



HOT WHEELS

A One Page Adventure for Tropicana by Mauro Longo and Giuseppe Rotondo

An introductory adventure for Tropicana, for 3-6 Novice Heroes or a Startup Agency. Prepare for brawls and wild chases in the streets of the exotic city of San José, where the Heroes must protect a wild girl who can't stay away from danger.

INTRODUCTION

The rich lawyer Julio Hernandez is worried about his daughter Josefina, and with good

reason! A few weeks ago she destroyed her very expensive car, and... the best is yet to come!

Hired by Hernandez, the Heroes are asked to watch over her.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.



GAME MASTER BACKGROUND

Josefina enjoys the illegal car races that are run every night in the city's suburbs. The night the Heroes are hired, she plans to drive in a race, but she doesn't know that among the racers is "Fury" Fiona, the driver she stole her boyfriend from, ready to take her revenge.

SCENE 1 – HIRED

Hernandez receives the Heroes in his rich flat in the city centre. He explains some of the trouble Josefina got into in the past: she was expelled from school three years ago for beating up half a dozen schoolmates, she is not studying or working now, and Hernandez is very worried, because she goes out almost every night, three weeks ago she wrecked her new car and, even though she wasn't hurt in the accident, a few days later she came back home visibly shaken and bruised, as if someone had beaten her. In short: she seems to have a tendency to cause trouble, and her father wants someone to keep an eye on her. With discretion, if possible.

He gives the Heroes a locator that indicates the position of Josefina's car (a new, flaming red sports car). The locator has a 2 mile radius.

Hernandez is willing to pay \$200 per night for the group.

As soon as the discussion is over, the locator indicates that Josefina's car is leaving the building!

SCENE 2 – HIT THE ROAD, JO

Thanks to the locator and a bit of luck with the traffic lights, the heroes manage to catch up with her. Unfortunately, she must have noticed them, because she blows them a kiss through the rearview mirror and jumps the red light. If the Heroes don't want to lose her again, it's time to hit the gas!

CHASING JO

Josefina drives like a madwoman, ignoring all traffic laws, but she's quite good at it.

This is a standard 5 round Chase with two exceptions: the Heroes probably don't want to attack her and neither does Josephine want to

hurt them, so whenever a character receives a Clubs card, ignore the Complications column in the Chase table, and simply apply a -2 to the Driving roll for that round, representing groups of tourists, traffic jams, buses coming their way, and other inconveniences.

Josephine has Driving d8+2, and she's a (very) Wild Card.

If in any round the Heroes fail to score at least one success, they lose sight of Josephine's car, but they can still locate her the next round with the locator, with a Driving (-2) roll.

If in any round the Heroes score a Critical Failure, or if they receive a lower card than Josephine in the fifth round, they have lost her.

PIT STOP

Josefina stops at a gas station outside the city, in a lowly suburb.

If the Heroes didn't lose her, she congratulates them on their skills, and invites them to enjoy a lovely night of... but the conversation is interrupted by the sudden arrival of a group of thugs, interested in the girl's car.

If the Heroes lost her, they arrive when the thugs are already around her!

THUGS (1 PER HERO+2)

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

Skills: Driving d6, Fighting d6, Notice d4, Shooting d6, Throwing d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Knives or brass knuckles (Str+d4), but one has a S&W revolver (range 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1), which he will use to Intimidate the Heroes, at first.

SCENE 3 – TACOS AND TALK!

Grateful for their help, Josefina takes the Heroes to a healthy late dinner, and explains in very plain terms that she is going to take part in a race. She adds that if they try to stop her, she will tell her father that she was beaten up by the Heroes! She is, at least, willing to let them come with her, as long as they don't attract attention.

Josefina cannot be Persuaded to give up, but she can be Persuaded (-2 if the Heroes lost her during the first chase) to allow one of them into her car, or to let them take part in the race too, with their vehicles!

SCENE 4 – READY, SET

The race runs through the streets of the city centre, along Ocean Boulevard and through the surrounding neighborhoods, in what almost seems like a sight-seeing tour of the city.

At the starting line, together with the groups of various ugly mugs betting, drinking and chatting, there is “Sephiroth” (or so the tattoo on his shoulder says), Josephine’s boyfriend. He’s as pale as a corpse, dressed in black with dark make-up and an 80’s fuchsia tuft on his forehead.

When the cars are almost ready to go (Josefina’s and three more cars), “Sephiroth” approaches the Heroes:

“Your work must be very exciting, but it’s nothing compared to knowing that two girls are *literally* ready to kill for your love... One is my sweet Jo, and the other is Fiona, there, in the black racer. It’s sooo exciting!”

If the Heroes are running in the race too, they miss this piece of information, but it doesn’t matter because Fiona’s intentions will be clear soon enough!

SCENE 5 – ...GO!

If the Heroes want to do their job, they must keep Josefina safe, or stop Fiona. Neither of the two is going to be stopped, of course.

CHASING THE GIRLS

A standard 7 rounds Chase. Roll Driving rolls and draw cards for Josefina and Fiona, ignore the other cars.

For the first two rounds, if Fiona has Advantage over Josefina, she tries to ram her vehicle (see Force attack in the Chase rules in Savage Worlds Deluxe). If she fails to stop her for two rounds, she starts using her Uzi (remember the -2 modifier for Unstable Platform).

EPILOGUE

If the Heroes manage to take Josephine back home, safe and sound, they receive Hernandez’s gratitude and five times the agreed pay. If Josefina has taken one or more Wounds, they receive their pay and that’s it.

In any event, after this night, wild Jo will be sent to her mother’s, to study *whatever* in Barcelona...

JOSEFINA HERNANDEZ – WILD CARD

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

Skills: Driving d8 (+2), Fighting d4, Intimidation d4, Notice d8, Persuasion d6, Throwing d4

Charisma: +2; **Pace:** 6; **Parry:** 4;

Toughness: 5

Hindrances: Stubborn

Edges: Ace, Attractive

Gear: Switchblade knife in her pocket (Str+d4).

FIONA “FURY” GORING – WILD CARD

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

Skills: Driving d8 (+2), Fighting d8, Intimidation d4, Notice d8, Shooting d6, Throwing d4

Carisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Vengeful (Major: kill Josephine!)

Edges: Ace, Strong Willed

Gear: Switchblade knife in her pocket (Str+d4), and she’s got her hands on an Uzi (range 12/24/48, damage: 2d6, RoF 3, Shots 32, AP 1, Automatic). On the passenger’s seat she has a machete, too (Str+d6, AP 1).

JOSEFINA’S AND FIONA’S CARS

Fast, expensive sports cars!

Acc/Vel Max: 30/60; **Toughness:** 10 (3);

Crew: 1+3