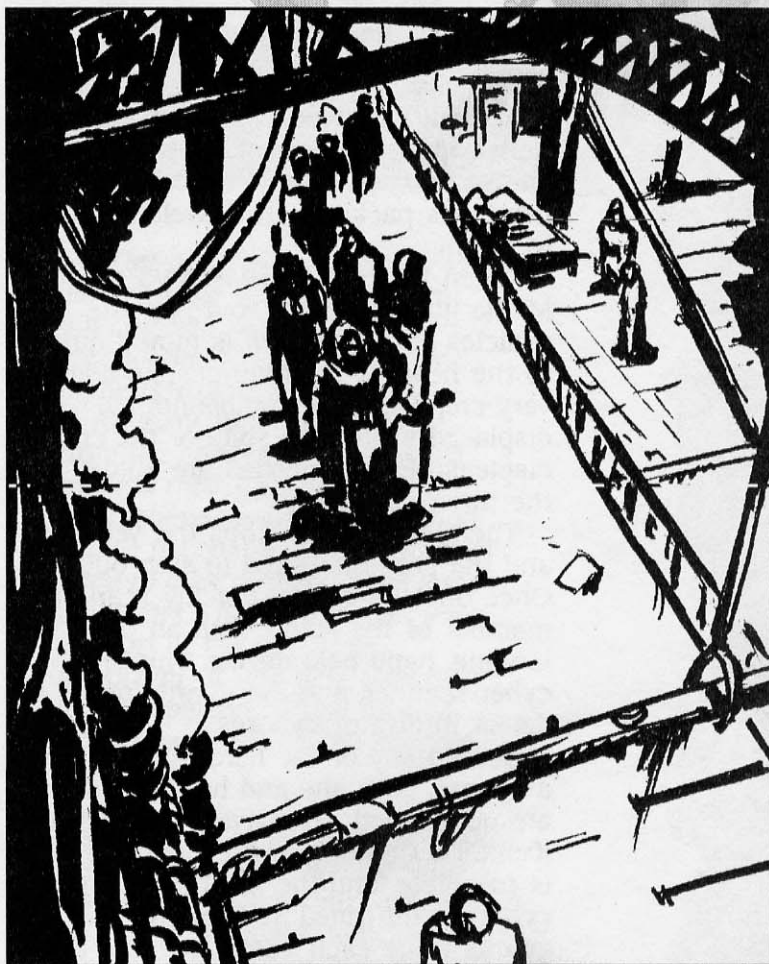
Of course, if one of the heroes remained on the skyship and actually survived the battle to arrive in Junkyard, you'll have to adjust things a bit.

For example, perhaps the wannabe martyr convinces Ike that the delegation survived and is in need of assistance. Ike might not want to risk an official rescue expedition, for fear of aggravating nearby gangs he's also courting with a show of armed force in their "territory." However, he also wouldn't want to risk the outside chance Simon did survive the attack, so he might provide the hero with a little under-the-table assistance.

## **Simon's Code**

Although he doesn't say anything at the time, Simon is very displeased with the Militia's handling of the ambush. While it might seem hypocritical to outsiders not very familiar with his own complex code of ethics, he is of the opinion that the Militia should have stepped in and aided the heroes.

The group was obviously the victim in the exchange and willing to fight on their own behalf, and therefore, in Simon's eyes, the posse was worthy of assistance.



## **Through the Gates of Iron**

The Militia guards make the posse as comfortable as possible while transportation is sent from Junkyard. Within two hours, a couple of HMMWVs arrive to carry the group back to the city. One of the Hummers mounts an LGAT antitank weapon, while the other sports a Bushmaster 25mm cannon on top. Each vehicle has a driver and a gunner, and they explain Ike Taylor himself detailed them to escort the group to Junkyard.

The last 50 miles of the trip passes quickly and without any incident. Within the territory it claims, the Junkyard Militia maintains the peace effectively. The Sky Pirates keep the skies clear of any Combine raiders and the checkpoints prevent road gang raids. Even the highway has been repaired; the ride is not only peaceful but relatively smooth as well!





## Entering Junkyard

The city is surrounded by an iron wall, built from the remains of Hellstromme's Skydome. Only one gate allows entry into Junkyard, and, as usual, it's packed with travelers waiting to get in.

When the posse's HMMWVs arrive, Militia guards clear a route for the vehicles and the group is moved quickly to the head of the line—despite some very creative vocal complaints by displaced visitors. In spite of the crowd's displeasure, the vehicles are guided into the inner gate area.

There, the Militia stops the vehicles and the posse is asked to step out. Once out, the guards quickly scan each member of the group with an odd-looking, hand-held device. This is a cyber-scanner, and the guards use it to detect infiltrator cyborgs.

Should any of the heroes actually be a cyborg, both she and her companions are questioned extensively to determine if she's a Combine plant. Once the scan is complete (and the identity of any cyborgs confirmed as friendly), the guards issue each posse member a week-long travel pass. The passes can be renewed at the end of each week for the duration of the Summit.

All normal entry fees (\$50 in goods per person, or \$150 for cyborgs) are waived in light of the diplomatic nature of Simon's visit.

## Headin' Downtown

From the gate, the HMMWVs head to the Town Hall on the south side of Junkyard. Along the way, the heroes get a glimpse at the metropolis of the Wasted West. For those who've never been to the city before, it should prove to be an eye-opening experience.

The first area the group passes through is Outer Junkyard—a cleared field that serves as a camp for gangs, caravans, and visitors too cheap to rent a room in the city proper. Hodgepodge

clusters of tents and other temporary shelters dot the landscape, interrupted occasionally by an old blast crater or one of the designated latrine areas.

Instead of cutting straight across the open area, the Hummers head south through Outer Junkyard. If asked, the driver explains the route avoids the worst of the traffic in the Inner City. This remark may surprise wasters used to the open roads of the post-Apocalypse!

After a couple of minutes, the Hummers pass a large warehouse surrounded by a number of mismatched booths. This is the Market and even the short glimpse the heroes can snatch as they roar past reveals an astonishing array of goods available for purchase.

Shortly after the Market, the Hummers turn toward the city's inner wall. This one is actually the bottom 20' or so of the original Skydome. Taylor and company left it in place as a second line of defense when they tore down the rest of the dome. Unlike the outer wall, the inner one has a number of gates, all of which are manned and protected by machine-guns and other heavy weapons mounted on parapets.

The vehicles pull into the eastern half of the city, the primary residential area for Junkyard. Again, wasters who've spent the last 10 years or so scraping by on the cast-offs of the Last War and living in bombed-out buildings are likely to be somewhat awestruck. The buildings in Inner Junkyard aren't just rebuilt—most of them escaped the Big Bang virtually unscathed thanks to the Skydome.

## Town Hall

The Hummers wind through the streets for a short distance and stop in front of the tallest building in Junkyard. Town Hall—once the headquarters for Hellstromme Industries—stands 15 stories tall. And all of them in excellent condition.

A tall, lean black man wearing a surprisingly well-preserved pair of jeans, white shirt, and tweed jacket hurries toward the vehicles when they pull up. A quartet of Militia guards in tiger-stripe camouflage flank him as he



approaches, somehow keeping a watch on their surroundings as they simultaneously give the posse an appraising stare. The man's face reflects both relief and a genuine concern.

"Welcome to Junkyard," he says as the group emerges from the Hummers. "My name's Ike Taylor and I certainly hope you're who I think you are."

## Ike's Speech

Ike makes a quick round of shaking everyone's hands. Although he's obviously got a little politician in his veins, his hands are calloused and rough from years of hard work. His piercing green eyes belie the light tone of his voice. He's a man who accepts no compromise once his goals are set.

In short, he and Simon are bound to clash.

After a moment to complete introductions, he gives the delegation a quick bit of explanation.

*"When the skyship returned without you folks on board, we had given you up for lost. The Combine doesn't return its captives—or at least not without some infernal piece of machinery stuck in their heads."*

## In Junkyard

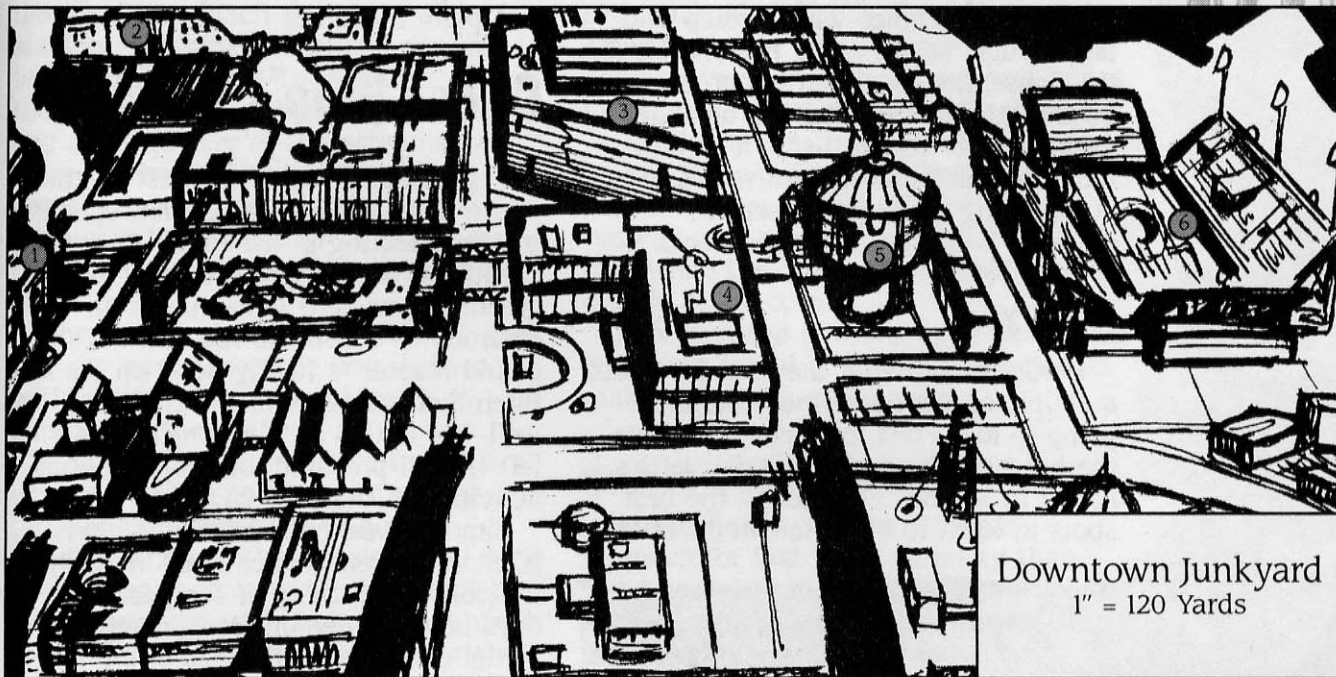
45

*After a day with no word, we assumed the worst. I even sent out couriers looking for your second, Simon—Jo, I think her name is. Right?*

*Anyway, when word came from the checkpoint that you'd made it through, I can't tell you how relieved we all were. Simon, you've become a living symbol of hope to a lot of folks these last few years. That's why I feel your support of the Pact is so important—it will help rally the average person behind us. God knows, we need all the support we can get.*

Simon listens to Ike's words with a neutral expression. A waster who makes a Hard (9) scrutinize roll notices Simon's body language indicates he isn't quite buying in to Ike's speech.

Ike himself appears oblivious to Simon's lack of enthusiasm and continues:



1. Hellstromme Library 2. The Ledge 3. Town Hall (formerly Hellstromme Industries HQ)

4. Hellstromme High 5. Junkyard Hilton 6. Hellstromme Arena



*"I understand you have been traveling all night. I'll not keep you standing out here any longer. I expect you'd all like to get a bit of food in you, clean up, and take a little rest before we try to get underway. Tomorrow afternoon, you'll have the opportunity to meet the other members when we have our first sit-down, but I think you folks deserve a solid day of rest.*

*We've arranged rooms for you in the Junkyard Hilton a few blocks from here. I'll have the drivers take you there now.*

At that, unless the posse has any questions for Ike, he motions for the drivers to take the group to the Hilton.

## **The Junkyard Hilton**

The Junkyard Hilton occupies the former site of the original Hilton Hotel. Due to the Steel Sky, the Hilton in Junkyard was a mere six stories high, but it occupies most of a city block.

The new management has done all it can to recreate the feeling of a pre-War luxury hotel. Clean linens and towels, full-service maids (*really* full-service for the right price), a lounge complete with singer and even cable TV—one channel, but cable TV nonetheless—are among the amenities boasted by the Hilton.

All of this comes with a steep price tag, though: \$150 a night. Fortunately for the posse, the city government is picking up the tab for them. Ike has arranged for each member to get his own private room and also provided for meals in the hotel dining room. Room service, however, is on the individual hero's tab!

## **About Town**

Heroes being what they are, no doubt a couple of the posse members are going to forgo rest for a chance to see the big city. The desk clerk, Pat Jeffers, is happy to let the "VIPs" know the best spots in town to visit. He can direct the

group to one of the more reputable bars in the area, such as the Steamer or Tech Noir, but warns them away from the Ledge ("If you ask me, it's just not worth the risk to get a drink—plus it's a dive. Literally.).

He can also tell them about the Market and Junkyard's currency of choice, Widgets.

Finally, he mentions the Hellstromme Arena is a little more than a block to the east. He adds there's a skullchucker tournament going on at present. Tonight's match pits the Screamin' Demons against the reigning Junkyard champions, the Skullcrushers. Tickets are \$20, and he'd be happy to get the posse some if they want.

If the heroes express concern about the security of the Hilton in their absence, they find the hotel quite well protected. Ike's no fool about the importance his high-profile visitors hold for the Combine. He also knows the organization maintains a small, but very active cell within his very own city. To keep Throckmorton from taking out the leadership of his most important opponents, Ike has placed a company of the Junkyard Militia in and around the hotel as guards.

Marshal, *Iron Oasis* provides in-depth details on Junkyard and goings-on thereabouts if your posse is interested in doing some serious sight-seeing or just plain meddling.

## **Guess Who's Back?**

Regardless of what the rest of the posse plans for the day, Simon spends the time resting in his room. Although he put on a good show during Ike's greeting, any hero who makes an Onerous (7) *scrutinize* roll can tell the Grand Master is nearly dead on his feet. Biletnikoff remains in the Hilton as well—his duties as a chronicler have left him ill-prepared for the strenuous activities of the past few days.

Simon's weakened state has given Baphomet even greater freedom. Only the constant activity of the past few days kept the demon from taking a victim or two. Now that Simon's taking a breather, Baphomet is determined to make up for lost time—full moon or not!



## A Scream in the Dark

Late on the night of the posse's arrival, Baphomet claims its first victim in Junkyard after most of the city has settled down for the night. Any hero awake and in the area who makes an Onerous (7) *Cognition* check hears an agonized scream suddenly cut short a little after 2 AM. Those in the hotel itself but awake must make an Incredible (11) TN to detect the sound, with those asleep needing a raise on that TN. Heroes not in the area at all have no chance to hear it.

The monster possesses Nico "The Sword" Flowers, a member of the Screamin' Demons skullchucker team in a back alley near the Hilton. Flowers had been drinking at the Steamer after the night's game and was on his way back to the Hellstromme Arena when the demon takes control of him.

Flowers, a burly man to start with, has had some heavy cybernetic replacement surgery on his body. Among other modifications, his left hand has been replaced with a buzz-saw. Needless to say, Baphomet finds a number of creative uses for that particular appendage.

## What Happened?

Unless you decide to allow one of the heroes to reach the scene first, Marshal, the Junkyard Militia arrives before anyone else. The soldiers near the Hilton are on a high state of alert and react quickly to the screams. Note, however, that only a squad of five actually investigate the attack. The rest remain at their posts around and inside the Hilton—just in case it's a Combine diversion.

The Militia quickly seals off the area, but any posse member who arrives within a few minutes can catch a glimpse of the scene.

A large man—or what's left of him, at any rate—lies in an alleyway, partially propped up against the wall of a building. The man has straight and very deep wounds running the length of his legs. It appears as though the cuts reach to the bone in several places. His right arm is severed completely, and lies next to him in several clean-cut pieces.



His abdomen has been opened as well, although not as neatly as the wounds on his arm and legs, and his entrails have spilled into his lap. In spite of his terrible wounds, the killing blow obviously came to his neck—his head is nearly severed from his trunk and hangs limply, resting against his right shoulder.

Blood spatters crisscross the wall and ground around the body. One of the Militia soldiers stands off to one side heaving into a rusted and battered trash can, while the others avoid looking too closely at the corpse.

Now that the gawking hero has gotten an eyeful of the mess, he has to make a Hard (9) *guts* check!

## Getting a Closer Look

Those heroes with a stronger stomach (or just more curiosity than good sense) find getting past the Militia soldiers a difficult exercise. Unless the wasters are somehow known in Junkyard, the soldiers aren't likely to allow them to mess with a crime scene.





A Law Dog can talk her way past the line with an Onerous (7) *persuasion* or *overawe* roll. Other heroes don't have it quite so easy; non-Law Dogs must make a Hard (9) *bluff* roll to convince the soldiers to let them into the area around the body.

Assuming one of the heroes manages to fast talk her way into the area, she can search for clues before the Detective-Sergeant arrives. As before, she finds all clues with listed TNs equal to or less than those listed for each appropriate Trait or Aptitude, but she can only attempt each roll once.

**Trackin':** Hard (9). There is only one set of tracks—that of the victim—in the grime on the alley. Although there is blood close to a nearby manhole cover, it appears to be a spatter rather than part of a track.

**Search:** Fair (5). There is a cross painted in blood on the wall near Flowers' right shoulder. Baphomet has begun laying the ground work for Simon's disgrace—it's a Templar's cross.

**Medicine:** Fair (5). From the amount of blood lost, the wound to the throat was the last one inflicted.

**Medicine:** Onerous (7). There are no defensive wounds on the victim. As before, usually these are found on the arms and hands, indicating a victim tries to fend off an attacker. Apparently, the man either couldn't or chose not to protect himself!

**Medicine:** Hard (9). The instrument that inflicted the majority of the wounds was a sharp, saw-like blade—not unlike the one on the victim's hand. However, the wounds to the abdomen were inflicted by a claw or similar appendage. If the hero examined the body in Boise, she recognizes the wound as similar to those on Moran. A raise on this roll tells the hero the buzzsaw on the victim's left arm was in fact the murder weapon, although how such was accomplished is anyone's guess!

After the posse has had a chance to examine the area (if they managed to get through at all), Militia Detective-Sergeant Louise Bartova arrives. She's a no-nonsense cop who's overworked and doesn't have time for the "amateur-detective hour." She chases the heroes out of the area without much ado and sets to berating the soldiers on sight for allowing "civilians" into her crime scene.

Sergeant Bartova has little interest in hearing any posse theories at the moment. After a few minutes of reviewing the crime scene, she writes off the attack as a bloodsport revenge-motivated homicide or a Moorlock attack—either one works for her.

## Missed the Boat?

If none of the heroes heard the sound of the screaming—or if they did but failed to get a closer look at the scene—they get the rundown on it in the morning from a clerk or even the TV.

The posse learns most of the information from the previous section if any members make Hard (9) *streetwise* or *persuasion* rolls. They don't pick up all of the clues, they do get the basics.



## Following Up

If the heroes don't buy off on the Militia's pat explanation, they can do further research on their own. The next day, an Onerous (7) *streetwise* roll lets the posse retrace Flowers' activities. The Summit doesn't begin until the afternoon, so they have the morning to investigate.

His team lost the match against the Skullcrushers. After the match, he and some of his teammates went to the Steamer for a few drinks. Around 2 AM, Flowers left the bar alone to head back to the Arena. He said he needed to pick up a few personal items he left in the locker room.

No one recalls him having any altercations while in the bar. While all bloodsport athletes make enemies over the course of time, Flowers didn't have any particularly aggressive ones that anyone can remember.

No witnesses can be found to Flowers' murder; apparently, the alley was deserted at the time of the attack. It's unclear as to why he was in the alley, but it is along a possible route between the Steamer and the Arena, so he might have been taking a shortcut.

If the heroes track down Flowers' personal gear, they find little of interest. A Screamin' Demons uniform (soiled), a dirty jockstrap, an ancient and slightly rotted copy of *Sports Illustrated* (a special issue devoted to Junkyard's bloodsports), and \$65 dollars in widgets is stuffed into a duffle bag his locker. None of these provide any clues to the cause of death.

## The Moorlocks

Unless one of the heroes is from Junkyard, the posse is unlikely to have heard of Moorlocks before Bartova's announcement. A little digging in local bars or other establishments turns up the basic story on Moorlocks if the waster makes a Fair (5) *streetwise*, *survival*: *urban*, or *persuasion* roll.

The full story on these subterranean tribesmen is detailed in *Iron Oasis*, but here's the condensed version. Junkyard has two sub-levels called "Down Below" by the city's inhabitants. In the last few years prior to the War, they had become a warren for criminals, the poor, and the

## In Junkyard

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homeless. Some continued to live down there following the War. Those that remained began to adapt to their environment becoming completely subterranean.

There's only one drawback to their existence—a distinct shortage of food. So, the Wasted West being what it is, they've become cannibalistic and occasionally raid the surface for victims.

Any hero who expresses interest in the Moorlocks is eventually directed to Buck Masterson and his Down Below Tours. Buck is not only the leading expert on Moorlocks, he even charts groups to hunt the under-dwellers, guaranteeing a "trophy" or the customer's money back. Buck is detailed in *Iron Oasis*.

## Whither Simon?

A waster trying who specifically asks about Simon or Biletnikoff's whereabouts during the attack must make an Onerous (7) *streetwise* or *persuasion* roll. Success reveals that Simon never left his room, but Biletnikoff slipped out to visit the crime scene shortly after the Militia departed.

If confronted about it, Biletnikoff answers that he heard the screaming from his room and was drawn by his own naturally curious nature. He didn't want to interfere with the investigation, so he waited until after the Sergeant was done with her work.

## Bounty

**Posse avoids or defeats Combine ambush:** 1 red chip.

**Each clue found at the scene of Flowers' murder:** 1 white chip to the waster finding it.

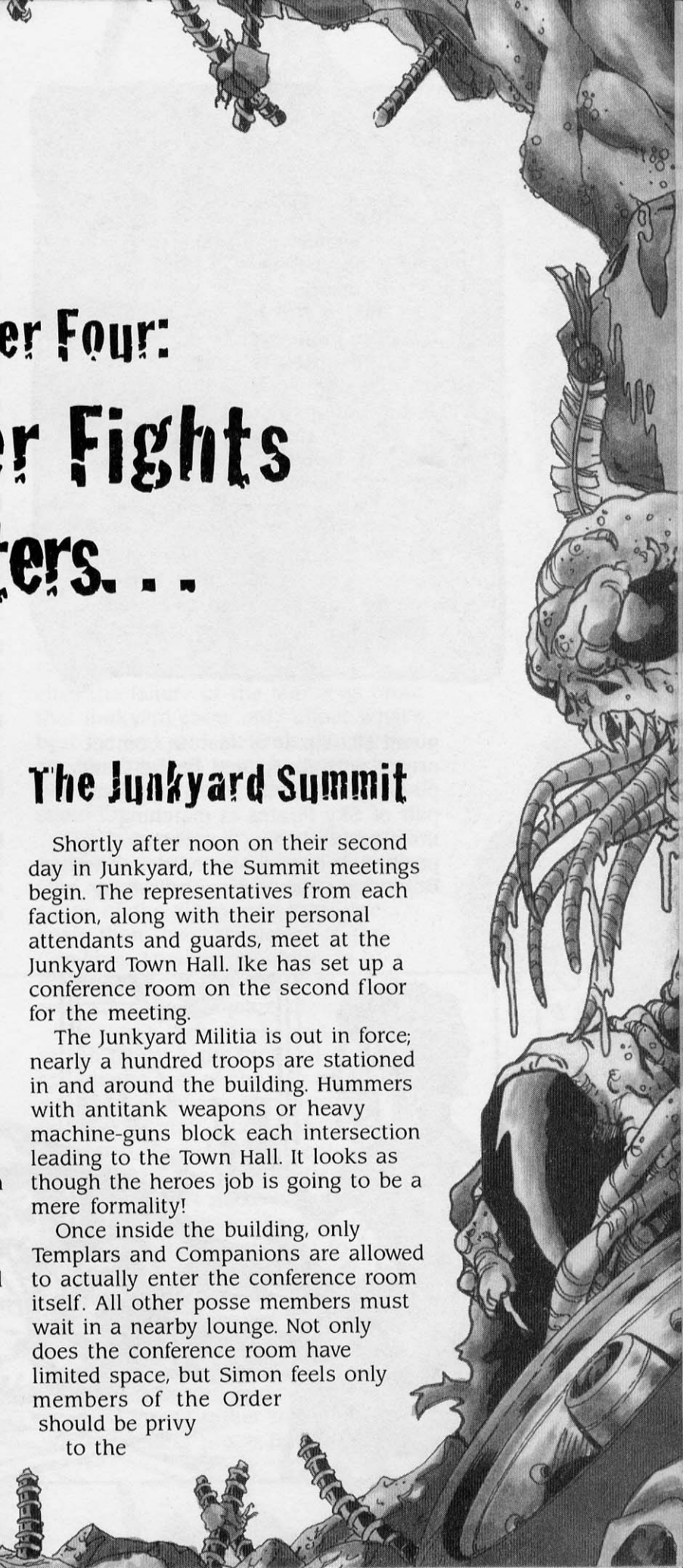
**Posse meets Buck Masterson:** 1 white chip.

**Posse connects Flowers' murder with Moran's death in Boise:** 1 red chip.









## Chapter Four:

# Whoever Fights Monsters. . .

By this time, the heroes should be aware that something's rotten in the former state of Deseret. Hopefully, they've made the connection between Flowers' and Moran's deaths. If they've been paying attention at the right moments, they also know about Biletnikoff's interest in demonology and his presence at one (or possibly even both!) murder scenes. Last but not least, they've gotten the story of Baphomet straight from Simon's mouth.

Before they can make any further leaps of logic, however, their investigation of Flowers' death is cut short by the beginning of the Junkyard Summit. As Simon's personal guard, they are expected to attend the meeting, even though the Junkyard Militia is out in force as well.

Hopefully, the heroes have taken advantage of the opportunity to rest and recover from their earlier adventures—they're going to need to be in top form very soon. In this chapter, everything comes to a head and they're going to have to face not only Black Hats and cyborgs but a genuine demon as well! The heroes' success means much to the Wasted West's future

### The Junkyard Summit

Shortly after noon on their second day in Junkyard, the Summit meetings begin. The representatives from each faction, along with their personal attendants and guards, meet at the Junkyard Town Hall. Ike has set up a conference room on the second floor for the meeting.

The Junkyard Militia is out in force; nearly a hundred troops are stationed in and around the building. Hummers with antitank weapons or heavy machine-guns block each intersection leading to the Town Hall. It looks as though the heroes job is going to be a mere formality!

Once inside the building, only Templars and Companions are allowed to actually enter the conference room itself. All other posse members must wait in a nearby lounge. Not only does the conference room have limited space, but Simon feels only members of the Order should be privy to the



## Chapter Four Summary

**The Junkyard Summit.** The main participants meet and make their opening speeches. Simon reveals a change of heart.

**The Butler Did It.** One of the staff of the Hilton falls prey to Baphomet.

**The Combine Strikes!** In a fierce attack, the Combine cell in Junkyard raids the Summit, killing a few participants. Simon is kidnapped.

**Into the Down Under.** The posse pursues the raiders Down Under—possibly facing Moorlock ambushes nearly every step of the way.

**Baphomet!** The posse faces the Boise Horror at last. Simon is killed.

**Loose Ends.** Jo arrives. She pledges the Templars to the alliance. Simon becomes a Martyr.

pockmarked skin, is seated along the wall as well.

There are just enough seats remaining along the wall to accommodate the heroes and Biletnikoff.

### Opening Speeches

Once the group has settled in, Ike begins the meeting. He takes a moment to introduce the primary participants, beginning with himself and Major Price. Next, he identifies the wizardly junker as Dr. Harrison Mitchell, representative of the Chamber, and his apprentice, Tom Glauser. He moves on to the Doomsayer, Larry Rexing, who seems genuinely friendly to everyone, and ends with Simon.

He then begins the meeting by speaking against the Combine and Throckmorton's dictatorial tyranny. This theme is picked up and carried in turn by each representative. Each ends by stating his respective faction's support for the alliance.

guard sit. A pair of men in combat armor with faceplated helmets and plasma pistols sit near the junkers. A pair of Sky Pirates in matching uniforms with blue berets are positioned behind Major Price. Another Doomsayer, this one with severely

### A Change of Heart

Finally, Simon's turn to speak arrives. He stands slowly, still fatigued from the journey. He pauses for a moment, both to regain his composure and to survey the room one last time, and then begins.





His speech starts with the by-now expected anti-Combine tone. Simon labels them one of the greatest threats to humanity's future since the Last war. Then, unexpectedly, his words turn to the end of the Last War and the decline of humanity. He moves on to the rise of road gangs and other petty warmongers and predators, warning that these differ from the Combine only in scale.

*"Does it make sense to slay the serpent in its nest, yet ignore the viper's eggs?"*

When his words draw confused looks from the representatives, Simon explains that while he does stand against the Combine, he will not compromise the ideals of the Templars to do so.

Ike interrupts him at this point to ask what he means, by this.

Simon explains that Junkyard's practice of turning a blind eye to—and even protecting road gangs—is unacceptable and that it must stop in order for him to pledge the Templars to the alliance. In his eyes, the road gangs differ from the Combine only in opportunity; with the might and armament of the Combine, none of them would be any better.

When Ike responds that the alliance needs the support of the gangs, Simon looks at him without emotion and quotes Friedrich Nietzsche:

*"Whoever fights monsters should see to it that in the process he does not become a monster. And when you look into an abyss, the abyss also looks into you."*

With that, Simon turns and leaves the room. Biletnikoff, looking befuddled, hurries after him. Heroes who remain see the conference erupt in confusion as the members try to agree on a course of action. Ike quickly approaches any posse members still in the room and asks them to convince Simon to return. He says:

*"Without Simon, we may rally the might to oppose the Combine, but we'll never have the will. He is a living symbol of Good to many survivors. To them, he represents*

*the hope that there is more to life than evil and suffering. He must join us or Throckmorton may very well rule us all."*

### Negotiations

If the posse heeds Ike's plea and talks to Simon, they have to catch up to him at the Hilton. He has already retired to his room, nearly exhausted, but is willing to speak with the heroes. Ike and other members of the Summit are turned away, however.

Simon is determined to oppose Ike's willingness to treat with gangers and other scum. If the posse fought the Combine ambush outside Junkyard, he cites the failure of the Militia as proof that Junkyard cares only about what's best for Junkyard. He feels that by sanctioning Ike's pact, he would be betraying everything the Templars stand for.

The heroes can try a number of approaches to sway Simon's opinion. One approach would be to broaden the scope of the alliance to more general goals than the mere defeat of the Combine. Another possibility is to bargain for concessions from Ike in return for the Templars' assistance.

Whatever tack the heroes take, Simon proves a difficult sell. The posse spends the rest of the day and into the evening convincing Simon to give the Summit another chance. Despite his resistance, Simon does eventually agree reluctantly if the heroes attempt to sway him. Don't make it easy on the players, their heroes should actually make some real arguments to Simon, not just say, "I want to make a persuasion roll."

Should the posse not talk to Simon, Biletnikoff does. The librarian has a clearer view of the world than the Grand Master and realizes there are shades of gray rather than black and white. Lacking posse intervention,



Biletnikoff convinces Simon to continue with the talks.

## The Butler Did It

That night, after hours of debate, Simon collapses more than sleeps. Baphomet takes another opportunity to claim a victim in Junkyard.

Exactly when this occurs is up to you, Marshal, but we recommend sometime after the posse has settled in for the night.

This time, it strikes closer to home, choosing a member of the hotel staff, an old janitor working the night shift. The man, Harmon Roberts, was straightening a cleaning closet near the heroes' rooms.

Unfortunately for Baphomet's plans, the man's health didn't prove up to the torture. Roberts died of a heart attack before the monster could complete its evil act.

Any hero who makes an Onerous (7) *Cognition* roll (or Incredible (11) if she's sleeping), hears the noise of what sounds like a short scuffle followed by a heavy thump from a nearby room.

An investigation of the hall reveals nothing at first—no noise, no open doors, etc. But, after a moment have all the posse members in the corridor make a *Cognition* roll. The highest rolling waster spots a small trickle of blood oozing out from under the cleaning closet door.

### A Locked Room

No one answers if a hero knocks (duh!), and a quick check reveals the door is locked.

A waster can pick the lock on a Fair (5) *lockpickin'* roll. A more direct hero can force the door with a Hard (9) *Strength* roll. Failing that, the posse can simply remove the hinges (the door opens outward), but this takes about 5 minutes, during which time at least

one of the other hotel patrons happens along.

Once inside, they are faced with a classic locked-room murder mystery.

### Sleuthin'

The cleaning closet is in disarray; supplies, mops, and brooms are scattered about the room. The janitor lies face down on the floor in a pool of his own blood. His face is open in a silent scream and hands are outstretched and blood-soaked. Near his right hand is another bloody cross, similar to that one found near Flowers' body.

Other than the door through which the posse entered the room, only a small 1' x 2' ventilation grate provides an entrance. Searching for clues turns up the following, provided the hero meets or exceeds the listed target number:

**Search:** Fair (5). The janitor's keys are on a ring on his belt. One of them fits the outside lock on the door.

**Tracking:** Onerous (7). The thin layer of dust in the ventilation shaft is undisturbed.

**Medicine:** Fair (5). The man suffered a serious wound to his abdomen. That's the source of the blood.

**Medicine:** Hard (9). The cause of death was a heart attack, not his wounds.

**Medicine:** Incredible (11). The abdominal wounds are similar to those on both Moran and Flowers, but not as severe.

### It's the Fuzz!

The heroes got the jump on the Militia by sheer luck—bad luck in Roberts' case! However, the commotion eventually catches the attention of other residents and within ten minutes of the posse's discovery, some of the Militia guards assigned to the Hilton arrive.

Not willing to risk the verbal abuse suffered by their fellows the night before, they quickly clear the area and allow no one back into the area until Sergeant Bartova arrives. This time she doesn't have such a pat answer, and eyes the heroes with some suspicion, but she keeps her thoughts to herself.



By this time she's aware they are somehow involved in important meetings taking place with the government of the city. She's not about to risk running afoul of Ike Taylor just because she's got doubts about the group.

She does question them and asks them to "not leave town" until things are sorted out. After all, they're her only witnesses, she reminds them.

## The Combine Strikes

Eventually, the hotel settles down, but not long before morning. The heroes no sooner get back to bed than it's time for them to start getting ready for the second day of the Summit.

The Combine cell in Junkyard has also been getting ready for the second day of negotiations. Throckmorton by now is aware of Ike's plan for an anti-Combine coalition and realizes the threat that such an alliance could pose. He's determined to prevent it if possible, and he has delegated that task to the commander of the Junkyard cell, a cyborg named Jonas Phelps.

Phelps is an old special operations soldier, and a crafty fighter. If he wasn't, he'd have been rooted out of the city by Ike's Militia long ago. He's cooked up a plan to get some of his heaviest guns to the conference chamber while the meeting is in full swing.

## Wolves in Militia Clothing

Under his command, Phelps has about 20 regular Black Hats, a heavy drone cyborg, and a couple of automatons the Combine managed to smuggle in piecemeal over the past few months. He's also got a small force of non-chipped mercenaries (use the Black Hat profile without the booby-traps) working for him, and he uses these guns-for-hire for undercover missions and sabotage throughout the city.

About two years ago, Phelps' detachment annihilated a Militia company near the Combine cell's base in Down Under. Nearly 100 Junkyard troops were massacred in the ambush, and the Combine forces walked away with a



number of Militia uniforms, rifles, and other pieces of equipment.

Phelps issued out the small supply of Militia gear to 20 of the mercenaries. Then early in the morning, the Combine forces seizes a Militia troop truck—leaving no witnesses, of course.

## Riot!

Next, he has Gregor Ilyanich mobilize part of the Worker's Alliance to stage a protest outside the Town Hall, masquerading as disgruntled Junkyard employees. The protest begins shortly after the representatives arrive and quickly turns ugly.

Ilyanich, using well-placed agitators, managed to rustle up nearly 50 protestors not directly tied to the Worker's Alliance. He salted the group with a few of his own trusted men to ensure the protest escalates according to schedule and it does. Within less than a half-hour of the representatives entering the conference chamber, a Molotov cocktail is thrown outside.



The Militia detachment assigned to the Hall immediately calls for help, but the Combine has severed phone lines to the building. The drone cyborg, by this time stationed near the building, jams the broadcast with its own radio. However, within minutes, the disguised mercs arrive in the stolen truck as "reinforcements."

They deploy to the opposite side of the building and tell the guards there they've been sent to relieve the existing force, so that it can redirect its efforts at controlling the rioters. With jammed communications and mass confusion, the guards agree, leaving one side of the building completely under Combine control.

As soon as the area is clear, Phelps' Black Hats, automatons, and drone move in. Phelps remains in a nearby access tunnel, and directs the attack via a secure-channel radio.

## We Don't Need No Stinkin' Doors!

The Combine force rapidly mounts a back stairwell (Phelps' infiltrators long ago mapped out the building). A well-placed bribe got the Combine cell the exact location of the conference chamber. Half the Black Hats and one of the automatons stops on the second floor stairwell, while the rest ascend to the third floor along with the drone and second automaton.

The Black Hats on the third floor use HI Blazer SMGs equipped with silencers to quickly clear the floor for the drone and automaton. Once both groups are in position, Phelps gives the signal to attack.

## Gunfire in the Chamber

The second floor detachment moves first. The automaton bursts through the stairway door and begins saturating the area with mini-HE grenades. After a round, the Black Hats armed with HI Damnation assault rifles rush in while

the automaton lays down cover fire with its chaingun.

This furious assault quickly overwhelms the door guards, leaving both dead or dying by the end of the second round.

Simultaneously, the drone uses its power ram to break through the floor over the conference room. This takes a round. As soon as the floor is shattered, the automaton with it begins firing tear gas grenades into the room. Everyone in the room is within the gas' area of effect and must make Hard (9) *Vigor* rolls.

On the third round, the drone and the automaton drop into the room and begin attacking. Unless heroes outside have slowed down the second floor assault, the other automaton bursts through the door on the same round. Everyone in the room must roll *Cognition* against an Incredible (11) TN or be surprised.

The Black Hats remain in the hallway on the second floor, to avoid getting in the way of their cybernetic allies. Those on the third floor then move to delay any Militia guards from reaching the second floor.

## Profile: Combine Drone

**Corporeal:** D:3d12, N:2d10, Q:3d10, S:4d6 (3d12+4 with Samson), V:2d6

Climbin': 1d10, fightin': chain sword 4d10, shootin': MG, rifle 5d12, sneak 1d10

**Mental:** C:2d8, K:3d6, M:1d6, Sm:3d6, Sp:1d6

Area knowledge: Down Under, Junkyard 2d6, guts 2d6, overawe 3d6, search 3d8, tinkerin' 1d6

**Edges:** Rad-tolerant 3

**Hindrances:** Intolerance -3, subjugated -5

**Pace:** 10

**Size:** 7

**Wind:** 14 (Harrowed)

### Special Abilities:

**Cyber Systems:** AI, cyber eye (laser sight, thermal imaging), cyber skull, EMP hardening, heavy hard points (all locations), radio, Samson, shocker, spirit capacitor, spirit fetter, targeting computer

**Manitou/Power:** 6d10/10

**Gear:** Dreadnought armor, M-120A2, 250 rounds of ammunition, chain sword (STR+2d10), power ram



**Description:** The drone is a huge, nearly robotic, Russian cyborg. Poses unfamiliar with drones are likely to mistake it for a new model of automaton. Its limbs are little more than hydraulic lifts and its hands have been replaced with heavy duty claws. The M-120 chain gun sits atop its left shoulder, the power ram is attached to the left arm, and the chain sword is wielded in its right hand/claw. It fires its chain gun with no targeting penalty.

## Running the Battle

Things look really bad for the good guys at this point. The Militia guards are little more than a speed bump to the heavy combat equipment Phelps has brought to bear. Ike never seriously believed the Combine would attempt a direct assault against the Summit in the heart of Junkyard, and his error is going to cost him dearly.

The gas in the room severely restricts the defenders' effectiveness. Even if they resist the respiratory effects of the tear gas, it still obscures vision and imposes a -4 on all *shootin'* rolls. The cyborg and automatons don't suffer this modifier thanks to thermal imaging.

Phelps has pre-designated the targets for the attackers, based on his assessment of the immediate threat they pose. Rexing receives the first attack, followed by Dr. Mitchell. Any other Doomsayers and sykers are also high priority targets.

We know we've given you a whole passel of guns and gunmen to handle, Marshal, but here's a couple of shortcuts. You'll want to read this over a couple of times before you run the encounter—there's a lot going on! Be prepared to run the scene fast and loose.

Except for any heroes that succeed in the *Cognition* roll to avoid surprise, everyone in the room is caught off-guard by the attack and loses the entire first round of combat.

Assume the automatons and drone use their first cards hosing down Rexing and Dr. Mitchell. You can roll for effect, if you'd like, but both those men drop in the first round automatically. You've probably noticed we didn't give you stats for them—now you know why!

## Whoever Fights...

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The second set of cards go towards nullifying Rexing's assistant, Mitchell's apprentice. The attackers deviate from this sequence only if a Doomsayer or syker hero poses a more immediate threat.

When they recover, Ike, Raptor, and the Sky Pirate guards overturn the table and take cover behind it. The Chamber guards rush to Mitchell, one pulling him to safety while the other covers him.

The drone spends its drain running Samson (2), its cyber-eye (1), skull (1), targeting computer (1), armor (4), and chain gun (1). It doesn't overload a system unless necessary and then draws the power from its spirit capacitor. If engaged in close combat, it powers up shocker, pulling power from the capacitor or turning off the cyber-eye, targeting computer, and chain gun.

The automatons don't use grenades inside the confines of the conference room, relying on their chain guns instead.

## A Hero Falls

After the first round of combat, only the heroes represent any real resistance to the attackers. Ike's faction takes an occasional potshot at the Combine, but are too under-gunned to make much of a difference. The violence of the first attack leaves Simon reeling and Biletnikoff near unconscious on the floor.

The heroes are the only thing between the Combine and victory! We've already covered the plight of the heroes in the conference room. Those in the hall face a swarm of Black Hats trying to clear the escape route for the cybernetic assault team.

Allow the heroes to fight unaided for at least a couple of rounds. Then, Simon draws on his deepest reserves, rallies himself and attacks the nearest automaton—or the drone if somehow both automatons have been eliminated.





Although quite weak, the Grand Master remains a truly formidable opponent. If attacking an automaton, his sword cleaves through its armored neck, neatly severing its head. It then promptly detonates for 6d20 damage!

All the heroes have to take their licks normally. Ike's guards are killed, while he and Raptor both receive a

number of heavy wounds and pass out from Wind loss. If the second automaton remains in the fight, the blast blows it through the window or into the hallway and out of action.

Simon drops in a bloody heap on the floor. The drone, shaken, but not destroyed picks up his body and falls back into the hall, where the Black Hats cover its retreat.

If Simon attacks the drone instead, his attack fails to penetrate its armor and he takes a severe jolt from its shocker. The drone promptly snatches him up and retreats as above.

If neither event fits with the course of the battle, Marshal, be prepared to improvise. Perhaps Simon charges the forces in the hallway and takes a hail of bullets. Or maybe he simply charges off after the retreating survivors. Regardless of how you accomplish it, Simon should end up in the Combine's hands at the end of the battle.

### Foiled!

Shortly after Simon's capture, Militia forces from outside begin fighting their way to the conference room. The Combine troops are forced to withdraw.

No doubt the posse will pursue Simon's captors. That's all right—Phelps' plan accounts for a determined pursuit. The mercenaries outside haven't been sitting on their hands. While the attacks were underway above, a squad of them hurriedly rigged a few demolition charges on the Town Hall. They didn't have time to set charges capable of any serious damage to the building, but they are sufficient to seal off the exits behind the retreating Black Hats.

Any pursuers close on the Black Hats' heels must make a Hard (9) *Nimbleness* or *dodge* roll to avoid being caught in the explosion and debris. Those failing the roll suffer 1d6 massive damage for every point by which they missed the roll.

The rubble blocks the rear exits. By the time the heroes circumvent it, the Combiners have retreated Down Below.

### Casualty List

When the smoke clears, the heroes can get a quick accounting of the dead and wounded. Of the representatives, Dr. Mitchell is dead. His apprentice is



seriously wounded, as is Larry Rexing and the other Doomsayer. Ike Taylor and Raptor are also wounded, but not seriously. A number of guards are killed or badly injured.

Biletnikoff, while battered, suffered only a few light wounds, thanks largely to the fact a piece of the ceiling fell on him, covering him from the worst of the battle.

Doctors from Junkyard Memorial rush to the scene, to treat the survivors. Any hero with injuries is treated. Allow the characters to reduce all wounds of critical or less severity by one level. Also, Larry Rexing, though seriously injured himself, volunteers to use *touch of the Doomsayers* on the posse's behalf. For this purpose, Larry has 12 Strain. His companion assists as well, but he has only 10 Strain.

## Into the Down Below

A little searching reveals the Combine forces have scuttled into the Down Below via a nearby access tunnel. Ike, though injured orders the city sealed off and reinforces the guard on the surviving Summit delegates. He calls the posse to him and explains he'll order a large scale mobilization of the Militia to begin a systematic search of Down Below, but this will take the better part of the day.

He understands time is of the essence in Simon's rescue, but he dares not send troops into the Down Below in less than overwhelming numbers. He explains the last time he sent a force of any size into the underground, he lost nearly a hundred soldiers—and gained nothing.

The posse should be chomping at the bit at this point. Simon is in the hands of the Combine and Junkyard won't be able to mount a rescue mission for hours and even then success is not guaranteed. It's time for the heroes to earn their pay (Okay, so they're not getting paid. It's a figure of speech.)

If that's not enough to motivate the heroes to take matters into their own hands, then Biletnikoff approaches them. He says he fears that in his weakened and wounded condition, Simon may die within hours if he

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doesn't receive medical attention. The librarian then all but insists the posse go after him.

Before they leave, Biletnikoff brings a cloth-wrapped bundle and gives it to a posse member—preferably a Templar or Companion, if possible. In it is Simon's sword. He gives them the gist of the sword's abilities (but not in specific game terms!) and says:

*"This has served Simon for years. Perhaps it can better serve him this time in another's hand. Trust it when all else seems lost; after all, it has tasted the blood of a demon."*

Biletnikoff rightly believes Baphomet is vulnerable to the sword and wants the posse to have it nearby should the need arise. He won't tell the heroes his suspicions about the demon and Simon though.

## Buck Masters

If the posse did any legwork on the Moorlocks, they probably heard about Buck Masters. He's their best bet for following the trail Down Under. He's also a great help in avoiding Moorlock ambushes if they take him along.

If asked, Buck agrees to guide the posse as far as the entry to Sub-Level Two, if necessary—for a price. To be exact, for \$1000. Under no conditions does he agree to enter Sub-Level Two. That's a steep charter, but Buck's no fool.

A successful *persuasion* against an Onerous (7) TN lowers that fee by \$50 for each success and raise, but only one such roll can be attempted. If the posse asks, Ike agrees to pay the guide's fee.

## Chasin' the Combine

Heading Down Below should be a daunting proposition for the posse—especially since Ike's reluctant to send



even a hundred men down there! But, hey—that's why we call posses "heroes!"

Down Below is a cross between a massive subway system, an abandoned underground mall, and a steam tunnel network. Corridors large enough to drive down are crossed by access crawlways. In a few areas, flickering 40-watt bulbs provide limited illumination, while in others, raw sewage covers the floor. Strange graffiti marking Moorlock territory adorns the walls.

Assuming the posse enters at the same place the Combine troops did, tracking them isn't difficult. A large group of soldiers and a couple of walking tanks leave a pretty obvious trail when they're in a hurry!

A Fair (5) *trackin'* roll each hour keeps the heroes on their trail. The trip through Sub-Level One takes two hours. If Masters is with the posse, he automatically makes the *trackin'* rolls.

Once on Sub-Level Two, the posse must make another Fair (5) *trackin'* roll or lose the trail. A little less than an hour passes before the heroes encounter the Combine base.

Tracking the Combine isn't their only worry, though; they've also got to dodge Moorlocks. If the posse doesn't have Masters along, they run into a Moorlock ambush every hour they're on Sub-Level One and again about 15 minutes after they enter the lower level. With him, they only encounter the last.

### Moorlock Ambush

At each ambush, have the heroes roll for surprise against an Incredible (11) TN unless they're taking extraordinary precautions. The Moorlocks drop from pipes, scurry out of small feeder holes, or even rise from the mud to attack them. There are three Moorlocks, plus one for each posse member.

The Moorlocks retreat when half their number are killed or incapacitated. Hey, parts is parts for these guys—relatives or not!

### Profile: Moorlock

**Corporeal:** D:3d6, N:3d6, Q:2d8, S:3d8, V:3d8

Climbin' 3d6, dodge 3d6, fightin': brawlin', knife 3d6, shootin': crossbow, pistol 2d6, sneak 4d6

**Mental:** C:3d8, K:2d6, M:2d6, Sm:3d6, Sp:2d8

Area knowledge: Down Below 3d6, scroungin' 4d6, survival: urban 4d6, trackin' 3d8

**Edges:** Thick-skinned 3

**Hindrances:** Bloodthirsty -3

**Pace:** 6

**Size:** 6

**Wind:** 16

**Special Abilities:**

**Weakness:** Light. Exposing Moorlocks to bright lights imposes a -2 modifier to all their Aptitude rolls.

**Gear:** Ragged clothes, large knife (STR+1d6), police pistol or crossbow, 10 rounds of ammunition or bolts

**Description:** Moorlocks are extremely pale humans with wide eyes. They wear ragged, ill-fitting clothing. Many have large, oozing sores due to vitamin deficiencies caused by their cannibalistic diets.

## Baphomet!

At the end of nearly three hours wandering the dank tunnels, the posse reaches the edge of the Combine's hideout. The Black Hats chose their headquarters well; it's one of the drier spots in the area and dim incandescent bulbs are strung along the ceiling.

As the posse enters the edge of the Combine's territory, the lead hero detects (no roll necessary) two fortified guard posts hidden in the shadows. However, it appears there are no guards at the post.

A quick search of the posts reveals there are guards, just no living ones. Each post holds the corpse of a single Black Hat, his head opened like a burst watermelon by the detonation of his chip implant!

At this point, all heroes who make a Fair (5) *Cognition* roll hear the faint sounds of horrible screams from down the passage behind the guardposts.



## The Remains of the Combine

Following the passage leads the posse to the Combine's primary marshaling point, a large underground chamber nearly 100' long. Now it's a horrific slaughterhouse.

Black Hats lie with their heads burst open from chip explosions. Unchipped mercenaries are literally pulled to pieces and strewn about the chamber. A bloody automaton with gore dangling from virtually ever appendage stands inert along one wall, while the drone cyborg struggles to tear its own head off. Here and there, a particularly hardy mercenary continues to disembowel himself, his eyes glowing a putrid green.

Phelps, his one natural eye radiating sickly green, stands in a corner gyrating rapidly as his systems are simultaneously overloaded. Moments after the posse's entrance, his vibrations reach a fever pitch and he explodes in a disgusting mix of circuitry and flesh.

Witnessing this scene requires the heroes to make an Incredible (11) guts check, by the way.

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## The Demon You Know

In the center of all the carnage lies the battered body of Simon. His face is contorted in an unholy smile and his own eyes have the same green radiance seen on the victims. When he realizes the posse is in the chamber, he turns his distorted face to them and says:

*"Ah, more playthings. I have hidden too long in this mortal shell. I'd forgotten how good it was to exercise my full power."*

The thing rises and begins to grow into a 7' tall amalgamation of man and demon. Suddenly, the features revert briefly to those of Simon. His face is drawn with pain and the effort of fighting Baphomet's control. He gasps:

*"I've been played for a fool for years. I can see now the monster has been hiding in my body and ravaging the innocent. Now, it wants to make a mockery of everything I've stood for."*





*My anger let the beast into my soul. I can't undo what has been done, but I can do one thing.*

*I will hold the monster here with me. When it dies this time, it dies for good. Now—it falls to you to end this once and for all!"*

The demon reasserts control and Simon's features are dissolved into its monstrous visage. Then, realizing Simon's trap, it howls in rage. The monster seeks to escape to the surface and fights only to break free of the heroes at this point. It's lived for centuries and has no desire to die before it has destroyed the Templars' name.

### Profile: Baphomet

**Corporeal:** D:1d8, N:3d12, Q:5d12, S:5d12+4, V:3d12+4

Dodge 3d12, fightin': brawlin 6d12, sneak 4d12, throwin': balanced, unbalanced 3d12

**Mental:** C:2d8, K:3d10, M:5d12+2, Sm:2d12, Sp:3d12+4

Academia: occult 6d10, guts 5d12+4, overawe 7d12+2

**Pace:** 17

**Size:** 7

**Wind:** NA

**Terror:** 11

#### Special Abilities:

**Armor:** 3, plus light armor -5

**Celerity:** Draws an additional action card each turn.

**Damage:** Claws x 2 (STR+2d8)

**Magic Resistant:** The demon receives a +5 bonus to resist any magical (including syker and Doomsayer) based attack. In addition it reduces any damage done by such an attack by 5 points in addition to its normal armor.

**Possession:** If Baphomet wins an opposed contest of *Spirit* with a victim with at least one raise, it gains complete control of the victim. The victim can break the possession by winning another *Spirit* test, but can only attempt the

roll at the beginning of each round. Baphomet can control one victim in this fashion at a time in combat, but can make this attack in addition to its normal actions. Anyone wielding Simon's sword gets a +5 bonus to resist this.

**Regeneration:** Baphomet automatically heals 1 wound level per hit location on each of its *actions*, or once a round if rendered unconscious.

**Space Distortion:** All ranged attacks against the demon receive a -5 penalty.

**Weakness: Simon's Sword.** Simon's sword is the only weapon that can destroy the monster. Otherwise, it merely continues to regenerate.

**Description:** The monster resembles the standard 7'-tall, horned, cloven-hooved monstrosity normally associated with demonic entities. However, some of Simon's features are still evident in its face. Occasionally these become more prominent as the Grand Master struggles for control.

## Loose Ends

Once the posse defeats the demon, the body drops to the ground and reverts to Simon's form. For a moment, life returns to his eyes and he looks up at the surviving posse members. His last words are "Thank you."

The Combine gear in the chamber is either already destroyed or booby-trapped. However, there is a sizeable cache of weapons and gear taken from Militia patrols over the years, although Ike "requisitions" it on the posse's return.

And, if you feel they had too easy a time of it, there are always Moorlock ambushes on the way out, Marshal.

## The Legend of Simon

The posse emerges battered and carrying Simon's corpse. Biletnikoff meets them when they emerge and, unless the posse blurts out what actually happened, hurries them out of the public eye for a "Templar ceremony."

Once in private, he impresses the importance that Simon's name not be tarnished for the good of the Order. He



also explains he long feared Simon might be somehow tied to the murders, but didn't know how to proceed.

He suggests the group paint Simon as a martyr who died in the defeat of the Boise Horror and the Combine forces—not a total untruth. Even if the posse refuses, he records this as fact in his journal and it is quickly disseminated throughout the librarian network, causing folks to doubt tales to the contrary.

## Jo's Arrival

Two days after Simon's death, Jo arrives in town. She meets with Biletnikoff and the posse and learns the truth. Jo also supports Biletnikoff's spin on the legend for the good of the Order.

As the most senior Templar, Jo assumes temporary leadership of the Order and awards the title of Companion to any hero who isn't already one or a Templar. She remains in Junkyard to sit on a new Summit—which she supports. Jo, unlike Simon, is of the opinion that the lesser evils can be dealt later.

Finally, for their efforts in eradicating the Combine cell, Ike awards the posse \$2,000 each in widgets, along with Junkyard citizenship.

## Simon, Saint of Determination

Like you didn't see this coming! The heroes who destroyed Baphomet are the first to be visited by Simon.

**Deed:** Simon appears to Templars who press on to accomplish their goals in spite of seemingly insurmountable odds. Marshal, this is a subjective one, so you'll have to determine when it's occurred. However, the hero's cause should appear truly lost, yet in spite of great danger or sacrifice to himself, he continues to persevere.

**White:** The hero gains +4 to all *Vigor* and *Spirit* Trait rolls for a number of minutes equal to his faith.

**Red:** The hero instantly recovers all lost *Wind* (to his normal maximum).

**Blue:** The Templar may reroll any failed Trait or Aptitude check—even if he went bust! He can then spend Fate Chips to increase the roll normally, but he must invoke this power immediately after failing the original attempt.



**Legend:** The hero can use *any* single Greater Reward for a number of minutes equal to his *faith*.

## Bounty

**Each clue found in Roberts' murder**

**scene:** 1 white chip to the hero discovering it.

**Getting Buck Masters to act as a**

**guide:** 1 white chip.

**Surviving the Combine attack:** 1 red chip.

**Destroying Baphomet:** A Legend chip to the hero administering the final blow. (From the pot if there's one in it; otherwise a onetime use chip if not).

**Bringing word of the Combine's**

**Defeat to Ike:** \$2000 in widgets and Junkyard citizenship papers for every hero involved.

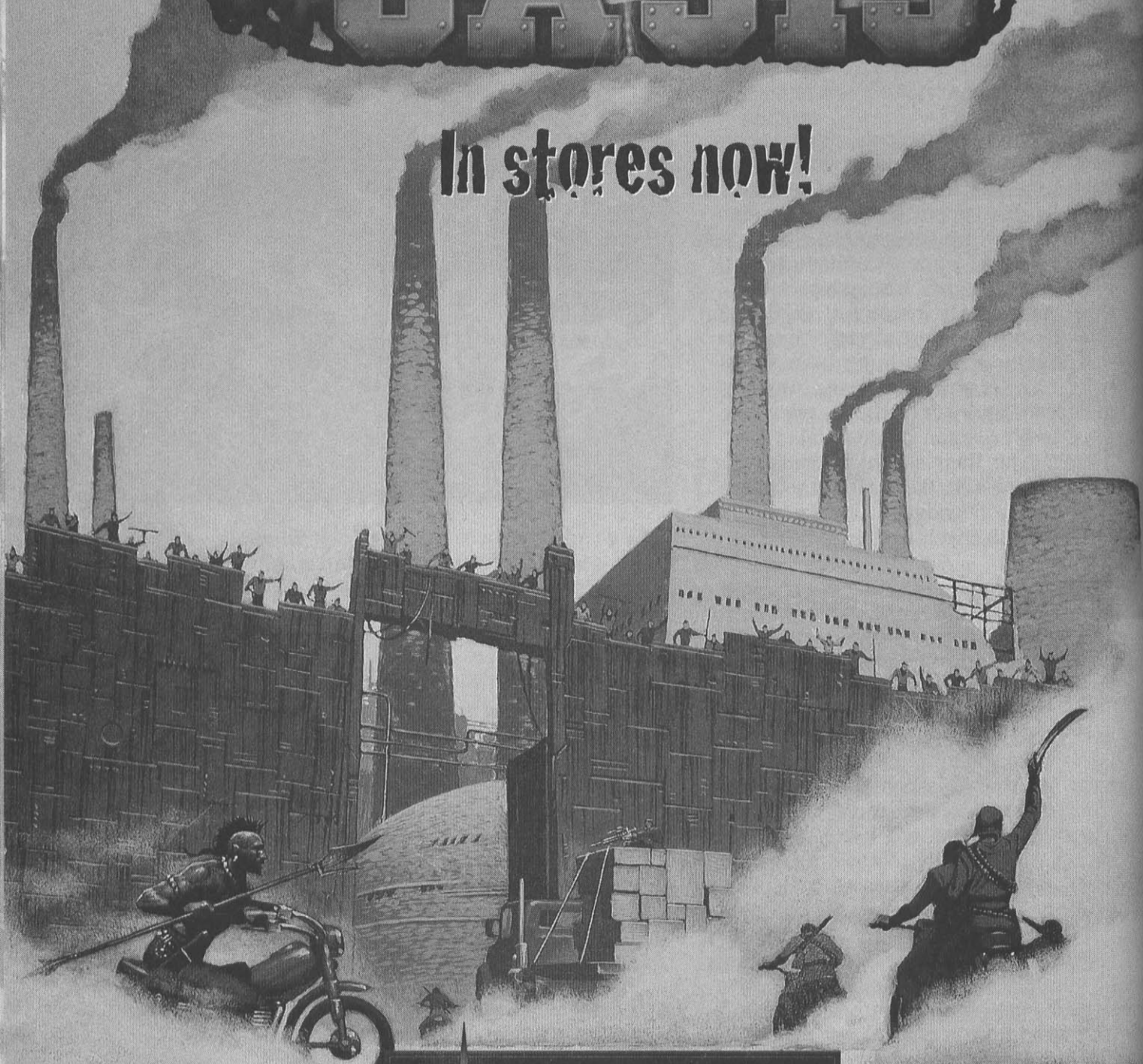
**Going along with Biletnikoff's**

**story:** Renown 1 (Templars). Word gets around when you've got a librarian on your side.





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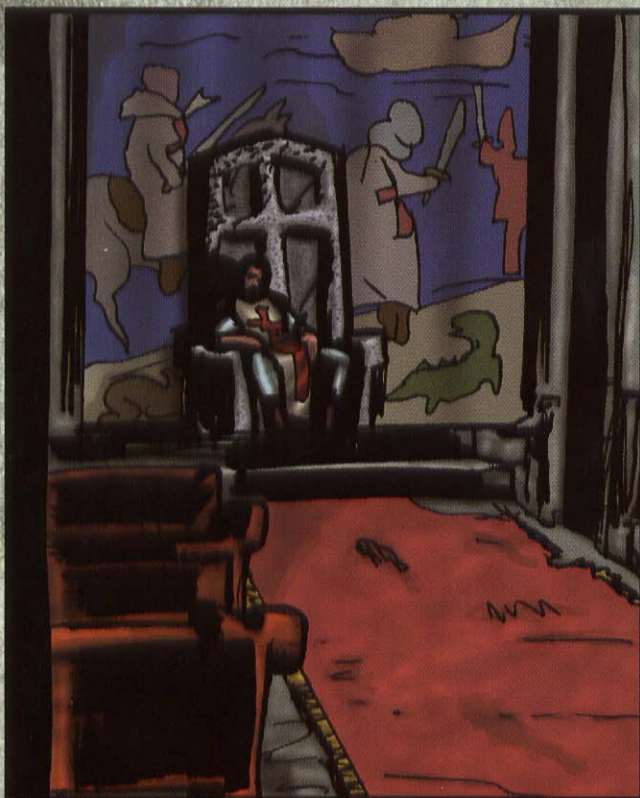


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# Don't Go Out T'night...



There's a bad moon rising over Boise, Idaho. The full moon is coming again—the time when the Boise Horror strikes. This mysterious and malevolent creature has plagued the home of the Templars for years and claimed scores of innocent victims, yet no one has so much as caught a glimpse of the monster. Now, as the lunar orb waxes larger, people huddle in fear and speak in hushed whispers, wondering who will be the beast's next kill.

When the heroes arrive in Boise, they find the Templar ranks thinned by attacks from the Anti-Templar Modeen. Worse the Grand Master is nearly bedridden with a mysterious illness, and a silent dread grips the people who depend on his knightly order for protection. It's up to the posse to unravel the mystery of the Boise Horror and stop it before it not only kills another innocent victim, but faith in the Templars themselves.

But before they can perform this formidable task, the heroes learn that Simon needs them for a secret mission—a mission that not only may decide the Order's fate, but the fate of the entire Wasted West as well!

Get ready for a non-stop ride. Once the action starts, the heroes won't have time to catch their breath until after the final climactic showdown with an ancient evil!



**\$15.00 USA**  
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