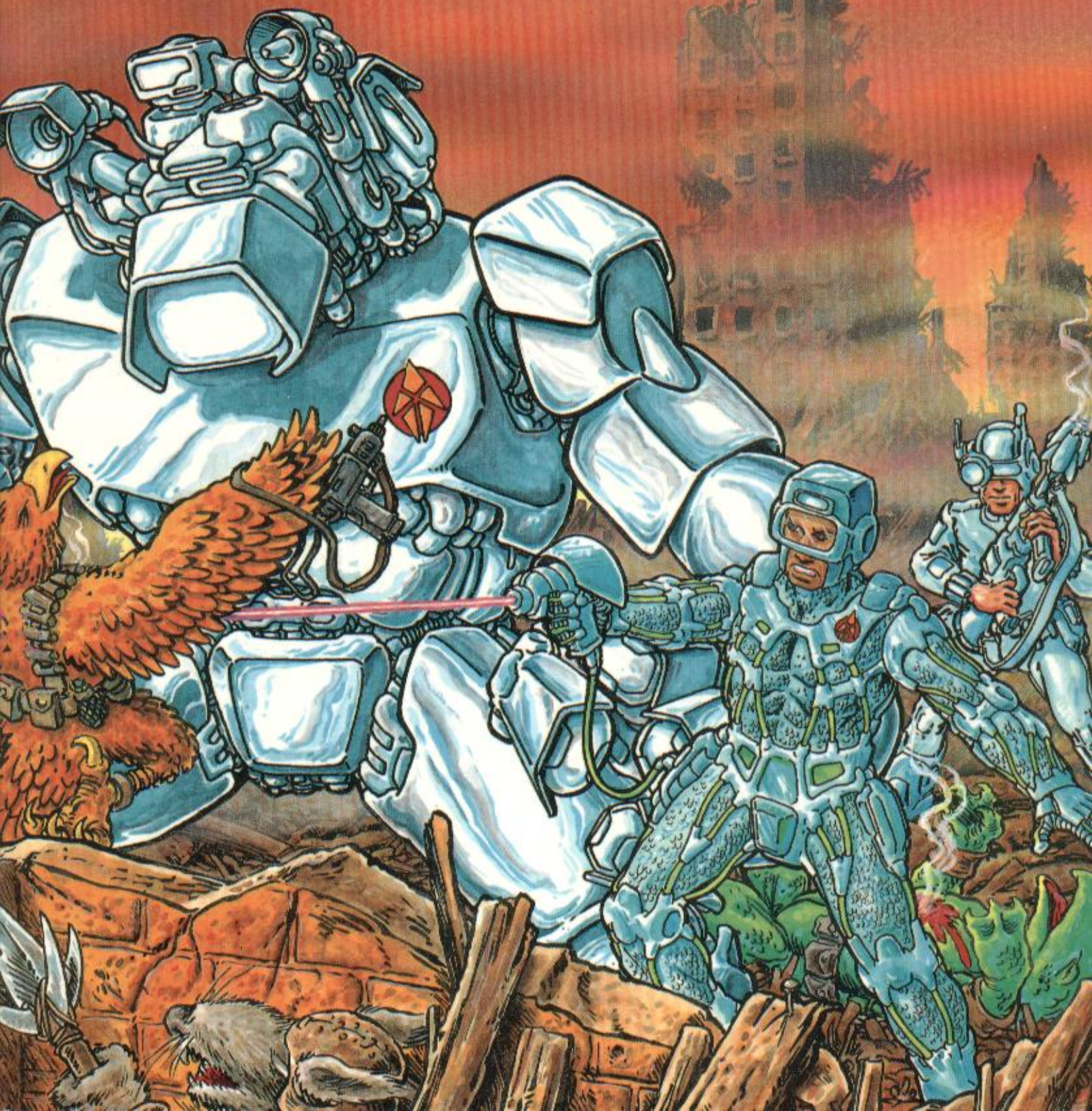


A Teenage Mutant Ninja Turtle Supplement

AFTER THE BOMB™

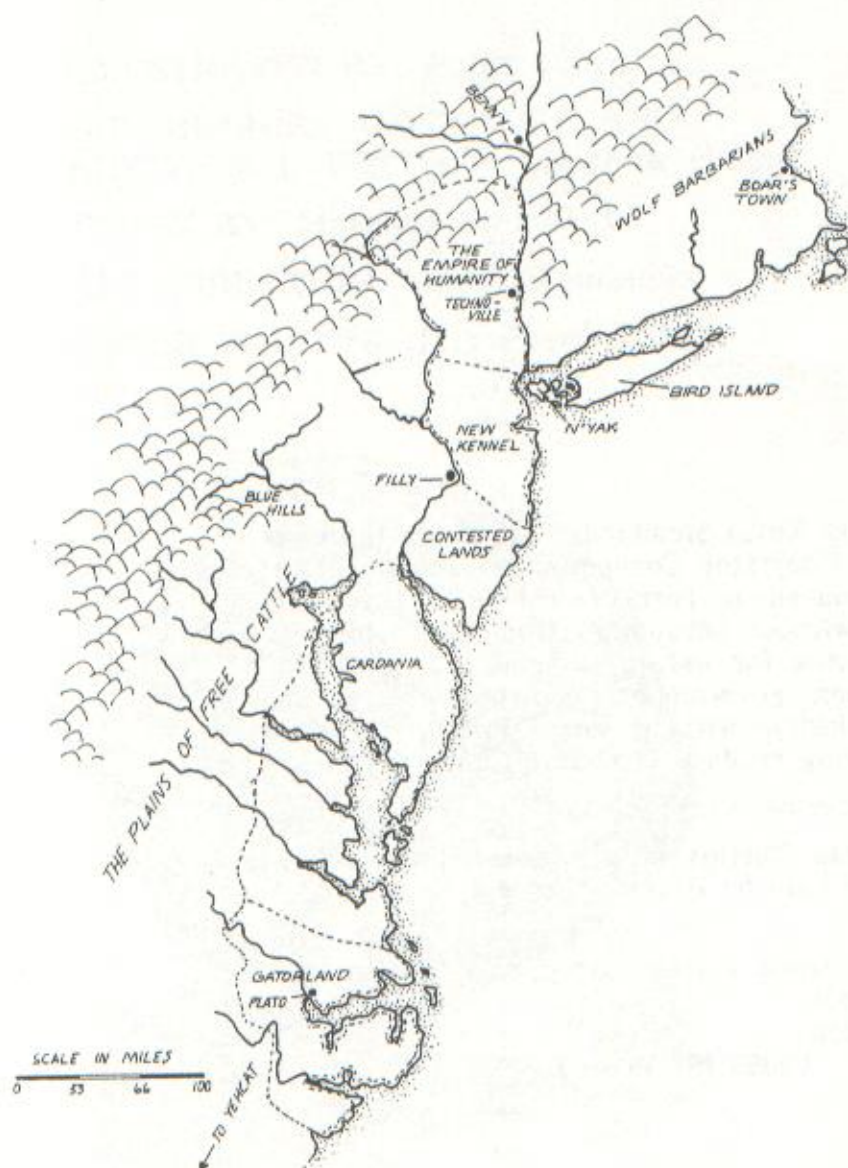
By Erick Wujcik



PALLADIUM BOOKS™ PRESENTS . . .

AFTER THE BOMB™

A TEENAGE MUTANT NINJA TURTLE SUPPLEMENT



Dedicated to Kate, Loved and Cherished.

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The Teenage Mutant Ninja Turtles comic book is available from: **Mirage Studios**
P.O. Box 1218
Sharon, CT 06069 (\$1.50 ea.)

After the Bomb is published by **Palladium Books, 5926 Lonyo, Detroit, Michigan 48210.**

PALLADIUM BOOKS™ PRESENTS . . .

AFTER THE BOMB

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Introduction

Welcome to the first Teenage Mutant Ninja Turtle and Other Strangeness Adventure Supplement!

The core of this book was a scenario called, you guessed it, After the Bomb. It was originally intended as an adventure chapter in the TMNT game. Then we just got carried away with the possibilities of a world filled with mutant animals. Finally, we decided that After the Bomb deserved a book of its very own. We hope you like it!

As you examine the world we've created you will quickly see that we've only covered a small piece of the world. Just part of the Northeastern Seaboard of the U.S. We leave the rest to the imagination of creative game masters. Of course, if you want more then by all means let us know!

Creating a Character

ADAPTING TEENAGE MUTANT NINJA TURTLES TO AFTER THE BOMB

In order to use the material in this book you'll need some kind of role-playing game rules. Although an imaginative game master could use it with just about any post-holocaust game, it's designed for the special animal mutant rules in Teenage Mutant Ninja Turtles and Other Strangeness. There's just one minor modification needed; when you roll up characters for After the Bomb, leave out 'Step 3: Cause of Mutation' (page 7 in the rule book) and substitute the following:

Step 3: Mutation Background

After you've rolled for the animal type, the next step is to determine the background of the mutated animal in the world of After the Bomb. Roll percentile dice on this table.

01-15 Technicians: Raised in one of the animal cities. This means the character received an excellent education with a heavy technical emphasis. +15% Scholastic Bonus with 5 High School skills, 10 College skills and 12 Secondary skills. The character has earned from 2,000 to 12,000 bucks (2D6 times 1,000). The character will oppose the Empire of Humanity, but will not discriminate against humans. These urban characters tend to think of their country cousins as a bit backward.

16-25 Militia: The character was raised in an agricultural community. Frequent raids and skirmishes with the Empire and their New Kennel allies meant mandatory military training for all youths. +5% Scholastic Bonus and 6 High School skills, 8 Secondary skills and 3 Military skills. In addition, all rural characters will know Agricultural and First Aid. Only 200 to 1,200 bucks (2D6 times 100) are available for initial equipment. Chances are the character has had little personal contact with humans and will treat all of them as potential enemies.

26-35 Elite Militia: Mutant animal military units are often totally self-sufficient, raising families in fortified compounds between battles. Their offspring are highly trained militarily, but tend to miss out on some of the civilian skills. No Scholastic Bonus and 4 High School skills, 5 Secondary skills and 6 Military skills. The character will own a rifle-type weapon (assault rifle, submachine gun, sniper rifle, or shotgun), a pistol, and a complete set of military equipment and supplies plus 100 bucks cash. Elite Militia tend to treat humans with a professional cool.

36-55 Guerrillas: Primitive communities, far removed from the protection of Cardania, have had to learn guerrilla techniques in order to survive the constant raiding from

the Empire of Humanity as well as mutant renegades. From an early age the children have to learn how to avoid mines, booby traps and other hazards. No Scholastic Bonus, but all these characters have 2 High School skills, 4 Secondary skills, 2 Military skills, plus Basic Survival 50%, Prowl 40%, Tracking 75%, and Basic Explosives 40%. 100 to 600 bucks (1D6 times 100) worth of equipment is available. These characters have learned to hide their true feelings (usually hatred) from humans.

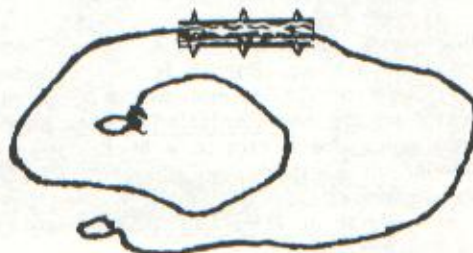
56-75 Scouts: Some families are so remote that a mutant child will be raised without seeing more than one stranger a year. These characters are usually recruited as Scouts. No Scholastic Bonus. The character has 4 Secondary skills, 2 Military skills, plus Basic Survival 90%, Escape Artist 25%, Prowl 80%, Fishing 80%, Hunting 80%, Tracking 80%, and Trapping 65%. Bonuses of +10 in S.D.C. and a +2 in P.E. are also added. The character usually comes out of the wilderness with ragged clothes, one aged weapon, and a gunny sack of cooking tools and useful scavenged items. The character is friendly, but rustic, curious, and not necessarily hostile toward humans.

76-85 Feral Scouts: After so many attacks by the empire it's not surprising that many mutant animal young found themselves lost and alone in the wilderness. Those that survived alone and eventually returned to civilization are known as Feral Scouts. They tend to be tougher, but not as well educated as the average mutant animal. No Scholastic Bonus. 2 Secondary skills, 2 Military skills, Basic Survival 98%, Climbing 50%, Escape Artist 15%, Prowl 90%, Tracking 75%, and Hunting 50%. There is a S.D.C. bonus of +15, a P.E. bonus of +6, a P.S. bonus of +3 and a P.P. bonus of +2. The character will have 200 bucks worth of government-supplied weapons, supplies and equipment. These characters tend to be antisocial in the extreme.

86-90 Free Slaves: Born into slavery in the Empire of Humanity, these young mutant animals eventually escaped. For the rest of their lives they have a burning desire to bring down humanity. They have 6 Secondary skills, 2 Military skills, Basic Survival 30%, and Escape Artist 50%. Add an S.D.C. bonus of +25 and a P.S. bonus of +5. Characters have 200 bucks worth of government-supplied weapons, supplies and equipment. Cruel treatment has left them with many kinds of scars and a total hatred of humankind.

91-95 Scientists: Particularly bright youngsters are adopted into a special training program. This is administered mostly by well-educated humans. Graduates have 6 High School skills, 12 College skills and 15 Secondary skills. Scholastic bonus of +20%. The character will have 3,000 bucks worth of weapons, equipment and supplies. Scientists are raised and trained largely by humans; they will be as comfortable around humans as around mutant animals.

96-00 Ninja: This character was adopted into a Ninja school. 5 High School skills, 3 Military skills, 2 College skills, 6 Secondary skills and Hand to Hand Ninja. In addition, the character has a choice of 3 ancient or ninja weapon proficiencies. Outfitting should include 250 bucks of weapons, equipment and supplies. In addition the school will provide the character's primary ninja weapon (or pair of weapons). Ninja are cautiously neutral toward animals alike.



HEROES UNLIMITED

The Palladium game, **Heroes Unlimited**, is another useful set of additional rules for this role-playing setting. If the game master intends to use **Heroes** as the exclusive rule system then we recommend that all the player characters start out as mutants. Should you wish to use both **Heroes Unlimited** and **Teenage Mutant Ninja Turtles** then substitute the following for the Revised Random Power Table (T.M.N.T. pg 80), if you want to allow both human and animal player characters.

After the Bomb Revised Random Power Table

- 1-37 Mutant Human with Psionics
- 38-70 Mutant Super-Powered Human
- 71-00 Mutant Animal Powers

After the Bomb: A player's introduction

The time is the late twenty-first century. The place is America. An America torn apart in a brutal catastrophe of war, plague and nuclear winter ("the Big Death"). An America now populated mostly by intelligent mutated animals.

As a player in this game you will have the opportunity to explore this strange new world. You will also have the rare pleasure of playing a mutant animal, hopefully a refreshing change from the usual armored knights and silver-suited spacemen.

Most of the population are animals, mutated dogs, cats, mice and moose, but there are still some humans remaining. Most humans have worked hard to help the animals, establishing schools, factories and governments for the new animal order. Other humans were not so enlightened, and records of persecution and killing were common.

Now all of the evil that humans are capable of has been concentrated into one powerful force: the Empire of Humanity. With a functional nuclear fusion plant, with advanced, early twenty-first century technology, with a loyal canine nation blind to their madness and with a huge slave labor force, the Empire is by far the strongest force in the known world. Worse, the Empire loudly threatens to exterminate all the intelligent animals.

As player characters in the game your overall goal will be to safeguard your fellow mutant animals from the evil schemes of the Empire. This will involve searching the ruins of the lost civilization for various artifacts of power and knowledge. Even if such artifacts are unusable by the animals it is necessary to stop the Empire from growing any more powerful than it already is!

NOTES ON LIFE: AFTER THE BOMB

The player characters, regardless of their origins, will usually be citizens of Cardania. Whether as free traders, scouts, or members of the military. Here are a few notes on life in After the Bomb.

Money: Old money, dollars, pesetas, marks and pounds, are all totally worthless. Barter is more common than currency exchange in the animal world. The only paper money now issued are the Cardanian Bucks. Small change are bits, and there are 4 bits to a buck. These are used as legal tender in Cardania, in most of the Contested Lands, with any representatives of the Rodent Cartel, and throughout the Plains of Free Cattle. Here are some typical prices and payments:

An overnight room in an inn	2 Bucks
A month's rent of a small house	35 Bucks
A loaf of bread	1 Bit
A 5 pound sack of flour	3 Bits
A fine dinner for two	12 Bucks
Cloth Pants	5 Bucks
Cloth Shirt	3 Bucks
Leather Armor (A.R. 9, S.D.C. 20)	40 Bucks
Chain Mail (A.R. 13, S.D.C. 44)	280 Bucks
12 Arrows	6 Bucks
A good quality long bow	90 Bucks
A dagger	20 Bucks
A fine quality long sword	125 Bucks
A .45 automatic pistol	950 Bucks
A clip of ammunition (8 rounds)	40 Bucks
A flashlight	50 Bucks
A flashlight battery	8 Bucks
Farm labor daily wages	1 Buck
Soldier's daily wages	2 Bucks

From this list you should get the idea that basic, primitive things, like food, clothing and simple crafts, are pretty cheap. On the other hand, any kind of manufactured item is relatively expensive. And the more technologically advanced it is, the more it will cost.

Basically, any old, working artifacts are worth the same in bucks as they are in dollars. Those items will tend to be worn down and troublesome. Newly made versions of the same items will cost 3 times as many bucks as dollars. For example, a 35mm camera lists for \$250 in T.M.N.T. that means that an old, vintage 1986, camera would be sold for about 250 Bucks. But, if a factory in Cardania starts making new 35mm cameras they will sell for 750 Bucks, three times as much. Prices in T.M.N.T. and **Heroes Unlimited** can easily be translated into Bucks.

The Empire of Humanity and New Kennel don't use any kind of cash. Instead they have an Electronic Currency Exchange and the value of something is measured in Empire Credits. Everyone carries credit cards embedded with the electronics necessary for crediting or debiting a person's account. As an additional security measure each person's card must be activated by that person's thumbprint. In the Empire, prices are roughly equivalent to pre-death American dollars. New Kennel has a big inflation problem and is always 'adjusting' prices, creating havoc among the tradesmen and bankers. In all human-controlled areas there is an active black market that deals only in bucks.

Offspring: Although inter-species dating and marriage are fairly common, producing offspring is only possible between mutants with the same animal heritage. For example, a mutant dog would have to mate with another mutant dog in order to have children. Even a match between a mutant dog and a mutant coyote or wolf would be infertile. Any human children will have a 35% chance of being born with mutant abilities. Humans cannot mate with mutant animals and produce offspring.

Mutant Monsters: Let me first point out the following, this is a fantasy game! Yes, in the real world, mutants are not fun; they are born with severe malformations and generally miscarry, die in childbirth or require intensive care for their entire lives. In this fantasy game things are unreal, mutants are born with incredible powers animal mutants are almost always born with human intelligence, and characters are rarely grotesque. That's no more real than magical fireballs or faster-than-light travel. We designed the game so that it would be fun!

Real nuclear war, real any kind of war, is not fun. Feel free to play our games, fantasize about our worlds, but don't forget that real world violence is something we should all do our best to avoid.

The Empire of Humanity

This wouldn't be much of a role-playing game without a bunch of great villains. Strongest and most feared of all the post-holocaust powers is the Empire of Humanity, a tyrannical realm built on a foundation of hate and racism. The capitol is Technoville, an advanced, walled city built around a working fusion reactor (the only one left in the world). The Empire is ruled by a brutal dictatorship intent on enslaving and exterminating all sentient animals. Their economy is dependent on slave labor made entirely of humanoid animals. Slave uprisings have been frequent, as have brutal repressions.

Population: The human population is roughly 28,500. Most of them (roughly 18,500) live in Technoville and the remainder are either on military duty or live as overseers on the outlying plantations. They serve as the educated, technological elite. All the grunt work is done by the mutant animal slaves. Mutant animals are estimated at 200,000 and consist of equal numbers of horse, cattle, pigs, and sheep. Carnivorous animals, animals with the power of flight, and rodents are sterilized and often exterminated in frequent purges.

Government: The Empire is ruled by Emperor Christian's imperial decree, although he will often let others take the credit for potentially unpopular measures. The primary ideology is simple: intelligent mutants are a threat to humanity and should be destroyed. Any opposition to the rulers of the Empire has been effectively silenced.

Military Forces: Although the soldiers of the Empire are mostly normal humans (approximately 12% have mutant powers), they are provided with sufficient technologically superior equipment to make them a match for any of their larger neighboring territories.

Army: 3,700 human soldiers provided with 210 suits of Type I Armor, 2,400 suits of Type 2nd Armor, and 3,500 Automatic Rifles (minimum training is W.P. 2nd level). Large quantities of ammunition, grenades, man-portable anti-tank missiles (LAWS), heavy machine guns and pistols are stockpiled. 48 tanks, 180 trucks, 85 jeeps and 24 armored personnel carriers make up the army's vehicle pool.

Auxiliary Troops: 6,500 mutated dogs from New Kennel are lead by 210 Empire human officers. They are armed with Automatic Rifles and are supplied with uniforms and equipment. Each human officer commands/controls a unit consisting of a jeep, a truck, three heavy machine gun units, six grenade launchers and one artillery piece.

Navy: The Empire maintains at least 6 operational armed river boats at all times. None of the boats are new, all are scavenged pre-death relics and are not known for their reliability. These are used mostly for stopping smugglers and terrorists.

Air Force: Empire of Humanity air superiority is absolute. The air force has over 600 trained pilots and 65 Saber-15 Jet Fighter-Bombers, 120 Combat helicopters, 15 wide-bodied transports (suitable for parachute drops) and a wide variety of pre-death military aircraft. While there are dozens of airfields scattered around the nation, the main air base is a huge aircraft carrier permanently anchored between the Empire and N'Yak.

Secret Forces: A network of several hundred paid animal spies circulates throughout the various animal nations. Roughly 250 internal security police watch for human or slave uprisings in the Empire. Midnight arrests and sudden, unexplained 'disappearances' are common.

Economy: The Empire has by far the strongest manufacturing capacity in the known world. Recently the animal slaves in the factories are being replaced by robots. The Empire is approximately the technological equal of 1986 America, capable of making advanced vehicles, electronics,

pharmaceuticals and weapons. Their biggest problem is their small population, which provides too few technically trained people.

Emperor Christian

Real Name: Daniel Christian

Alignment: Diabolic

Attributes: I.Q. 17, M.E. 14, M.A. 13, P.S. 14, P.P. 6, P.E. 8, P.B. 16, Spd 14

Age: 96 (looks 40) **Sex:** Male **Size Level:** 11

Weight: 225lbs **Height:** 6'5"

Hit Points: 32 **S.D.C.:** 66 (see power)

Disposition: Sly, smooth talking and slippery. He avoids making outright statements, preferring to imply one thing or another.

Powers: Alter Physical Structure: Stone

Christian has a super power that allows him to instantly change his body to hard stone. In this form he has a +8 to P.S., and A.R. of 17 and an S.D.C. of 600. He weighs 4 times normal (900lbs) while stone and is resistant to paralysis, stun rays, flame, heat and cold. Explosives, energy weapons, electricity and nuclear blasts do only half damage. Physical attacks, weapons and bullets do no damage unless they strike on a roll of 18 or better. Christian will avoid using this mutant power around other humans.

Psionics: None



Level of Experience: 6th Level
Level of Education: High School and Military Training
Scholastic Bonus: None
Occupation: Emperor
Scholastic Skills

Explosives/Demolitions	55/50%
First Aid	90%
Pilot Automobile - All	98%
Pilot Military Vehicles	80%
Pilot Helicopters	68%
Pilot Combat Helicopters	64%

Weapons Proficiencies

W.P. Automatic Pistol, 6th Level, Expert
 W.P. Automatic Rifle
 W.P. Machine Gun
 W.P. Energy Pistol
 W.P. Energy Rifle

Physical Skills/Training

Hand to Hand Expert, 6th Level
 General Athletics
 Boxing

Espionage Skills/Special Training

Prowl 65%
 Tracking 65%

Secondary Skills

Fishing 98%
 Writing, Creative 60%

Combat Skills

Attacks Per Melee: 5

+3 to strike, +5 to parry/dodge, +3 to damage, +5 to roll with punch or fall, +2 to pull a punch, +1 to strike on body block (1D4 damage - 2D6 damage if stone), knock out/stun on natural twenty; kick attack does 1D6 damage.

Personal Profile: Christian's self-proclaimed title of "Emperor" is disputed by no one in the Empire, at least not very loudly. Originally, just after the Death, Christian was the leader of a renegade military unit. He discovered the working fusion reactor and realized its incredible potential. He then seized the reactor and its peaceful scientific community by force. Since then he has built a nation and eliminated most of the vocal opposition. A few scientists escaped his purges and are now held as prisoners in separate science laboratories. Although Christian claims to hate all mutants (especially mutant animals), he carefully conceals the fact that he is a mutant himself.

The mutant power has apparently kept him from aging for he still appears to be only middle aged. This has created rumors of a secret 'immortality drug'.

Special Weapons: Christian never goes anywhere without some kind of sidearm. Usually he wears a .9mm Automatic Pistol. When faced with an emergency situation, he will take along an experimental Ion Blaster Pistol that has 8 shots and does 5D6 points damage per blast.

Professor Sybek

Real Name: William Sybek
Alignment: Miscreant
Attributes: I.Q. 13, M.E. 14, M.A. 12, P.S. 18, P.P. 12, P.E. 8, P.B. 12, Spd 13
Age: 78 **Sex:** Male **Size Level:** 11 **Weight:** 245lbs
Height: 5'3" **Hit Points:** 25 **S.D.C.:** 60
Disposition: Egotistical, boasting, contemptuous of others.
Powers: None
Psionics: None
Level of Experience: 7th Level
Level of Education: Doctorate
Scholastic Bonus: +35%
Occupation: Chief Scientist for the Empire of Humanity
Scholastic Skills

Electrical Engineering	98%
Mechanical Engineering	98%
Robotic Engineering	94%
Laser Technology	98%

Mathematics - All	85%
Optics	98%
Physics	88%

Weapon Proficiencies: None

Physical Skills/Training: None

Espionage Skills/Special Training

Pick Locks	88%
Surveillance Systems	95%

Secondary Skills: choose 10

Combat Skills

Attacks Per Melee: 1

No Bonuses to strike/parry/dodge/damage.

Personal Profile: This is Christian's second in command in the Empire. He is also the scientist who produces most of the experimental science needed to keep the Empire from falling to the mutated animals. He is not a brilliant man but knows how to "motivate" the other scientists to produce. He does this by a combination of rewards and threats, often involving innocent relatives and friends of the scientists. He has no problems jailing or torturing reluctant colleagues.

Sybek also maintains a special jail for dissident scientists. Most of the most brilliant minds are kept here and forced to work on various projects. Most would be glad of liberation, but stay because of threats to their families. Sybek is perfectly capable of killing women or children if he believes that it will speed up his scientific production.

One of Sybek's blind spots is his view of mutant animals. He doesn't believe that they can really think. Although many brilliant animal scientists have been captured by the Empire they have all been killed by Sybek.

Special Weapons: Although Sybek is totally untrained, in an emergency he might attempt to fire a weapon. The weapon is likely to be something powerful and experimental and his aim is likely to be incredibly bad.



General Ulster

Real Name: Mike Ulster

Alignment: Scrupulous

Attributes: I.Q. 18, M.E. 11, M.A. 10, P.S. 19, P.P. 19, P.E. 7, P.B. 11, Spd 7

Age: 53 **Sex:** Male **Size Level:** 12 **Weight:** 272lbs

Height: 6'7" **Hit Points:** 27 **S.D.C.:** 85

Disposition: Businesslike, efficient, quick and impatient. Ulster has no time for fools and has trouble relaxing.

Bionic Implants: Artificial Heart, Lungs and Kidneys. The left hand and arm are bionic with a P.S. of 28. A mini-ion blaster is also built into his left arm and can fire 4 shots per melee for 1D8 points of damage - he keeps this secret and uses it only in extreme emergencies. Left eye can see telescopic, infra-red, and has a targeting sight (+1 to strike with any modern weapon). Ulster has a built in computer and bio-scan. In the field, he will use a customized suit of full bionic armor (won't function for anyone else). A.R. 18, S.D.C. 900.

Psionics: None

Level of Experience: 5th Level

Level of Education: Military Specialist

Scholastic Bonus: +18%

Occupation: General of Empire Armed Forces

Scholastic Skills

Automotive Mechanics	93%
Robotic Technology	74%
Explosives/Demolitions	68/63%
Laser Technology	55%
Pilot Automobile - Any	98%
Pilot Military Vehicle	93%
Pilot Combat Helicopter	78%
Pilot Jet Aircraft - Any	88%

Weapon Proficiencies

W.P. Revolver, 5th Level, Expert
W.P. Automatic Pistol, 5th Level, Expert
W.P. Automatic Rifle
W.P. Energy Pistol
W.P. Submachine Gun
W.P. Machine Gun
W.P. Artillery Piece, 3rd Level
W.P. Nunchaku, 3rd Level
W.P. Knife, 4th Level

Physical Skills/Training

Hand to Hand Expert, 5th Level
General Athletics

Espionage Skills/Special Training

Cryptography	73%
Prowl	78%
Surveillance Systems	50%

Secondary Skills

Cook	98%
First Aid	93%
Pilot Sailboat	98%
Study History	83%

Combat Skills

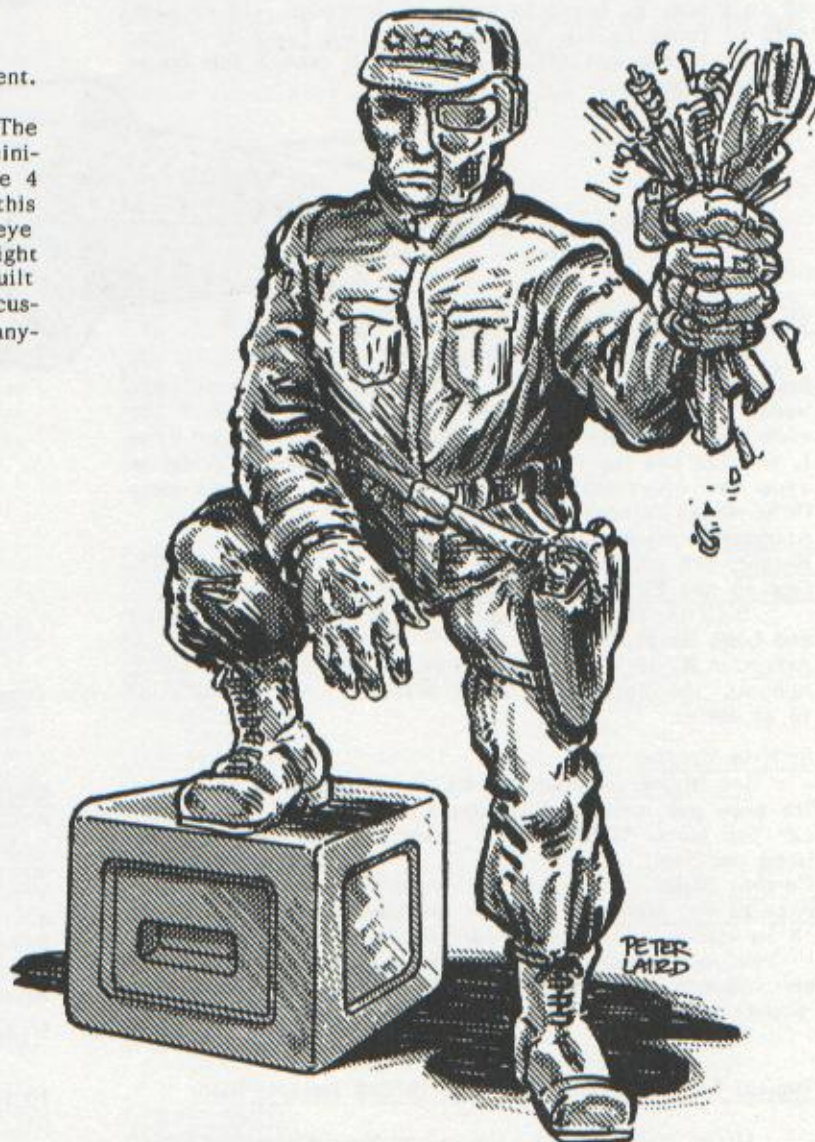
Attacks Per Melee: 4

+3 to strike, +3 to parry/dodge, no bonus to damage; +3 to roll with punch or fall, +2 to pull a punch, +1 to strike on body block (1D4 damage), kick attack does 1D6 damage.

Personal Profile: Ulster is the key military genius of the Empire and leads its primary armed forces. He also personally commands a combined army of human officers and mutant dog troops. He is an avid student of military history and will rarely make any kind of strategic or tactical mistake. None of his officers approach his skill and are likely to misinterpret or change his orders.

Unlike most Empire humans, Ulster is not anti-animal, he is simply pro-human. If it were left to him, he would change policies of the Empire and make animals full citizens. He works as hard as he can to protect the few remaining humans of the world. Consequently, he also feels guilty and remorseful for the death of any of his soldiers, human or canine.

Special Weapons: Always carries a .45 Automatic Pistol as a sidearm. He travels in an armored tank that is outfitted with a cannon, twin .50 caliber machine guns and a laser cannon.



Empire Troopers

Typical Empire Soldier In Type 1 Robotic Armor

This is a giant sized robot big enough to contain a human operator. Roughly 210 are already assigned and another dozen are manufactured every month. The operators of these suits require at least two months of intensive training.

Attributes: Suit provides a P.S. 28 and Spd 17

Weight: 2,800 pounds **Height:** 14'6"

Sensory and Electronic Equipment

Built-in Telescope, Nightsight, Targeting Sight, Computer, Video Camera, Radio Com-Link, Search Light and Loud Speaker.

Armor: A.R. 18, S.D.C. 1200. **Note:** So long as some S.D.C. remains the operator will be affected only by rolls of 18 or better.

Built-In Weapons:

Dual Mini-Lasers: These head-mounted weapons have 200 foot range, each can fire once each melee round, have +3 to strike, and do 2D6 points damage. Unlimited charges.

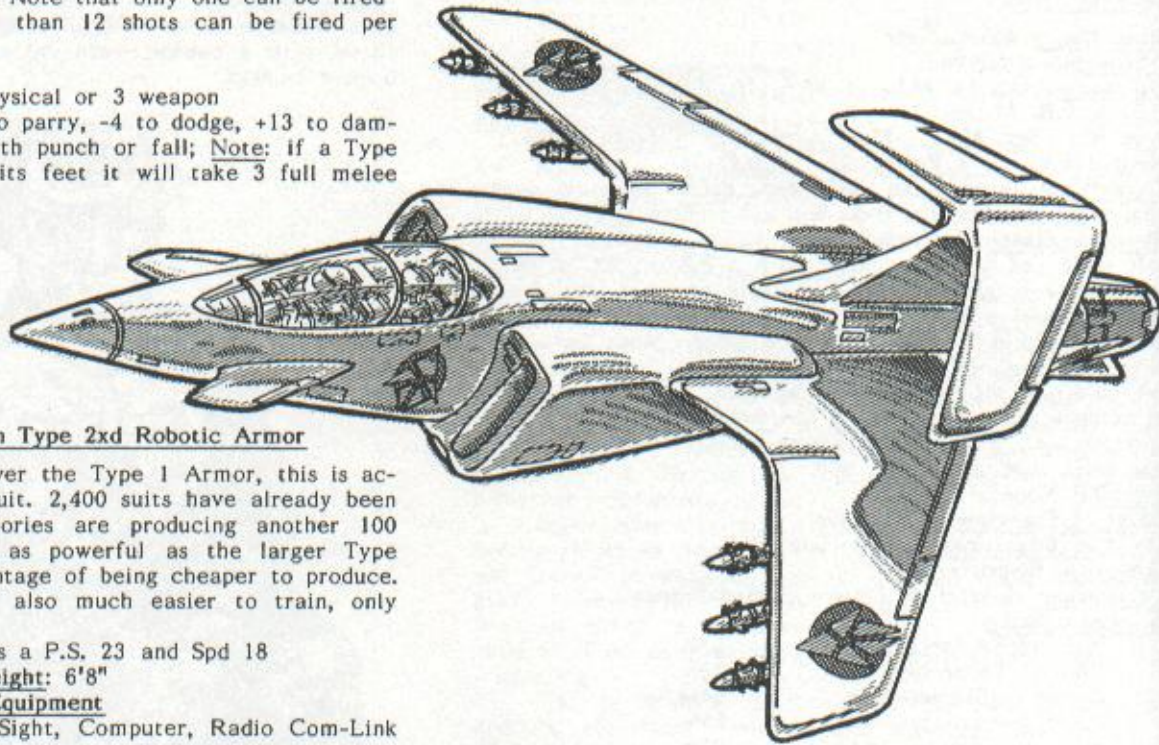
Retractable Blasters: Mounted on each forearm. 150 foot range, fire once per melee, +1 to strike and do 6D6

points damage per blast. Note that only one can be fired per melee and no more than 12 shots can be fired per hour.

Combat Skills

Attacks Per Melee: 2 physical or 3 weapon

+2 to strike, no bonus to parry, -4 to dodge, +13 to damage; no bonus to roll with punch or fall; Note: if a Type 1 robot is knocked off its feet it will take 3 full melee rounds to recover.



Typical Empire Soldier In Type 2nd Robotic Armor

An advancement over the Type 1 Armor, this is actually an exo-skeleton suit. 2,400 suits have already been issued and Empire factories are producing another 100 each month. While not as powerful as the larger Type 1, the 2nd has the advantage of being cheaper to produce. Type 2nd operators are also much easier to train, only three weeks is needed.

Attributes: Suite provides a P.S. 23 and Spd 18

Weight: 315 pounds Height: 6'8"

Sensory and Electronic Equipment

Built-in Targeting Sight, Computer, Radio Com-Link and Loud Speaker.

Armor: A.R. 18, S.D.C. 240. Note: So long as some S.D.C. remains, the operator will be affected only by rolls of 18 or better.

Built-In Weapon

Ion Blasters: Mounted on right forearm. 85 foot range, fire once per melee, +2 to strike and do 5D6 points damage per blast. Note that no more than 12 shots can be fired per hour.

Combat Skills

Attacks Per Melee: 2 physical or 2 weapon,

+3 to strike, no bonus to parry/dodge, +6 to damage, +2 to roll with punch or fall; Note: if a Type 2nd robot is knocked off its feet it will take 1 full melee round to recover.

Typical Empire Soldier Armed With G-9 Assault Rifle

Often called G-9's, these are the professional soldiers of the Empire. Each is a veteran with an average of 2 years of combat experience. New recruits are trained for at least sixteen weeks before being assigned to combat. All operators of robotic armor are recruited from the G-9's.

Attributes: All soldiers have a minimum I.Q. of 10, a minimum P.S. of 9, and a minimum P.E. of 8.

Sensory and Electronic Equipment

Issued a helmet com-link, a battery-powered motion detector and a laser targeting weapon sight (+3 to strike).

Armor: Soldiers are issued flak jackets that provide A.R. 11, S.D.C. 80.

Issue Weapons

G-9 Assault Rifle: This is a standard issue rapid-fire energy weapon. 450 foot range, four shots per melee, +3 to strike, and 5D6 points damage per blast. Up to 36 shots may be fired continuously before the weapon starts to overheat. The cool-down cycle takes 30 melee rounds.

.45 Machine Pistol: A conventional side-arm similar to pre-Death submachine guns. 300 foot range, fires 48 rounds per melee, and 4D6 points damage per shot. The weapon can be adjusted to fire single shot, 6 round burst, or full clip. Each clip holds 48 rounds.

Other Empire Weapons

Empire Saber-15 Jet Fighter Bomber: These high powered aircraft are operated by a two-man team, a pilot and a gunner. They can travel at up to MACH 3.5, and can operate for up to 4 hours on a single load of fuel. Their Vertical Take-Off and Landing gear allows them to operate from fields as short as 150 feet. Armor: A.R. 8, S.D.C. 325, Note: that while the Saber-15 is in flight it has a +14 to dodge all ground attacks; and +6 to dodge equally superior aerial combat vehicles.

Weapons:

Laser Cannon: 560 foot range, fires once per melee, 18 charges per mission, +4 to strike and does 8D6 damage per blast.

7.65mm Twin Machine Guns: 3,200 foot range, fires 120 rounds per melee, +2 to strike and does 6D6 damage per round.

(6) Air-to-Air Missiles: 25,000 foot range, +8 to strike and 14D6 damage.

(4) High Explosive Bombs: These are designed to be dropped from high altitude with pinpoint accuracy (+2 to strike). Standard bombs can wipe out an entire bridge or building. Nuclear weapons, poisonous gas, or propaganda leaflets are sometimes substituted for the usual bombs.

Empire LC-12 Assault Helicopters: These are the backbone of most Empire infantry operations. A pilot backed by a two-man team, a pilot and a door gunner who controls the machine gun. There is room for up to 12 passengers on board. Top speed is 200mph. Can operate for up to 6 hours without refueling. Armor: A.R. 10, S.D.C. 430, while in full flight it has a +8 to dodge.

Weapon:

The single .50 caliber machine gun is mounted on the side and operated by the door gunner. It has a range of 890 feet, fires 48 rounds per melee and is +4 to strike. Each round does 7D6 damage.

Empire 35-H Armored Tanks: Although some pre-Death tanks are still in use, most of the tank forces are made up of the 35-H model. There are already 36 of them in action and 2 more are being produced every month. Top speed is 70 miles per hour on pavement, 35 miles per hour on rough ground. Maximum range is 420 miles between refueling. The 35-H is also equipped with radar, infra-red, telescopic, nightsight, and motion detectors.

Armor: A.R. 14, S.D.C. 1,240, while in motion it has +2 to Dodge.

Weapons:

Laser Cannon: 2,400 foot range, one round every third melee, +4 to strike, and 10D6 points damage per blast.

.50 Caliber Machine Gun: 3,000 foot range, fires up to 60 rounds per melee, -1 to strike, and 7D6 points damage per shot.

Grenade Launchers: A grenade launcher is mounted at both forward and rear. Either launcher fires 40mm fragmentation grenades (10D6 points damage for 5 feet and 4D6 for an additional 5 feet), or smoke grenades (red for enemy positions, blue for friendly positions, used to signal artillery or aircraft bombardments), maximum range is 600 feet.

New Kennel

The only remaining allies of the Empire of Humanity are the dogs of New Kennel. Just ten years ago the dogs were integrated into the Empire. However, too many infiltrators (not all the dogs were so craven!) caused the humans to set up the dogs with their own nation. New Kennel is heavily dependent on the Empire for manufactured goods (especially weapons), medicine and electrical power. The main energy conduit from the Empire to New Kennel is a heavily guarded target for terrorist attacks.

New Kennel's population is almost entirely assorted breeds of mutated dogs. There are also quite a few wolves, coyotes, foxes and others who 'pass' for dogs to avoid the Empire's slave camps.

Population: Total population is approximately 250,000 dogs with a minority of illegal immigrants, undercover agents and subversive infiltrators. Most of the non-canine population is either dog-like in appearance (coyotes, wolves, etc.) or have Human Looks - Full.

Government: New Kennel is ruled by a military dictatorship. At the head are Yaster and Yasbal, the rulers endorsed and supported by the Empire. Most citizens have no real idea of the racist policies of the Empire and simply assume that the humans are friendly.

In spite of harsh repression, there is still an active underground movement in New Kennel. The Spider is only one of many who seek to stop the Empire, get the slaves to freedom, and wake up the populace to the dangers of the human racism.

Military Forces:

Army: Regular troops total 9,000 and are well armed and supplied with standard Empire issue equipment. The army also maintains 32 tanks, 260 trucks and 40 armored personnel carriers. Another 6,500 troops are on 'loan' to the Empire and are completely outside of New Kennel's chain of command.

National Guard: Some 38,000 part-time volunteers can be called up in case of state emergencies. The Guard soldiers keep their aging rifles and equipment in their homes. They use private cars and trucks for transport.

Air Force: Actually this is made up of 15 Helicopters and 8 conventional transport aircraft. While established as a separate organization, the New Kennel Air Force is nothing more than a government airline.

National Army of the Interior (NAI): This is actually

a national secret police dedicated to spying on the citizens. They are constantly on watch for potential saboteurs and escaped slaves.

Economy: New Kennel is heavily in debt to the Empire and has an economy so weak and debilitated that it can barely function. Most industry is based on farming and cheap, low technology manufacturing assigned by the Empire. In terms of overall scientific achievement, New Kennel hasn't even made it out of the 19th century.

Yaster and Yasbal

Note: The twins have identical statistics.

Real Name: Yaster and Yasbal Newspek

Alignment: Scrupulous

Attributes: I.Q. 15, M.E. 16, M.A. 11, P.S. 14, P.P. 14, P.E. 12, P.B. 23, Spd. 20

Age: 28 **Sex:** Male **Size Level:** 9 **Weight:** 160lbs

Height: 5'8" **Hit Points:** 41 **S.D.C.:** 36

Disposition: Yaster and Yasbal are both sour, quiet individuals who take their responsibilities seriously.

Human Features: Hands - Full

Biped - Full

Speech - Full

Looks - Full

Powers: None

Psionics: None

Level of Experience: 8th Level

Level of Education: High School

Scholastic Bonus: None

Occupation: Military Rulers of New Kennel

Scholastic Skills

Economics	50%
Mathematics	80%
Pilot Automobile - Auto	98%
Pilot Automobile - Manual	90%
Pilot Military Vehicles	80%

Weapon Proficiencies

W.P. Revolver, 8th Level, Expert
W.P. Automatic Rifle
W.P. Submachine Gun

Physical Skills/Training

Hand to Hand Martial Arts, 8th Level

Espionage Skills/Special Training: None

Secondary Skills

Basic Explosives	60%
Ventriloquism	80%

Combat Skills

Attacks Per Melee: 5

+3 to strike, +2 to parry, +4 to dodge, +3 to damage, +3 to roll with punch or fall, +2 to pull a punch, +1 to strike on body block (1D4 damage); knock out/stun on roll of 18, 19 or 20; kick attack does 1D6 damage.

Personal Profile: These twin mutant dogs, born of greyhound stock, are the military rulers of New Kennel. They foolishly believe that the humans intend to make the dogs full citizens in the new order, when all other mutant animals are destroyed. They are also totally loyal to Emperor Christian and believe that he's loyal to them.

In reality Christian trusts no one. He has installed surveillance systems in the dogs' offices and residences. Christian will remove them from office, as he has removed all their predecessors, whenever they start exhibiting any independence.

Special Weapons: Both dogs carry .38 revolvers. Other weapons are kept handy in offices and vehicles.

The Spider

Real Name: Moira Alpland

Alignment: Anarchist

Attributes: I.Q. 20, M.E. 21, M.A. 12, P.S. 12, P.P. 16, P.E. 15, P.B. 9, Spd. 23

Age: 31 **Sex:** Female **Size Level:** 8 **Weight:** 123lbs

Height: 5'11" **Hit Points:** 42 **S.D.C.:** 35

Disposition: Joking, light-hearted, always filled with joy and enthusiasm.

Human Features: Hands - Full
Biped - Full
Speech - Full
Looks - Full

Powers: None

Psionics: None

Level of Experience: 7th Level

Level of Education: High School

Scholastic Bonus: None

Occupation: Owner of Clothing Store

Scholastic Skills

Accounting	55%
Business	60%
Explosive/Demolition	60/55%
Pilot Automobile - Any	98%
Pilot Military Vehicle	85%
Surveillance Systems	65%

Weapon Proficiencies

W.P. Revolver, 7th Level, Expert
W.P. Automatic Pistol
W.P. Submachine Gun
W.P. Blade (Saber)

Physical Skills/Training

Hand to Hand Assassin, 7th Level
General Athletics
Acrobatics
Climbing 72/62%
Running
Prowl 92%

Espionage Skills/Special Training

Disguise 98%
Escape Artist 88%
Forgery 78%
Pick Locks 62%

Secondary Skills

Needlework Craft 75%
Basic Electronics 75%
Sewing 98%

Combat Skills

Attacks Per Melee: 5

+3 to strike, +4 to parry, +7 to dodge, +4 to damage, +6 to roll with punch or fall, +3 to pull a punch, +1 to strike on body block (1D4 damage); knock out/stun on 17, 18, 19 or 20.

Other Abilities: Leap/Back Flip

Personal Profile: This shadowy character is a spy for the free animal world who operates as a terrorist and freedom fighter in New Kennel. He (no one is supposed to know she is a female) strikes under the cover of darkness leaving only a spider symbol behind after each raid. Anti-human elements often use the Spider as their main contact and informant in New Kennel. Great rewards have been posted for his capture by both New Kennel and the Empire of Humanity. She is actually a mutant Coyote who escaped the slavery of the fields in the Empire. Rather than continue on to safety she is dedicated to fighting on against the tyranny of the Empire and its pawns.

The Spider also leads a cadre of 20 to 30 dogs who conduct weekly raids. As a master of disguise the Spider can easily pass for mutant dog or even human.

Cardania

Cardania is the most advanced of the free animal states. It is also the most tolerant of its few surviving humans. With a new hydro-electric plant (another hot terrorist target) they have advanced technologically, but are still no match for the Empire of Humanity. Cardania is a democratic republic and has a constitution identical to that of the old United States. Rats, mice, cats, dogs and other common urban animals make up most of the 400,000 populations.

Currently, Cardania is ruled by President Thana, a female mutated fox.

Military Forces

Militia: There are approximately 83,000 trained soldiers in Cardania's part-time army. Mostly they are farmers who train a few weeks a year and can be called up during national emergencies. They each have personal gear and emergency supplies stored in their homes. Issued weapons are restricted to pistols, rifles, grenades and mortars. Regular military vehicles are in short supply but up to 10,000 personally owned cars and trucks can be mobilized.

Elite Militia: Cardania's 6,000 member professional military organization is a family affair. Children are born and raised and trained to be soldiers inside the Elite Militia. The Elite receives the best military equipment, including automatic rifles, artillery, tanks and aircraft.

Navy: Cardania's navy is also its merchant marine fleet. There are roughly 150 ships that fly the Cardanian flag and mount guns. Some are little more than pirates who prey on human and animal alike. Others are adventurous explorers, attempting to rechart the post-Death world. So far the Empire has attacked Cardanian ships only from the air.

Air Force: Although experimental aircraft are sometimes flown, it is acknowledged that Cardania has lost control of the skies to the Empire. Frequent air raids on landing fields and low technology keep Cardania from having any kind of viable air force.

Scouts: Since the discovery of lost technology is so important to Cardania, it maintains a loose organization of 1,500 Scouts. There is little discipline among the Scouts, they mostly come into Cardania for recreation and supplies, spending the bulk of their time looking through abandoned cities and towns. Scouts are not paid a regular salary; they are given supplies when needed and are paid 'bonus' money for any valuable artifacts they find.

Economy: Cardania is currently in the midst of prosperity. If it were not for conflicts with the Empire there would be relatively few problems. Cardania produces most of the manufactured goods for the known animal world. Technologically, it's comparable to America in the mid-1950's, capable of making cars, guns, transistor radios but unable to handle advanced optics, electronics or computers.

Thana

Real Name: Thana Foxline

Alignment: Scrupulous

Attributes: I.Q. 20, M.E. 18, M.A. 9, P.S. 14, P.P. 9, P.E. 6, P.B. 13, Spd. 9

Age: 41 **Sex:** Female **Size Level:** 5 **Weight:** 57lbs

Height: 3'8" **Hit Points:** 32 **S.D.C.:** 25

Disposition: Friendly, outgoing, a social person with an optimistic view of the future.

Human Features: Hands - Full
Biped - Full
Speech - None
Looks - None

Powers: None

Psionics: Telepathic Transmission
 Mind Block
 Sixth Sense
Level of Experience: 9th Level
Level of Education: Master's Degree
Scholastic Bonus: +45%
Occupation: President of Cardania
Scholastic Skills

Accounting	98%
Agriculture	98%
Business	98%
Computer Programming	98%
Economics	98%
Mathematics	98%
Law (Civil/Federal)	98%
Political Science	98%
Psychology	98%
Pilot Automobile - Auto	98%

Weapon Proficiencies: None

Physical Skills/Training

General Athletics

Espionage Skills/Special Training

Surveillance Systems	98%
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Secondary Skills

Cooking	98%
Fishing	18%
Play Guitar	98%
Writing, Creative	98%

Combat Skills

Attacks Per Melee: 2

No bonuses to strike/parry/dodge/damage.

Personal Profile: Thana is one of the true and honest leaders of the mutant animals. She is concerned about their future and is worried about the plans of the Empire. Although she holds no ill feelings towards humans she wants the Empire of Humanity destroyed. She is also interested in exploration and will provide funds and equipment for expeditions to ruined cities, the far north, south or west.

The Plains of Free Cattle

The Plains of Free Cattle are a loosely organized collection of nomadic tribes. Made up mostly of mutated horses, cows, buffalo, deer and other grazing animals. Weschek, their ancient leader, was born before the great war and still fires up the tribes with his talk of liberation and the destruction of the evil humans.

Exactly how far to the west the Free Cattle extend is not known. Some of the tribes claim to have lands as far away as "the other ocean". Certainly the Free Cattle can raise armies numbered in the tens of thousands. Were they but properly armed and equipped, they might conquer the known world.

Weschek

Real Name: Brownie

Alignment: Miscreant

Attributes: I.Q. 13, M.E. 12, M.A. 15, P.S. 11, P.P. 9, P.E. 19, P.B. 10, Spd. 9

Age: 84 **Sex:** Male (gelded) **Size Level:** 17

Weight: 668lbs **Height:** 5'1" (at shoulder)

Hit Points: 54 **S.D.C.:** 60

Disposition: Mystic, hard to understand, good natured.

Human Features: Hands - Partial

Biped - None

Speech - Full

Looks - None

Powers: Advanced Hearing

Psionics: None

Level of Experience: 14th Level

Level of Education: 2nd Grade

Scholastic Bonus: None

Occupation: Spiritual leader of the Free Cattle

Scholastic Skills

None, but can read, write and do simple math.

Weapon Proficiencies: None

Physical Skills/Training

Running

Espionage Skills/Special Training: None

Secondary Skills: None

Combat Skills

Attacks Per Melee: 2

No bonuses to strike/parry/dodge/damage

Personal Profile: This mutant was actually born before the great death. He was only partly mutated and remembers vividly the slavery and mistreatment he received from the humans. Whenever mutated animals talk of peace or negotiations with the humans, he will reveal his mutilated body and ask, "do you also wish to be gelded by the humans' knife?" Before the change he was a quarter horse of unusual intelligence.

The Rodent Cartel of Filly

A treasure of a city that was largely undamaged during "The Death". Some sort of chemical-biological warfare killed the population without harming the buildings. Filly is ruled by a powerful trading organization of rats and mice known as the Rodent Cartel. They have trade and information connections extending throughout the known world. While they personally never venture into the Empire of Humanity, they trade second-hand with the humans using the dogs of New Kennel as intermediaries.

Since the business of Filly is trade and merchandising, the Rodent Cartel is careful to keep the peace. They maintain a mercenary force of several thousand well-armed troops. The Cartel issues permits that allow explorers to enter the 'wild' portions of the city that are available for exploration.

N'Yak

This is the biggest and most frightening of all the cities. It suffered major devastation, the skyscraper areas (especially Manhattan) are extremely dangerous . . . as well as being potentially the richest source of treasure. Currently N'Yak is inhabited by a chaotic mix of gangs and tribes representing every known kind of mutant animal.

These gangs are extremely hostile and will repel anybody invading their 'turf'. Weapons are usually limited to knives, clubs, and chains. Occasionally groups will be armed with recently unearthed handguns and rifles; this will only last until their ammunition runs out. A typical gang will have from 12 to 36 members. Anyone not belonging to a gang is usually a lone scavenger.

One of the greatest hazards of N'Yak are the traps set by the residents. To keep out intruders they will often dig pits, set spring traps or construct dead falls. Either pursuing or fleeing from N'Yak residents is always dangerous since they will attempt to lead strangers right into the nearest trapped area.



Bird Island

Populated entirely by mutant birds, this is a dictatorship ruled with an iron wing by Isaac Crow. He allows no non-avians on the island and has set up a caste system where flying creatures are supreme. Mutated birds who cannot fly are enslaved (likewise convicted criminals have their wings clipped). While the birds dislike all other creatures their greatest hatred is reserved for humans and bats.

Bird Island's technology is low by anyone's standards. They discourage scientific learning and experimentation. On the other hand, they are careful to preserve their knowledge of firearms and have several factories producing guns and ammunition.

Isaac Crow

Real Name: Isaac

Alignment: Miscreant

Attributes: I.Q. 19, M.E. 18, M.A. 14, P.S. 14, P.P. 13, P.E. 14, P.B. 9, Spd. 9

Age: 55 **Sex:** Male **Size Level:** 7 **Weight:** 91lbs

Height: 4'7" **Hit Points:** 39 **S.D.C.:** 40

Disposition: Cynical, sour tempered, quick to judge or condemn others.

Human Features: Hands - Full (extra limbs)

Biped - Full

Speech - Partial

Looks - None

Powers: Winged Flight

Psionics: None

Level of Experience: 7th Level

Level of Education: 3rd Grade

Scholastic Bonus: None

Occupation: Dictator-for-life of Bird Island

Scholastic Skills: None, but can read and write

Weapon Proficiencies

W.P. Revolver

W.P. Submachine Gun

Physical Skills/Training

Hand to Hand Basic, 7th Level

Body Building

Espionage Skills/Special Training

Pick Locks 77%

Pick Pockets 82%

Tracking 80%

Secondary Skills

Wilderness Survival 90%

Fishing 85%

Hunting 85%

Combat Skills

Attacks Per Melee: 5

+2 to strike/parry/dodge/damage; +2 to roll with punch or fall; +2 to pull a punch.

Personal Profile: This mutated crow rules Bird Island with an iron fist. He enjoys executing traitors and 'invaders' (anyone unlucky enough to end up on the island is an invader). He also has delusions of someday invading the mainland.

Special Weapons: Always carries a .357 Magnum revolver.

CONTESTED LANDS

This piece of property is still being fought over by several groups. Dogs from New Kennel claim it is part of their land, but they have not yet completely pacified the land they now own. The Free Cattle have made noise about taking the Contested Lands, but have done nothing as yet. Cardania is not claiming the land, but will oppose any hostile power that attempts taking it over. Various native groups are fighting each other for control. Each owns scattered fortified estates and none are really strong enough to take the whole area.

A typical estate will be held by a band of from 12 to 50 fighters. They will have an assortment of weapons ranging from swords to machine guns. Working the land will be another 200 to 300 mutant animals. Depending on the local ruler, these workers could be full partners or lowly serfs.

THE NORTH

Little is known of the far north other than about the bands of large carnivores (bears, mountain lions, etc.) that are a constant threat in the area. Most powerful is the loose organization known as the Wolf Barbarians. Included in this band of desperados are wolves, coyotes, dogs, foxes and occasionally other animals as well. There are rumors of a Northern Free State but they are as yet unconfirmed.

Stories circulate about vast rivers of ice called glaciers that are slowly moving south. These stories could be only rumors, however new barbarian tribes do keep venturing south.

THE SOUTH

To the south of Cardania lie dozens of free animal states and towns. They are mostly democratic and have equal rights for all humans and mutant animals. With the Free Cattle and Cardania as buffer states they generally ignore the Empire and live peacefully without outside interference.

Populations and technological levels vary enormously. It's not unusual to see a primitive village of 100 mutant animals who can barely smelt metal. Just a few miles away a prosperous town might boast up to 15,000 inhabitants and local industries producing plastics or electronics.

GATORLAND

The nation of Gatorland is almost exclusively swamp and marsh. Geography makes it virtually immune from outside invasion. As a result of this, the inhabitants of the area are trying to stay neutral in the escalating conflict between Cardania and the Empire.

Gatorland has a reputation as a nation of philosophers and thinkers. This reputation is due, in part, to the workings of the ninja organization known as the Gang of Four.

Just how the Gang of Four started out is still a matter of conjecture and debate. In its infancy the organization devoted itself to intellectual improvement through study, self-denial, and physical conditioning. They were akin to monks, especially eastern monks, in many respects. As time passed and the nation of Gatorland prospered under their tutelage, the Gang of Four saw great promise and prosperity in selling their services and knowledge to others, so long as it did not threaten their home land. Representatives of this group are found, or are suspected to operate, throughout the known world where they serve as bodyguards, scouts and explorers.

Population: Scattered through the swamps are roughly 60,000 mutant animals living alone or in small villages. They consist of 30% alligators, 10% turtles, 10% lizards, 15% muskrats, 12% rats and mice, 12% frogs and others.

Government: Basically Gatorland is a experiment in anarchy. A capable ninja organization operates trade missions, embassies, a small military and administrative offices, but it doesn't claim to represent, or have power over, the inhabitants of Gatorland.

Military Forces

Plato Police: This is the largest military unit in Gatorland, a 800 member national police who are far more concerned with keeping the peace than with defending the country from invaders.

Navy: None

Ninja Operatives: Trained ninja are sent out to keep tabs on any threats to Gatorland. In this capacity they often work for Cardania's Scouts or with the Rodent Cartel. Unofficially they are very interested in fighting the Empire.

Adventure Scenarios

Gun Bunnies and Zombies

Note: This is a long introductory mission. If the players are inexperienced they should be provided with a few non-player character militia for support and extra firepower. Experienced or higher level characters can run through the game without the scout, Ozzie Bleu.

Rather than running this as a mission for selected Cardanian scouts, the game master may choose to simply have the player characters stumble upon Benny without any kind of briefing.

Player Background

The Cardanian government is advertising for scouts interested in a 'high guaranteed bonus' mission. Inform the players that a 'high guaranteed bonus' mission is one that is unusually dangerous. All characters who apply and are accepted (presumably the player characters) will be gathered for a briefing given by Scout Commander Yeats, a mutant rat. Read the following:

After a short wait an elderly mutant rat in a Cardanian Scout uniform appears. You recognize him as the famed Scout Commander Yeats, known for his years of service undercover in the Rodent Cartel. Following him is a silent, grim-looking otter, also in Scout uniform. Both of them look over all of you intensely before speaking.

"As you all know, Cardania has been involved in a crack-down on certain lawless elements in our society," the rat says, staring pointedly at one or two of the more anarchistic characters in the group; "so it is my pleasure to inform you of the apprehension of the Stogie Gang, a despicable band of murderous cutthroats".

"Information revealed by the Stogies has caused the Cardanian government to take certain steps, including that of mobilizing your unit".

"During interrogation, if you can believe the Stogies, they told of stumbling upon the town of Benny, a pre-Death city north of the Empire of Humanity. In itself that's not important, but the Stogies swore that a large quantity of 'guns, ammo, equipment and all sorts of techie stuff' was stored there. Enough, they claimed, to supply a small army."

"They related further that nearby was a place called 'Mac's Confection', an old place they say was run by some 'mad scientist' with an 'army of psycho zombies'. It was this group of creatures which forced the Stogie Gang to leave Benny".

"In order to help you find the exact location we are supplying you with an expert guide", he gestures toward the otter. "Ozzie Bleu has been instructed to get you to the site and back. Are there any questions on anything up to this point?"

Give the group the opportunity to ask questions. Yeats will have very little additional information on the area or the mission. If asked, he will give his opinion to any plan the group comes up with. Once the group has settled down again read the following:

"Now let me tell you about your main objective", continues Yeats. "The thing that we're most worried about are the reports of 'psycho-zombies'. From the descriptions, we think that someone has invented a control mechanism that changes thinking animals, like ourselves, into mindless and obedient animals!"

"If such a device is being tested, no doubt by agents of the Empire of Humanity, then it is your

duty to put a stop to it. If possible, find out exactly what the procedure is and how it works. More importantly, capture any equipment and bring it back here for analysis. If you can manage it, this abomination must be destroyed before it is of any real use to the Empire".

Game Master Information

In keeping with its policy on exploration, the government of Cardania is interested in gathering more information about the town of Benny and just what is kept there. However, due to the tenuous relationship they have with the Empire, they dare not send an official government team to check it out. A small band of hired adventurers is being sought out to thoroughly investigate the area. Only honorable characters will be considered for employment. Characters with criminal records or bad reputations in Cardania will be rejected.

After the mission briefing the group will be assigned various weapons and equipment suitable for this mission. These will include assault rifles with ammunition for each party member. For the group there will be one M-79 grenade launcher with 10 HE rounds (5D6 damage for 15ft radius); this is a single-shot, shotgun-type weapon with a range of about 750ft. Other available items include (3) flashlight-sized portable geiger counters, (3) handheld two-way radios, (1) briefcase-sized infra-red surveillance system, and an emergency medical supply kit.

The government has assigned Ozzie Bleu, an experienced guide, who is familiar with the terrain of the Human Empire and the Wolf Barbarian areas. He formerly served in an all otter recon unit in the army some 10 years previous. He knows and respects the methods and tactics of the army of the Empire of Humanity.

So what should the group accomplish? The mission will be successful so long as they manage to report back. How successful depends on how many of the following things they discover. Destroying Brother Bill's research and bringing back a sample of the control implant would be the best result the players could achieve. Any other information, including reports on the geography of Benny, on Empire troop movements and on the existence of the Gun Bunnies, is also valuable.

Scenario Information

Ozzie plans on leading the group up the Hudson River on the Wolf Barbarian side. Because the Human patrols which will most likely be in the area, it is to the group's advantage to pass through this area as quickly as possible. It should take about a week to get to the Benny area.

Encounters

The following is a sequential list of encounters for the party as they make their way to the Benny area. Game Masters should tailor these events to suit the strengths and weaknesses of their players. These encounters are meant to 'spice up' this part of the scenario and should not be so difficult as to prevent the party from at least partially accomplishing the mission. On the other hand, if the game master is short on time, it's a good idea to skip these altogether.

1. Empire of Humanity reconnaissance patrol. 3 to 5 in number, up to 4th level of experience. They are armed with assault rifles. These guys are recon, NOT search and destroy. They will withdraw and summon support in the case of any real resistance. They also have the communications equipment to call for air strikes or artillery targeting. The proper response for the player group would be to either get completely clear of the area or destroy the entire patrol before they report back.

2. Party encounters the scene of a recent fire fight (less than a half hour old) with a couple of dead animal bodies. No equipment would be left on them as they have been ransacked. These are victims of Empire patrols in the area.

3. Party encounters Samuel, a wounded mutant grouse. She was the sole survivor of a party that got wiped out. She managed to get about two miles away before collapsing. In her delirium she may mistake the player group for humans and hurl a grenade at them (40% chance, but -6 to strike). She should cause some problems for the group. Should they leave her there to die? Try to take her along? Leave someone behind to care for her? She cannot travel unless carried. An hour or so of stretcher or vehicle travel will kill her. If someone tends to her she will eventually whisper, "don't trust the gun bunnies, they betrayed us . . ." She will die within 1-4 hours, regardless of any medical attention the group might provide. Equipment on her includes two hand grenades (unless she already threw them at the group), a small knife, utility belt, canteen and some food rations.

4. Rear elements of an Empire of Humanity assault company. 15 in number, they will be seen repairing a broken down Type I robot. They all carry assault rifles and are outfitted with Type 2nd robotic armor. Since they are being fairly noisy they will tend not to notice the group sneaking by. However, if they are disturbed they will pursue any animal group as well as summon reinforcements.

5. A group of Wolf Barbarians, 10 coyotes, 2 wolves, a fox and a badger. They are armed with a variety of captured Empire weapons and are driving 3 stolen jeeps. They will be friendly and boastful about their latest raid on an Empire military unit. They don't know much about Benny or the Gun Bunnies.

THE BENNY AREA

The landscape around the Benny area is one of rolling hills and relatively dense forest. The city itself is situated on the M'Hawk River. Along the river itself is a relatively flat flood plain covered with light brush and marshes.

Benny (Albany, New York) can be considered an average city for game and campaign purposes. As with most other towns and cities, widespread ruin would be the norm. Although many valuable artifacts can be found in these places they also harbor the greatest dangers.

The old Albany/Troy area suffered 'minor' devastation during the Big Death. Most of the surrounding area has been overgrown with trees and underbrush. Only the older, stone-constructed buildings are left, these are indicated by shading on the map. Although a number of the buildings have been somewhat restored by survivors and mutants, the majority of the buildings are crumbling and gutted.

The city inhabitants are a variety of mutant animals mostly rats and mice. A few psycho-type human mutants also roam the area. The Empire of Humanity, the Gun Bunnies and Wolf Barbarian types raid frequently.

There are a number of interesting sites in the area. These include the Governor's Mansion, the State Capitol, the Stadium, Police Armory, Oil Refinery, and various industrial areas. To the north is an old hospital, the national guard armory and the Immaculate Conception Monastery. Most of these areas have been heavily looted but there are still many artifacts in and around the city.

Here are some of the surviving structures:

Tobin Packing Company: This solid old building is some kind of shrine. Inside there is a cement statute of a pig engraved with the words, "In memory of our ancestors who died at the hands of the evil humans".

Oil Storage: Hundreds of huge tanks, most in ruins, but several still have thousands of gallons of undiscovered fuel oil.



Governor's Mansion: This old building is in pretty good shape and is avoided by most of the locals. That is because the Wolf Barbarians like to use it when they're in town. Over the years the other inhabitants figured out it wasn't healthy to be there when the barbarians showed up.

Watervliet Arsenal: This New York National Guard Armory has been emptied of weapons, but still contains a variety of other useful material, including spare truck parts, military clothing and equipment, etc.

Immaculate Conception Monastery

The complex itself is surrounded by a 10ft high brick wall. An 8ft wide gate opens to the north. Infrared detectors ring the entire complex - alarms sound automatically. This is where the psycho-zombies are being created.

The garage contains two pick-up trucks and numerous spare parts, tools, power equipment and such.

The storage shed contains the electrical generators, food, fuel, building supplies, clothes, and numerous artifacts gathered over the years.

The Gloom barracks houses are the living quarters of the glooms (psycho-zombies). There are normally two glooms in each building. The rooms are covered with posters and pictures of old celebrities, buildings, landscapes and sports figures. The barracks are wired for sound and non-stop light classical music is piped in.

The small storage shed houses a large store of video equipment. This is where Bill has weekly screenings of old videos for the glooms.

The brothers' quarters are a stately, 3 story stone building with leaded windows. The ground floor contains a chapel, various solitary chambers, a library, a kitchen, a mess hall. The 2nd floor contains various rooms which Bill has converted to laboratories. There are numerous electronic devices throughout this area. The 3rd floor is Bill's private quarters. He has a special solarium/observatory which he uses to keep tabs on the surrounding countryside. In his private study Bill keeps a laser pistol and power pack which was only recently discovered.

Bill almost never leaves the complex. He normally spends most of the day transmitting orders to the gloons and perfecting his implants and creating more psycho-zombies.

The Overall Benny Area

The party will probably want to spend a fair amount of time in this area. If they are smart, they will climb up on one of the neighboring hills to get an overview of the area. They would definitely be able to see the capitol and the governor's mansion from nearly anywhere. IF they stay put and observe for a day or so they will see some activity. This will take the form of occasional fires, sounds of gunfire, vehicle noises, and even sightings of mutant animals (mouse, rat or dog) or gloons/zombies. The majority of the activity is around the State Police Armory and some industrial buildings.

There are no large scale gangs which control this area, only small bands of up to 10 animals. Although most are suspicious of strangers, they are all somewhat cowardly and will only attack or seriously threaten anyone if they have two to one or better odds in their favor. Some are willing to trade information about the area. Here are rumors they will pass on:

Rumor: There is a secret vault in the Benny Armory with loads of weapons inside.

Truth: There are actually two armories in Benny, one for the State Police and the other for the National Guard. Both have been empty for years.

Rumor: The state capitol building is a sort of place of worship to the gloons - very dangerous.

Truth: The building is dangerous, not because of the gloons, but because it's falling down. Gloons are no more common here than anywhere else.

Rumor: Gloons with guns have been rounding up animals near the northern industrial area.

Truth: Gloons with guns have been rounding up animals everywhere.

Rumor: The 'Death Bunny' knows you guys are here and he won't stand for it.

Truth: The Gun Bunnies probably know that the group is there, but they won't interfere unless it looks profitable in some way.

Rumor: A lot of gunfire was heard over by the hospital and big armory last week.

Truth: Benny is one of those places where gunfire is heard everywhere.

Rumor: Fiendish experiments are being conducted at the monastery.

Truth: This is true.

ENTER THE GUN BUNNIES

At the same time that the player group is exploring Benny, the area will also be under observation by the Gun Bunnies. There are several ways to tie in the Gun Bunny group. The easiest would be to have them attack the group or an area very close by to where they are stationed. Another way would be to wait until the party has done whatever hard labor or dirty work and have found some especially valuable artifact and then have the bunnies arrive on the scene to 'liberate' them from their treasure. If a character in the group happens to be a rabbit, there might even be the chance of a meeting, negotiations, or even a joining of forces. The Gun Bunnies will bargain with those they feel are honorable; their main enemy is Brother Bill and his gloon army (they think he controls ALL the gloons in the area - up to 200).

GUN BUNNIES

These are a group of mutated rabbits who have gotten by in the post-holocaust world by adopting an extreme survivalist stance. The group itself is fairly tight-

knit and consists of about 150 individuals. They always set up an elaborate base camp, called the 'Warren', in the hills about 50 miles from Benny. They are intent upon securing, maintaining and rebuilding their own piece of the world and tolerate no intruders.

The leader of the group is known as Bug Bunny. His three main advisors are Bomb Bunny, Bullet Bunny and Beach Bunny. The Gun Bunny group itself is not only involved with the constant improvement of the home base, but they also send out numerous scouting and foraging parties in the surrounding countryside.

The base camp is set in an old mining complex in the mountains. The mine shafts have been fixed up and improved upon considerably to provide secure and comfortable quarters. A system of diesel and steam generators provide heat, light and electricity.

The main camp area consists of the living quarters, store rooms, command post, sick bay, and various maintenance areas. A defensive perimeter has been set up about 50 yards from the main complex. The perimeter consists of a series of fortified bunkers connected by a combination of barbed wire, punji sticks and electronic surveillance areas.

Each bunker has a small store of food and ammo, as well as grenades, flares, a first aid kit and water. The main armament of each bunker is a M-60 machine gun mounted on a swivel mount. Various fire lanes and range markers have been set up to improve the defense, (if a target is in a fire lane there is a +2 bonus to hit it). All bunkers are also equipped with a radio and alarm.

There are always between 10 and 20 rabbits with assault rifles on patrol around the perimeter. Each bunker is manned by 2 bunnies. At night the bunnies in the bunkers keep watch with infra-red goggles and heat sensors.

The typical Gun Bunny raiding party has 10 heavily armed rabbits riding in 2 pick-up trucks and a jeep. They almost never ride into battle and tend to travel on foot into dangerous areas. All areas are thoroughly scouted out before the main force hits. Bullet Bunny usually leads these recon teams; Bomb Bunny comes along if his demolitions expertise seems to be needed. If both Bullet Bunny and Bomb Bunny are along, the party will consist of at least 20 rabbits with up to 7 vehicles and all manner of heavy infantry weapons.

Equipment, food and supplies are the Gun Bunnies main objectives; they are careful not to waste ammunition needlessly. They rarely take prisoners, especially if they meet any resistance.

Note: The Gun Bunnies can be an on going nuisance interfering in the player characters' recon, explorations and hijack techno-equipment, weapons, vehicles and artifacts from them whenever they are in the area. They may also continually tease and embarrass the group, especially "city slickers" and humans.

Gun Bunnies

Bug Bunny

Real Name: Alfonse

Alignment: Aberrant

Attributes: I.Q. 12, M.E. 12, M.A. 15, P.S. 15, P.P. 11, P.E. 10, P.B. 9, Spd. 20

Age: 29 **Sex:** Male **Size Level:** 6 **Weight:** 54lbs

Height: 4'2" **Hit Points:** 32 **S.D.C.:** 32

Disposition: Reclusive, suspicious of strangers, hates humans.

Human Features: Hands - Full
Biped - Full
Speech - Full
Looks - None

Powers: Leaping, Advanced Hearing and Smell

Psionics: Sixth Sense

Level of Experience: 7th Level



Bullet Bunny

Bomb Bunny

Bug Bunny

Beach Bunny

Level of Education: High School Equivalent

Scholastic Bonus: None

Occupation: Survivalist Group Leader

Scholastic Skills

Surveillance Systems 65%

Weapon Proficiencies

W.P. Automatic Pistol, 7th Level

W.P. Automatic Rifle, 7th Level

Physical Skills/Training

Prowl 60%

Running

Hand to Hand Expert, 7th Level

Espionage Skills/Special Training: None

Secondary Skills

Basic Electronics 65%

Basic Explosives 40%

Trapping 55%

Tracking 60%

Basic Survival 60%

Combat Skills

Attacks Per Melee: 3

+3 to strike, +2 to parry, +4 to dodge, +3 to damage, +2 to roll with punch or fall; +2 to pull a punch, kick attack does 1D8 damage.

Personal Profile: Bug Bunny is the oldest of the Gun Bunny group. He is generally a quiet individual, not prone to emotional outbursts. He is one of the few remaining descendants of the rabbits which were raised by Zeke Tater, a human good old boy, survivalist from the time immediately before and after the Big Death. It was Zeke who set up the original complex in the mine and raised the first of the mutated rabbits as his children.

Bug Bunny has improved the security of the camp by setting up an elaborate system of surveillance cameras, infra-red fences and other intruder alert electronics. Bug Bunny also maintained the camp's communication system. Most scouting parties and perimeter guards are equipped with com-link helmets designed by Bug Bunny.

Most of the time Bug is found either in the communications/security room or in his private study tinkering with his computer system or some malfunctioned piece of electronic equipment.

Special Weapons: .45 Automatic Pistol, M16A1 Assault Rifle.

Bomb Bunny

Real Name: Buddy

Alignment: Miscreant

Attributes: I.Q. 11, M.E. 9, M.A. 7, P.S. 14, P.P. 16,

P.E. 14, P.B. 13, Spd. 16

Age: 24 **Sex:** Male **Size Level:** 10 **Weight:** 187lbs

Height: 6' **Hit Points:** 30 **S.D.C.:** 45

Disposition: Cool, calm, perfectionist

Human Features: Hands - Full

Biped - Full

Speech - Full

Looks - None

Powers: Advanced Hearing

Psionics: None

Level of Experience: 5th Level

Level of Education: Elementary School

Scholastic Bonus: None

Occupation: Demolitions Expert

Scholastic Skills

Chemistry 50%

Weapons Proficiencies

W.P. Submachine Guns, 5th Level

W.P. Knife

Physical Skills/Training

Body building

Prowl 55%

Hand to Hand Martial Arts

Espionage Skills/Special Training

Explosives and Demolitions 50%

Secondary Skills

Basic Explosives

Pilot Automobile - Auto

Pilot Automobile - Manual Transmission

Combat Skills

Attacks Per Melee: 3

+4 to strike, +3 to parry, +4 to dodge, no bonus to damage, +4 to roll with punch or fall, kick attack does 1D8 damage.

Personal Profile: Bomb Bunny is considered by most of the other rabbits to be their second in command; he is certainly the most suave and sophisticated of all the Gun Bunnies. He thinks of himself as a 'rabbit of fashion and taste' and collects brightly colored plastic furniture and accessories. He is fond of black, grey and red clothing.

Bomb Bunny and Bullet Bunny are constant companions. Their opposite personalities offset one another and they pal around a lot in their spare time.

Bomb Bunny is responsible for demolitions and explosive booby traps. He tinkers around a lot with new and innovative fuses and triggers for his explosive devices. He also has a special laboratory where he manufactures dynamite, plastic explosive and other such items. Naturally this area is sealed off and isolated from the main compound.

Special Weapons: Mini Uzi, Combat Knife.

Bullet Bunny

Real Name: Bobbie

Alignment: Miscreant

Attributes: I.Q. 12, M.E. 12, M.A. 13, P.S. 16, P.P. 10, P.E. 15, P.B. 13, Spd. 17.

Age: 22 **Sex:** Male **Size Level:** 9 **Weight:** 169lbs

Height: 5'7" **Hit Points:** 31 **S.D.C.:** 53

Disposition: Psychopathic killer, loud, cocky, quick to anger. 'Shoot now, ask questions later' sort of attitude.

Human Features: Hands - Full

Biped - Full

Speech - Full

Looks - None

Powers: Advanced Hearing and Smell

Psionics: None

Level of Experience: 4th Level

Scholastic Bonus: None

Occupation: Survivalist

Scholastic Skills: None

Weapon Proficiencies

W.P. Revolver, 4th Level

W.P. Rifle, 4th Level

W.P. Submachine Gun, 4th Level

W.P. Shotgun, 4th Level

W.P. Machine Gun, 4th Level

W.P. Rocket Launcher, 4th Level

W.P. Knife

Physical Skills/Training

Boxing

Gymnastics

Hand to Hand Assassin, 4th Level

Espionage Skills/Special Training: None

Secondary Skills

Basic Survival 60%

Tracking 40%

Pilot Automobile - Auto 96%

Combat Skills

Attacks Per Melee: 4

+2 to strike, +1 to parry, +2 to dodge, +5 to damage, +7 roll with punch or fall.

Personal Profile: Bullet Bunny is the most outspoken and off center of all the rabbits. He is a brilliant military strategist and master small unit tactician. He is the field commander of the Gun Bunny recon and raiding forces.

Bullet Bunny is in the forefront of the 'punk style' now in vogue among portions of the rabbit community. Leather jackets, chains, spiked hair, and sunglasses are the norm for this faction.

Bullet Bunny is also responsible for the upkeep, maintenance and inventory of the Warren's arsenal. He is at least familiar with all the weapons on the base. His current project is to scrounge enough equipment to outfit a small unit with starlight or infra-red target scopes for their rifles. He is also intent on upgrading the community's stock of rocket launchers and anti-tank weapons.

Special Weapons: .38 Special, Ingram, Police Riot Shotgun

Beach Bunny

Real Name: Boopsie

Alignment: Anarchist

Attributes: I.Q. 10, M.E. 12, M.A. 12, P.S. 12, P.P. 17, P.E. 15, P.B. 16, Spd. 20

Age: 18 **Sex:** Female **Size Level:** 7 **Weight:** 92lbs

Height: 5'1" **Hit Points:** 30 **S.D.C.:** 33

Disposition: Fun loving, somewhat spaced-out, overemphasizes her appearance.

Human Features: Hands - Full
Biped - Full
Speech - Full
Looks - None

Powers: None

Psionics: Telepathic Transmission, Sixth Sense

Level of Experience: 5th Level

Scholastic Bonus: None

Occupation: Mechanic

Scholastic Skills

Automotive Mechanics 65%

Weapon Proficiencies

W.P. Revolver, 5th Level

W.P. Rifle, 5th Level

W.P. Knife

Physical Skills/Training

Athletics

Hand to Hand Basic, 5th Level

Espionage Skills/Special Training: None

Secondary Skills

Pilot Automobile - Auto/Manual Trans. 99%

Pilot Truck/Semi 99%

First Aid 85%

Audio Communications 55%

Combat Skills

Attacks Per Melee: 3

+3 to strike/parry, +5 to dodge, +2 to damage, +3 to roll with punch or fall, +1 body block/tackle does 1D4 points damage.

Personal Profile: Beach Bunny is a fun-loving rabbit who isn't taken too seriously by the other members of the Gun Bunnies. Beach Bunny is very self-conscious about her appearance. As a result she has amassed quite a collection of cosmetics, hair coloring and conditioning lotions and various other beauty aids. She is fond of skin-tight clothes when not on duty.

Although Beach Bunny is somewhat looked down upon by many as being superficial, everyone in the Warren admits to her mechanical expertise. She has an uncanny diagnostic and trouble-shooting ability when it comes to vehicular mechanics (85% chance of diagnosing a problem correctly). She is also not afraid to get dirty when working on 'her babies' and often comes off duty covered with grease and grime. She coordinates the motor pool and is in charge of allocating vehicles and scheduling maintenance.

Beach Bunny is the love interest of many male rabbits. She never treats any of them seriously for more than a month or two; after all, she can get anyone she wants (or so she thinks).

Special Weapons: 30.06 Hunting Rifle

Typical Gun Bunny

Alignments: Anarchist or Miscreant

Age: All ages, ranging from infants to 50 or so. The fighters are all between 16 and 30.

Sex: About 60% of the Gun Bunnies are female.

Size Level: Average of 6 **Hit Points:** Average 15

S.D.C.: Average 20

Disposition: Usually pleasant, but very suspicious of non-rabbits.

Human Features: Hands - Usually Full
Biped - Usually Full
Speech - Usually Full
Looks - Usually None

Powers: Most have either Advanced Hearing or Advanced Smell

Psionics: Rare

Enemies: Humans, non-rabbit animals.

Allies: None

Non-Player Characters

Ozzie Bleu (Mutant River Otter) the group's guide

Real Name: Ozzie Bleu

Alignment: Unprincipled

Attributes: I.Q. 15, M.E. 11, M.A. 15, P.S. 17, P.P. 13, P.E. 10, P.B. 12, Spd. 23

Age: 30 **Sex:** Male **Size Level:** 6 **Weight:** 56lbs.

Height: 5'2" **Hit Points:** 37 **S.D.C.:** 34

Disposition: Inquisitive, dislikes cities

Human Features: Hands - Full
Biped - Full
Speech - Full
Looks - None

Powers: Advanced Smell, Advanced Hearing, Whiskers

Psionics: None

Level of Experience: 8th (lifelong military scout training)

Scholastic Bonus: None

Occupation: Military Scout

Scholastic Skills

First Aid 88%

Weapon Proficiencies

W.P. Shotgun, 5th Level

W.P. Automatic Rifle, 8th Level

W.P. Knife

Physical Skills/Training

Athletics

Basic Swimming 94%

Hand to Hand Expert, 8th Level

Espionage Skills/Special Training

Basic Survival 75%

Secondary Skills

Cooking 98%

Disguise 50%

Tracking 70%

Prowl 70%

Basic Explosives 60%

Escape Artist 75%

Pick Locks 38%

Combat Skills

Attacks Per Melee: 4

+3 to strike/parry, +6 to dodge, +5 to damage, +3 to roll with punch or fall, +1 body block, knock out/stun on 19-20, kick attack does 1D8 damage.

Personal Profile: Spent 8 years in the scouts fighting against the Empire of Humanity. Does not like to be in leadership roles, much better at following instructions.

Special Weapons: Survival Knife, Assault Rifle

Brother Bill

Real Name: William Delsier

Alignment: Unprincipled

Attributes: I.Q. 16, M.E. 15, M.A. 13, P.S. 14, P.P. 9, P.E. 9, P.B. 9, Spd. 16

Age: 45 **Sex:** Male **Size Level:** 9 **Weight:** 177lbs

Height: 5'8" **Hit Points:** 36 **S.D.C.:** 36

Disposition: Reclusive, leery of mutant animals, even more so of humans.

Powers: None

Psionics: Bio-Regeneration

Level of Experience: 9th Level

Level of Education: One year of college

Scholastic Bonus: 10%

Occupation: Recluse

Scholastic Skills

First Aid	98%
Psychology	83%
Biology	93%
Veterinary Sciences	98%

Weapon Proficiencies

W.P. Revolver, 9th Level, Expert

W.P. Automatic Rifle, 4th Level

Physical Skills/Training

Running

Hand to Hand Expert

Espionage Skills/Special Training

Prowl 58%

Secondary Skills

Automotive Mechanics 73%

Pilot Truck

Pilot Automobile - Auto

Cook 80%

Basic Electronics 83%

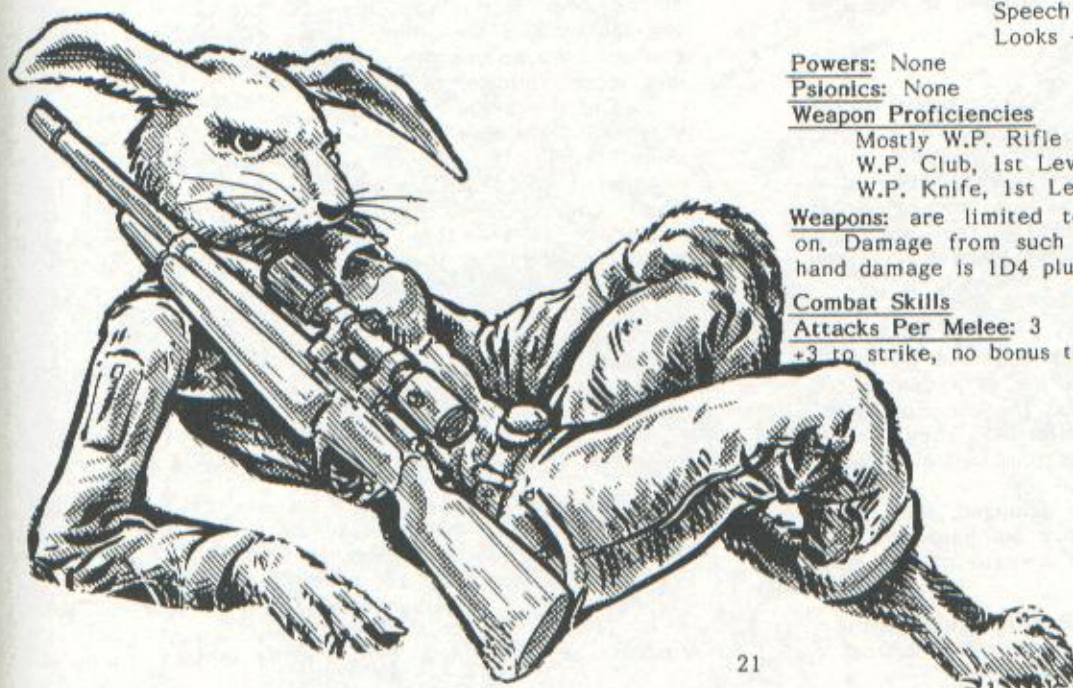
Combat Skills

Attacks Per Melee: 4

+3 to strike/parry/dodge/damage, +2 to roll with punch or fall, +2 to pull a punch, knock out/stun on 19-20, critical strike from behind, kick attack does 1-8 damage.

Other Abilities: Bill is capable of making and implanting the special 'Gloon' neuro-control devices.

Personal Profile: Bill has lead a rather strange life, even by post-holocaust standards. Trained and schooled by the Empire of Humanity as a mutant animal specialist, he escaped from their science institute by faking a nervous breakdown. After a few months of wandering he stumbled upon Brother Joseph, an ancient Christian monk. Joseph helped Bill to find a meaning to his life, but died about a year later.



That was about 10 years previous and since then Bill has built a following due mainly to his continuing animal research and experiments. He has developed an electronic brain implant which enables him to control those who are fitted with one. Thus far he has only used them on the gloons which inhabit the Benny area. The controlled gloons are electrically stimulated to raise crops, help in the upkeep for the monastery, keep out outsiders and search out and retrieve artifacts from the city. Bill has also found that the gloons respond to various stimuli which they find pleasurable. These include pre-bomb music, movies and television (especially sports events).

To date Bill has implanted about 200 gloons. The Empire is getting curious about Bill's experiments. It is only a matter of a few months before they decide to come in and take over. Since the Empire would have no qualms about using the implants on a wholesale basis, it is important that the characters prevent that from happening.

Special Weapons: Snub-nosed .38 revolver.

Gloons/Psycho-Zombies

Once normal humans and mutant animals, they have been supplied with surgical implants that change and control them. To the other animals of the area this seems a pretty scary and maybe supernatural process.

Only about 2 dozen gloons remain under Bill's control. The rest have wandered off, their control devices failing in some way. They tend to wander around in groups of 2 to 12 and act very erratically. Being emotionally and mentally lobotomized (of-sorts) these psycho-zombies are unafraid of anything or anyone and will attack regardless of the strength or numbers of their opponent(s), fighting to the death. However, these bizarre creatures may just wander by without giving a person a second glance (38% likelihood) and quickly tire of long pursuits or hide and seek.

A Typical Gloon

All gloons are mean, cankerous scavengers and predators who wander the town aimlessly. Their **Alignment** should be considered a sort of aimless evil. Once the implant is inserted the process can NOT be reversed.

Attributes: Usually I.Q. 4, M.E. 2, M.A. 2, P.S. 14, P.P. 8, P.E. 18, P.B. 1, Spd. 5

Size Level: Varies **Hit Points:** Average 28 (5D6 +10)

S.D.C.: Average 40

Disposition: Placid, uninvolved, catatonic.

Human Features: Hands - Usually Full

Biped - Full or Partial

Speech - Partial

Looks - Usually None

Powers: None

Psionics: None

Weapon Proficiencies

Mostly W.P. Rifle or Pistol, 1st Level

W.P. Club, 1st Level

W.P. Knife, 1st Level

Weapons: are limited to hand held clubs, knives and so on. Damage from such weapons are 1D6 or 1D8. Hand to hand damage is 1D4 plus any P.S. bonus.

Combat Skills

Attacks Per Melee: 3

+3 to strike, no bonus to parry or dodge, +6 to damage

A Journey to Boar's Town

Note: This is an introductory adventure designed to introduce players to the world of After the Bomb. No special player characteristics or levels are needed.

Player Background

After years of silence there is suddenly a radio signal coming from the north, roughly in the vicinity of what the old maps called Boston, now called Boar's Town. It starts with a few bursts of static. Six hours later the following broadcast is heard throughout the Eastern Seaboard:

"... working right? Hmmm... (loud crack of static)... that should about do it. Ah... Stand by for an important announcement!"

"Well, it's not all that important. I just thought you might like to know, anyone who's listening any way, that I finally managed to solve the problem of all those animal mutations. Might also be a defense against the big Death... Hmmm... That doesn't sound right, does it? Maybe I'd better start at the beginning..."

"Long before the Death started I was a young and enthusiastic scien... What? You idiot! I'm Doctor Wilbur Vincent of course, do you think I've forgotten? Oh, right! I should tell them, of course."

"Sorry, let me start over... My name is Doctor Lance Vincent and I started working in biochemistry and genetics during the big economic boom of... Why do you keep interrupting me?"

"Of course I'm getting to the point. I always speak straight to the point. On class evaluations my students always said..."

"What! Only 40 seconds of air time left? Hurry up? How can I tell about the solution to the mutant problem in only 40 seconds?"

"You incompetent machine, you'll never get that right! Here, let me just... (Crack!)"

Everyone, from Emperor Christian to the Wolf Barbarians, will be interested in finding out what this character is talking about. Everybody knows that the signal came from somewhere in a fifty square mile area around Boar's Town.

Rumors lead the higher-ups in Cardania to suspect the Empire is launching a major scouting mission to the far north. The player group should either decide to investigate or, failing that, should be ordered to the area by the Cardanian government.

Inside Information

The signal is far from secret. Every gossip in the fifteen states has heard about the funny radio blip from Boar's Town.

Rumors are running rampant everywhere. Most mutant animals believe that it's a trap, set by either Wolf Barbarians (likely, everybody 'knows' they are blood thirsty) or by the Empire of Humanity (unlikely, it's too far from their home territory).

Game Master Information

The way to Boar's Town is blocked by the **Wolf Barbarians**. They don't have a whole lot of fondness for 'sou-the-ners' but their total hatred for the Empire of Humanity makes for potential negotiations. They will be mainly interested in stopping humans, but will also check on any mutant animals.

Boar's Town itself is heavily damaged, only occasional remnants of the old university buildings still survive. The whole area is under the control of the **Bear Cult**.

If the group should arrive in Boar's Town before the Empire then they'll receive a friendly greeting from

the **Bear Cult**. The bears won't help them find Wilbur, but otherwise they will be hospitable and cooperative.

Eventually, unless the group has already helped stop the Empire's M.E.B., everyone will show up in town. The big conflict will be between the Wolf Barbarians and the Empire forces. Also participating will be the **Cult Bears** (helping when asked, the scout of the Free Cattle, "One Year" (he's never seen, but a few well-placed arrows will appear out of nowhere) and the players themselves.

The end result depends on the player characters' actions. If they come up with a viable plan they should be able to stop the Empire and rescue Wilbur. Even then they'll have to keep him safe from One-Year...

Encounters

The Wolf Barbarians

The region surrounding Boar's Town is controlled by this huge group of barbarian fighters. All the other small communities in the area pay some sort of tribute to the barbarians. Led by Kristopher, the mutant lynx, these are rough-and-ready fighters. They'll pillage and loot at the drop of a bat.

They are infuriated by the thought of Empire humans invading their area. They couldn't care less about Wilbur, but they'll throw waves of fighters in to die fighting the M.E.B.

Typical Wolf Barbarians are native carnivores, wolves, coyotes, mountain lions, weasels and the like. They are usually at least size level 8 and at least 2nd level. Arms range from bows and axes to machine guns and grenades. Although their weapons are scavenged, they do make their own ammunition.

The Cult Bears

These are the followers of a strange religion based on the worship of Saint Hugh of Conner, a figure credited with martyrdom in the defense of the bears of the north.

Brother Dominik is the leader of the Cult and he preaches that all creatures should live in harmony without "the infernal machines." Because of their beliefs they do not listen to radios. In fact, many of them will not even believe in such a thing as "voices in the air."

They worship a large, somewhat crude stone statue of the 'bear martyr' and have the attitude that all humans and animals are alike, capable of great evil or great goodness. About one out of every twenty wolf barbarians is a secret follower of Saint Hugh.

The Bears know of Wilbur as "the Book Man", but they will not reveal his location to any strangers. To them, Wilbur is someone vaguely holy, and books are considered sacred (it's machinery they don't like). They won't connect the search for "Doctor Vincent" with Wilbur or anyone they know. If someone manages to convince them that there is a real danger they may volunteer to deliver a message to Wilbur.

Once the M.E.B. shows up they will identify the odd vehicle as "the devil" and the Type 2xds as "evil demons". At that point they'll offer to help anyone who is involved in fighting the machines. They will also attempt to protect Wilbur.

Empire of Humanity Mobile Exploration Base (M.E.B.)

This unit is operating from one of the Empire's latest devices, a mobile base camp. It looks like an enormous tank, 35 feet long, 16 feet wide, 8 feet tall, bristling with weaponry and sensors.

As M.E.B. Commander, Captain Stuckey's mission is to proceed to Boar's Town, find the crazy Doctor Vincent, and bring him back to the Empire. Along the



way they will simply charge straight ahead, neither seeking out nor avoiding any opposition.

Unless they are slowed down, it will take the M.E.B. eight days to get to Boar's Town, another two days to find Wilbur, and four days to get back (they'll follow their own trail back, since the obstacles have already been knocked down they'll make faster time).

M.E.B. Personnel

Captain Ian Stuckey is a 7th Level Military Officer. He will stay with the M.E.B., although he may occasionally walk around the top of the vehicle (always wearing A.R. 12, S.D.C. 120 Body Armor). He carries a .45 automatic Pistol at all times (W.P. Automatic Pistol, 7th Level Expert). Stuckey has 31 H.P., 38 S.D.C. and an incredibly arrogant attitude. He feels that the M.E.B. and the Type 2xds are invulnerable.

(8) Technicians have been trained to operate and maintain the M.E.B. They are all 3rd Level with an average of 12 H.P. and 15 S.D.C. None are trained in any kind of combat. They have pistols (W.P. Automatic Pistol, 1st Level), but will not come out of the M.E.B. unless absolutely necessary. In other words, it will take more than a little smoke, they'll have to see flames and explosions before they leave.

(4) Gunners take turns manning the two gun stations. They are skilled in operating the Laser Cannon, Ion Blasters, and Machine Guns (W.P. Heavy Weapons, 4th Level). They have an average of 15 H.P. and 22 S.D.C. and are all trained soldiers with Hand to Hand Basic, 3rd Level and W.P. Assault Rifle, 4th Level, Expert. They will leave the M.E.B. only if it is to be abandoned. Before leaving they are responsible for setting self-destruct charges to destroy the M.E.B.

(8) Type 2xd Robot Armored Soldiers will take turns, 4 at a time, scouting for the M.E.B. While outside they will operate in pairs. Two of the ones inside will always be in armor and ready to exit within two melee rounds of any attack. The other two are undressed and will need at least 6 melee rounds to suit up for action.

M.E.B. Description

Sensors are radar, radio, infra-red, ultra-violet, nightsight, targeting sights (separate for each weapon), and ultra-sensitive listening gear (equivalent to Advanced Hearing).

The Laser Cannon is mounted in the front, 400ft range, 1 shot every other melee, unlimited charges and 9D6 damage per blast. There is a -2 to strike and the cannon can only fire straight ahead. Since it's mounted 6 feet up anyone close to the M.E.B. can easily avoid getting hit with it.

(4) Ion Blasters are mounted in pairs, two in the front and two in the rear. 250 foot range, 1 shot per melee round each, unlimited charges doing 5D6 damage per blast. They fire with a +1 to strike and can be moved through 180 degrees (that means they can point at anything ahead or behind the M.E.B. vehicle).

(4) Heavy Machine Guns are mounted at the top four corners of the M.E.B. They can be controlled from inside, but at -4 to strike. However, manual operators, such as the Type 2xds trained gunners will get a +2 to strike. 800 foot range, 24 rounds per melee and 6D6 damage per round. Each gun is loaded with 240 rounds and requires 2 full melees for reloading.

Plate Armor covers the M.E.B. and gives it an A.R. of 13 (everything below that bounces off) and an S.D.C. of 1,400. The three entry hatches are A.R. 14 and S.D.C. 160.

Movement is pretty slow. The M.E.B. can get up to about 30 miles per hour on flat, level ground. It can grind through a forest at about 10 miles per hour. The M.E.B. cannot dodge any attack.

Accommodations are pretty plush in the M.E.B. vehicle. There is a control room, a combination kitchen

and dining room, a bunk room, captain's private quarters and an armory. There's not a lot of elbow room, but they have all the comforts of home.

Free Cattle Scout

The Plains of Free Cattle are interested in spreading the word of their coalition to the far north. To this end they've sent advance scouts into the area. "One-Year" is a mutant horse scout who's already in the Boar's Town area.

He has received orders to find and assassinate Wilbur. Rather than trying to fight anyone, he'll simply lurk around, shadowing the searchers. Then, when he gets a clear shot, he'll try to get Wilbur with a long distance bow shot. If confronted or pursued by the group he will consider them to be enemies. He will eliminate anyone barring his way to Wilbur.

The Librarian

This crazy old human, Wilbur, has the key to many of the secrets of the pre-Death folk. He has built a crude underground shelter with a line of 23 rooms, each filled with old books in varying stages of decay. The books themselves number in the hundreds of thousands and are worth anywhere from a single bit to hundreds of bucks, depending on the subject.

Non-Player Characters

Wilbur (Human)

Real Name: Doctor Wilbur Vincent

Alignment: Anarchist

Attributes: I.Q. 24, M.E. 15, M.A. 5, P.S. 6, P.P. 4, P.E. 13, P.B. 5, Spd. 5.



Age: 136 (looks 75) Sex: Male Size Level: 11
 Weight: 160lbs Height: 5'10"
 Hit Points: 8 S.D.C.: 13
 Disposition: Friendly and talkative, but very distracted and a bit schizophrenic.
 Powers: None
 Psionics: None
 Level of Experience: 14th Level
 Level of Education: Post-Graduate Studies
 Scholastic bonus: +45%
 Occupation: Experimental Scientist
 Scholastic Skills

Biology	98%
Genetics	98%
Zoology	98%
Physics	92%
History	95%

Weapon Proficiencies: None
 Physical Skills/Training: None
 Espionage Skills/Special Training: None

Secondary Skills

Audio Communication	2%
Carpentry	6%
Pilot Automobile - All	8%
Basic Survival	20%

Combat Skills

Attacks Per Melee: 1

No bonuses to strike/parry/dodge/damage.

Personal Profile: Wilbur Vincent has been a recluse and a hermit ever since the early days of the holocaust. He was lucky enough to avoid most of the hazards of "the Big Death". Since then he has devoted himself to researching the causes of the human-like mutations among animals. His one other pursuit was the preservation of any books he could lay his hands on.

Now, at the age of 136, he's a little bonkers and has only a couple years left. He does have the knowledge required to reverse the mutations among the animals. All it would take would be a series of tailored viruses to again alter the delicate genetic structure of the mutations. If the Empire should secure this knowledge it could spell the demise of all animal humanoids.

Although Wilbur prefers being alone, he is willing to teach anyone who has the patience to listen to him. He sees the mutant animals as wonderful and strange and will deal with them as friendly equals. He does not intentionally mean to hurt the animals or anybody else. Wilbur is a gentle and peace loving soul. His broadcast was just a momentary distraction for him. His goal was simply to share his discovery/knowledge, not to place anybody in jeopardy. The thought of genocide is abhorrent to him.

Wilbur is also on very friendly terms with the Cult Bears. If he sees any of them killed by Empire forces he will refuse to cooperate or reveal any information. Of course, the Empire has their ways and he would not be able to keep his secrets for very long once returned to Technoville.

Special Weapons: Wilbur is a pacifist who will refuse to so much as touch a weapon.

The Book: Long ago Wilbur discovered an important experimental artifact. To any casual observer it looks like an ancient leather-bound book. However, it only opens to one place where there's a computer screen and a speaker. The book has been programmed as Wilbur's companion, it has a somewhat cantankerous personality, a high I.Q. (24), and a mind of its own. It will talk to anyone, but cannot be forced or threatened in any way. Although it also has the secret of the viruses, it will not reveal them to anyone without Wilbur's express permission. If any attempt to bypass or over-ride the unit is made it will automatically delete the data from its memory.



One-Year

Real Name: One-Year the 10th

Alignment: Unprincipled

Attributes: I.Q. 14, M.E. 12, M.A. 9, P.S. 17, P.P. 23, P.E. 21, P.B. 15, Spd. 20

Age: 23 **Sex:** Male **Size Level:** 12 **Weight:** 255lbs

Height: 6'7" **Hit Points:** 33 **S.D.C.:** 68

Disposition: Quiet to the point of deadly silence, he keeps his thoughts and feelings to himself.

Human Features: Hands - Full
 Biped - Full
 Speech - Full
 Looks - None

Powers: Advanced Hearing

Psionics: None

Level of Experience: 8th Level

Level of Education: None, barely can read and write

Scholastic Bonus: None

Occupation: Spy for the Free Cattle

Scholastic Skills: None

Weapon Proficiencies

W.P. Long Bow, 8th Level
 W.P. Sword, 8th Level
 W.P. Revolver, 5th Level

Physical Skills/Training

Hand to Hand Assassin, 8th Level
 Prowl 98%
 Running
 Swimming
 Climbing 80%

Espionage Skills/Special Training

Escape Artist 65%

Pick Locks	60%
Tracking	80%
Secondary Skills	
Still Photography	80%
First Aid	60%
Basic Survival	98%

Combat Skills

Attacks Per Melee: 6

+6 to strike, +7 to parry, +5 to dodge, +4 to damage, +3 to roll with punch or fall, +3 to pull a punch; knock out/stun on 17, 18, 19, or 20.

Personal Profile: One-Year is a fanatic who is dedicated to the Free Cattle cause. He has been assigned to kill Wilbur and it will take a lot to stop him. He is also fanatical about his own privacy and will not reveal himself to anyone, shadowing Empire, Barbarian or player forces at will.

Should the group detect his presence they should feel a sense of uneasiness, recognizing the quiet competence of this professional killer. One-Year is easily recognizable as an agent of the Free Cattle (should he be seen) and most animals would be aware that the Free Cattle would want somebody like Wilbur dead. Although not evil, One-Year is a real threat to anyone defending Wilbur.

Special Weapons: Long bow and .38 Revolver.

Kristopher (Mutant Lynx)

Real Name: Kristopher

Alignment: Scrupulous

Attributes: I.Q. 17, M.E. 16, M.A. 14, P.S. 15, P.P. 21, P.E. 12, P.B. 16, Spd. 10.

Age: 33 **Sex:** Male **Size Level:** 9 **Weight:** 164lbs

Height: 4'1" **Hit Points:** 50 **S.D.C.:** 65

Disposition: Quiet, self-assured and calm.

Human Features: Hands - Full

Biped - Full

Speech - Full

Looks - Full

Powers: None

Psionics: Sixth Sense

Level of Experience: 8th Level

Level of Education: None, self-taught in reading and writing.

Scholastic Bonus: None

Weapon Proficiencies

W.P. Machine Gun, 8th Level

W.P. Grenade Launcher, 8th Level

W.P. Submachine Gun, 8th Level

W.P. Automatic Rifle, 8th Level

Physical Skills/Training

Hand to Hand Basic, 5th Level

Swimming

Climbing 85%

Espionage Skills/Special Training: None

Secondary Skills

Basic Explosives 45/55%

Pilot Paddle/Sail Boats 83%

Basic Survival 95%

Combat Skills

Attacks Per Melee: 4

+5 to strike/parry, +2 to dodge/damage, +2 to roll with punch or fall, +2 to pull a punch.

Personal Profile: Kristopher is a natural leader. He understands guerrilla warfare, trap-making and organizing troops. Unfortunately he knows nothing about fighting armored vehicles and robotic armor. Even though his troops will die in the attempt, he'll keep sending barbarians out to attack the M.E.B. directly. He'll even go himself if his followers don't stop him (they're afraid of losing him).

Being brought up in the northern wilderness, he is suspicious of strangers. He will welcome any help from southerners, but he won't trust them or accept new

plans until they somehow prove themselves. Killing or capturing one of the Type 2xds would be acceptable proof of the players' abilities.

Special Weapons: He prefers to use grenade launchers and machine guns. He carries no personal weapons because he wants to show his trust in his followers.

Bear Cult Members (General info)

Each of the members of the group are large, strong (average 24 P.S.), and intelligent (average 15 I.Q.) mutant bears. They work together and will avoid violence when-ever possible. The things they will attack and destroy are any kind of electronics or machinery. They even discourage the use of guns, flashlights and vehicles. While they won't destroy private property they will continuously urge the owner to destroy the offending machines.

Real Names: Brother Dominik, Clancy, Ian, Scott, Coleen and 24 others.

Alignment: Principled

Attributes: I.Q. 9, M.E. 9, M.A. 10, P.S. 20, P.E. 16, P.P. 14, P.B. 9, Spd. 16

Sex: Half male/half female

Size Level: Average 12

Weight: Average 350 **Height:** Average 7'

Hit Points: Average 30 **S.D.C.:** Average 80

Disposition: Good-natured, pleasant and courteous.

Human Features: Hands - Mostly Full

Biped - Mostly Full

Speech - Mostly Partial

Looks - Mostly None

Powers: None

Psionics: None

Level of Experience: Average 4th Level

Level of Education: All have at least High School Level

Scholastic Bonus: Mostly None

Occupation: Monks and Nuns

Scholastic Skills: Vary

Natural Weapons: About half have teeth (1D10) or claws (2D6)

Weapon Proficiencies

W.P. Staff, 4th Level

(Note: Clancy is W.P. Staff, 8th Level)

W.P. Club, 4th Level

Physical Skills/Training

Usually Swimming, Climbing and Running

Hand to Hand Martial Arts, 4th Level

(Note: Dominik is Martial Arts, 10th Level)

Espionage Skills/Special Training: None

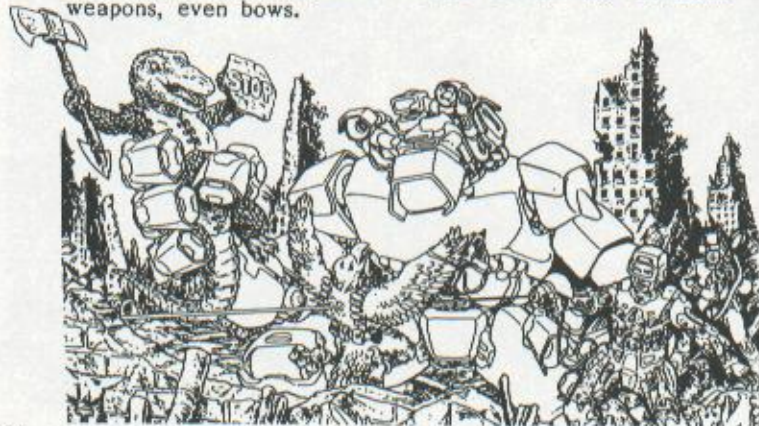
Secondary Skills: None

Combat Skill, Typical

Attacks Per Melee: 4

No bonus to strike, +3 to parry/dodge, +8 to damage, +4 to roll with punch or fall, +4 to pull a punch; kick attack does 1D8 damage.

Special Weapons: Most cult bears will fight unarmed or with staff only. They will refuse to use any advanced weapons, even bows.



Clem's Big Adventure



Note: This is a Moderate adventure that's designed for any number or level of player characters.

Player Background: The group should be on some kind of routine patrol or exploration off to the west. At some point, when everyone is traveling together, they'll come upon Clem. Read the following:

Suddenly you hear a loud crash up ahead. It sounds like a tree being smashed in tow. You also hear some loud, but strangely mild, cursing coming from the same direction. Words like 'dagnabit', 'Jimminy', and 'Horse Feathers' are carried by the wind.

When the group moves forward they'll eventually come to the clearing where Clem is having trouble controlling his mount. Read the following:

You see an enormous mutated beetle! Eight feet tall and fourteen feet long, it's easily the biggest living thing you've ever seen. The thing is built with a gleaming armored carapace, razor-sharp mouth pincers a good three feet across and nasty looking claws on each of its six powerful legs.

"What's even more bizarre is that someone is actually riding the monster. It looks like a mutated hound dog and all he's wearing is a pair of patched overalls and a tattered wide-brimmed hat. The mutant dog is tugging on the reins of the beetle and saying things like 'gee-haw' and 'gideeyup!' Meanwhile the beetle is ignoring everything else and is concentrating on eating the leaves of the broken tree it's sitting on".

Clem, the beetle's rider, will be friendly and outgoing to any player characters. In order to be polite he'll jump off the beetle (it will just continue feeding). He favors bone-crushing handshakes and slaps on the back. After the initial introductions he'll ask the group if they would be interested in helping him "fight some evil humins". When questioned he'll relate the following story:

"Me and Betsy here (he pats the beetle on its carapace) were riding out in some purty hills a little piece west of here when we come up on some old-

time machines. They was working away at digging up the earth and I noticed that they weren't too particular about who got chewed up while they were doin' it.

"I left Betsy behind and started easin' up a little closer on foots. Then I saw there was humin's runnin' the machines. Well, you don't hardly see humin people in these parts, so just to be polite, I yells out, 'Hello' plain as plain.

Heck! Sudden as they see me, them humins start runnin' around yellin' and grabbin' stuff. Next thing you know they were shootin' at me!

Well I just emptied both barrels at 'em to kinda distract 'em and ran for Betsy as fast as fish on a fry pan. It took a couple of hours to lose them fella's, they was after me in trucks and jeeps and all. But we managed to lose 'em in some rough wood."

Now, I'm kinda worried about some friends of mine back yonder and I been looking for somebody to come help and chase them bad humins off 'fore they really hurt somebody".

Talking with Clem will be somewhat frustrating. He is very friendly, to the point of being obnoxious. He is also a little vague about most details. For example, he will always refer to distances as 'a little piece that way'. That 'little piece' is around 120 miles back to the human camp, six days of travel through rough country.

The actual adventure begins when a group of characters travel with Clem back to the 'purty hills'.

Game Master Information

Travelling with Clem is quite an experience. He's familiar with the far west, but is used to hiding or running from most threats. On Betsy he can usually outrun anybody. The party he's leading probably can't do that!

The Empire Base described by Clem is quite genuine! It's actually a new Empire experiment designed to produce swarms of hostile warrior ants that will attack their

animal enemies. The reason they are so far from the Empire border is so that in case the ant-mutants run amok the entire base can be nuked without endangering the homeland.

Currently there are only 6 prototype combat ants on patrol. The danger is that Diega is growing thousands more. The group will want to stop Diega by killing him and/or rescuing the ant queen or destroy the whole base. Clem will opt for rescuing the queen and avoid killing his insect buddies.

Plains of Free Cattle

About three days into their journey the party should run into a force of Free Cattle migrants. They will be friendly and hospitable, insisting that the group spend a night sharing their camp and their dinner.

The main problem is that the horses among the Free Cattle will violently object to Clem's riding something, even an insect! It just smacks of the servitude they feel they've escaped. They'll be interested in 'liberating' the bug . . . Clem won't take this calmly, he'll flatly refuse to lead anyone, anywhere without 'Betsy'. No matter how the bug is restrained it will eventually get loose and track down Clem, it's life long companion.

The Free Cattle will freely admit that they are 'much affeared' of the blue hill region, and will speak of 'travelling many, many days to north or south to avoid the poison earth'. The group will be advised to avoid the area at all costs. Clem will advise otherwise.

Empire of the Ants

As the group enters the Blue Hill region they will be greeted by a Drone Ant (see NPC's). This is one of Clem's "friends" and they will greet each other enthusiastically. After Clem makes introductions the Drone, #227, will invite everyone 'home'.

Home for the mutant ants is a huge underground maze of tunnels. The damage from the human raid is obvious everywhere. Since the ants had no advanced weapons they were helpless against the humans' poison gas and assault rifles.

The ants are obviously dying out and are upset about the 'monsters' that the queen is being forced to produce for the humans. They have spent a lot of time scouting out the human camp and will share all their information with the characters freely.

The Human Plot

Diega, the commander of this Empire of Humanity project, has discovered a new tool to use against the mutant animal world. After coming across the colony of mutated ants he decided that there must be some way of using them against the animal nations. With Emperor Christian's support, Diega has established a small base with 8 researchers and 12 human guards. The researchers will not get involved in any fighting unless forced to do so; they have no combat skills.

Currently the base consists of six tents and a 20 foot inflatable dome. There are also two bulldozers, six jeeps and four large trucks.

Even more dangerous than the human troops and defenses are first results of Diega's experiments. These are six, huge, mutant warrior ants. They have been chemically 'programmed' to defend the humans and their compound against any attackers.

Held captive inside the dome is Queenie, the ants' queen. She is drugged and is being forced to lay eggs. Once treated, the eggs will hatch into warriors under Diega's control. Some 1,200 eggs are in various stages of development.

Non-Player Characters

Warrior Ants

These six, giant, mutated insects are the results of Diega's experiments. They have been conditioned to attack any non-human that they find inside the camp. One thing that Diega is not aware of is that they would still obey Queenie if she were released from her drugged stupor.

Real Name: 1x, 2x, 4x, 13x, 14x and 15x

Alignments: Principled

Attributes: I.Q. 4, M.E. 10, M.A. 8, P.S. 31, P.P. 18, P.E. 22, P.B. 4, Spd. 12

Size Level: 15 **Weight:** 435lbs **Height:** 6'5"

S.D.C.: 135

Disposition: They are friendly and obedient to Diega, distrustful of all others.

Human Features: Hands - Partial

Biped - None

Speech - None

Looks - None

Powers: Natural Armor provides an A.R. of 13 and an S.D.C. of 80 (135 S.D.C. total)

Psionics: Telepathic Transmission

Natural Weapons: Mouth Pincers do 3D6 damage, Claws do 4D6 each.

Weapon Proficiencies: None

Combat Skills

Attacks Per Melee: 3 (pincers and two claws)

+3 to strike/parry, +16 to damage.

Note: The warrior ants are not evil, but the unwitting pawns of the ruthless Diega. They are completely loyal to Diega and the queen ant ONLY. They will believe no others. Clem will view these six as . . . "They ain't bad boys, jus misguided!"



Queenie

This is the queen mother of the ant hive. She is primarily an egg layer, but has a strong intellect and is also the ants' natural leader. Currently she is in a drugged state and is completely unable to defend herself.

Real Name: Queenie 11
Alignment: Principled
Attributes: I.Q. 19, M.E. 21, M.A. 18, P.S. 20, P.P. 6, P.E. 8, P.B. 14, Spd. 5
Age: 22 **Sex:** Female **Size Level:** 14 **Weight:** 410lbs
Hit Points: 85 **S.D.C.:** 18
Disposition: Motherly, compassionate and warm. Distrusts humans.
Human Features: Hands - Full
Biped - None
Speech - None
Looks - None

Powers: None
Psionics: Animal Speech, Mind Block, See Aura, and Telepathic Transmission.

Drone Ants

These sixteen ants are the last surviving members of Queenie's hive. Except for the four listed below, all are sick and dying because they've been away from the queen for too long. All the Drones are desperate to rescue Queenie from the humans, but are too weak to fight the Warriors defending the compound.

Towards the other animals they will be friendly, even offering food and shelter, but they are pretty despondent. They will be happy to help in any attempt to raid the human camp.

Real Name: 227, 234, 445 and 902
Alignment: Principled
Attributes: I.Q. 8, M.E. 16, M.A. 12, P.S. 26, P.P. 12, P.E. 14, P.B. 9, Spd. 14
Size Level: 8 **Weight:** 115lbs **Height:** 4'6"
Hit Points: 14 **S.D.C.:** 55
Disposition: Friendly, cooperative, group oriented
Human Features: Hands - Full
Biped - Partial
Speech - None
Looks - None

Powers: Natural Body Armor with A.R. of 8 and S.D.C. of 30 (55 S.D.C. total)

Psionics: Telepathic Transmission

Weapon Proficiencies

W.P. Spear, 4th Level
W.P. Short Sword, 4th Level
W.P. Crossbow, 4th Level

Secondary Skills: Varies

Combat Skills

Attacks Per Melee: 2

+1 to strike/parry/dodge, +6 to damage; +4 to roll with punch or fall.

Special Weapons: Most drone ants are armed with spear, short sword and crossbow. The hive also has a large variety of other "primitive" weapons.

Captain Diega (Human)

Real Name: Captain Xavier Diega
Alignment: Anarchist
Attributes: I.Q. 16, M.E. 12, M.A. 8, P.S. 9, P.P. 7, P.E. 15, P.B. 11, Spd. 9
Age: 41 **Sex:** Male **Weight:** 160lbs
Height: 5'8" **Hit Points:** 28 **S.D.C.:** 34
Disposition: Authoritarian, loud and boastful.
Power: Mutant Power of Energy Exulsion: Energy; this power includes the following abilities:
Energy Bolt: A concentrated blast with 150 foot range, 3 attacks per melee, +2 to strike, and 5D6 damage.
Energy Ball: An area effect blast with a 90 foot range,

affects everything in a 10 foot blast radius, 2 attacks per melee, +2 to strike, and 1D8 damage.

Energy Resistant: Diega is always resistant to all attacks from energy, fire, lasers, radiation, and electricity. Takes only half damage from these attacks.

Psionics: None

Level of Experience: 5th Level

Level of Education: Post-Graduate Studies

Scholastic Bonus: +25%

Occupation: Biological Warfare Specialist

Scholastic Skills

Pharmaceutical Chemistry	75%
Biology	98%
Chemistry	88%
Research Skills	99%

Weapon Proficiencies

W.P. Automatic Pistol, 3rd Level, Expert

Physical Skills/Training: None

Espionage Skills/Special Training

Surveillance Systems	84%
Forgery	90%

Secondary Skills

Photography, Still	80%
Basic Survival	98%

Combat Skills

Attacks Per Melee: 2

No bonuses to strike/parry/dodge/damage.

Personal Profile: Diega is an ambitious man in the Empire. He is a little too ambitious for Emperor Christian's taste so he is stationed most of the time out in primitive areas. Christian has already arranged for any of Diega's requests for assistance to be temporarily 'lost'.

The warrior ants were bred not only to attack mutant animals, but also as a way for Diega to get back into power in the Empire. His plans call for raising enormous armies and eventually being named Emperor himself.

Special Weapons: Carries a 9mm Automatic Pistol at all times.

Human Troops

There are 12 Empire troops assigned to Diega's project. These are inferior soldiers, selected because their units could easily spare them. They will fight to defend the camp, but will try to escape in the vehicles if it looks like the fight is turning against them.

Alignments: Mostly Anarchist and Miscreant

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

Disposition: A surly, belligerent bunch who resent this duty out in the wilderness.

Powers: None

Psionics: None

Level of Experience: 2nd Level

Occupation: Empire Drafted Troops

Weapon Proficiencies

W.P. Assault Rifle, 2nd Level
W.P. Machine Gun, 2nd Level
W.P. Knife

Physical Skills/Training

Hand to Hand Basic, 2nd Level

Espionage Skills/Special Training: None

Secondary Skills

Pilot Truck or Jeep	45%
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Combat Skills

Attacks Per Melee: 2

+2 to parry/dodge; +2 roll with punch or fall

Special Weapons: Each man has an assault rifle and a knife. There are four machine guns set up in the camp.

Criminal Records: Most have been arrested for minor offenses in the Empire.

Clem (mutated hound dog)

Real Name: Clement Twain O'Samuels Barnett Fogmuller

Alignment: Principled

Attributes: I.Q. 8, M.E. 15, M.A. 12, P.S. 22, P.P. 14, P.E. 23, P.B. 11, Spd. 10

Age: 24 **Sex:** Male **Size Level:** 11 **Weight:** 235lbs

Height: 6'5" **Hit Points:** 58 **S.D.C.:** 74

Disposition: Dumb but enthusiastic and good natured. Sort of a larger, more aggressive Beverly Hillbillies Jethro Bodine complete with the 'aw shucks'.

Human Features: Hands - Full
Biped - Full
Speech - Full
Looks - None

Powers: Advanced Smell

Communications with Insects - This is not exactly a power, nor is it a psionic ability. It's just that Clem gets along with bugs, they tend to like him and he tends to like them. Maybe because their I.Q.'s are roughly similar.

Psionics: Mind Block (Special: This is totally involuntary, Clem is just too dense to be affected by any psionics).

Level of Experience: 8th Level

Level of Education: 1st Grade

Scholastic Bonus: None

Occupation: Wilderness Scout

Scholastic Skills: None

Natural Weapons: ID6 Teeth

Weapon Proficiencies

W.P. Rifle, 8th Level, Expert

W.P. Shotgun, 8th Level, Expert

Physical Skills/Training

Basic Swimming

Wrestling

Espionage Skills/Special Training: None

Secondary Skills

Basic Survival 98%

Fishing 88%

Tracking 96%

Combat Skills

Attacks Per Melee: 4

No bonuses to strike/parry/dodge, +7 to damage, +2 to roll with punch or fall, crush/squeeze does ID6 damage, body block/tackle does ID6 damage, pin/incapacitate on a roll of 17, 18, 19 or 20.

Personal Profile: Clem is one strange character. He spends all of his time in remote wilderness areas looking for weird things. One weird thing that he takes with him is his mount, Betsy, a huge mutated beetle.

Special Weapons: A 30.06 hunting rifle in perfect condition. He's always short on ammunition so he's learned to make every shot count.

Betsy (mutated beetle)

Clem's mount is an unintelligent (roughly equivalent to a hamster, a dumb hamster), huge mutated beetle. Betsy will ignore all but the largest creatures unless Clem specifically orders her to attack. However, she reacts to anything over size level 18 as a threat and will attack unless restrained. This means that she will blindly attack most ground vehicles unless held in check. Small creatures she attacks with pincers and claws. Large creatures and vehicles she will first attempt to ram (for 7D6 damage). If that doesn't work she'll try flipping them onto their backs (note that this is an excellent tactic for dealing with most military vehicles). She will obey Clem most of the time, but she needs every order repeated at least six-times. Once she starts eating something (a tree or a large carcass) she cannot be stopped until she's finished.

Attributes: P.S. 32, P.P. 3, P.E. 15, P.B. 2, Spd. 15

Age: 11 **Sex:** Female **Size Level:** 20 **Weight:** 2200lbs

Height: 8'2" **Hit Points:** 96 **S.D.C.:** 190

Disposition: Stubborn, willful and not-too-bright

Powers: Natural Armor Plating (A.R. 14)

Psionics: None

Natural Weapons: Pincers (5D6 damage), Claws (2D6 damage), Ram (7D6 damage) vehicles are easily flipped over and don't need a roll to strike.

Combat Skills

Attacks Per Melee: 2

No bonuses to strike/parry/dodge/damage.

Aerial Supremacy

Note: This adventure is designed for intermediate or experienced players. If the group is less than six players then assign enough non-player character scouts to make their total party at least eight.

Player Background

An assortment of experienced guerrilla fighters, scouts, and other mutated animals are summoned to the offices of Irma, Director of Artifact Collection for Cardania. Read the following:

After a short wait in a conference room the door swings open. A female mutated badger enters. You immediately recognize her as Irma Prider. It's general knowledge that she's one of President Thana's closest advisors.

Following her is a leering, bad-smelling, mutated sparrow dressed in patched army fatigues. On closer inspection you see that the sparrow is wearing a money belt, a belt packed full of something . . .

"I'd like to thank you," she says "for volunteering to go on this assignment. Let me start by introducing your, umm, guide, Mr. Dwayne Hatchwing.

"Y'all can call me Dwayne, interrupts the sparrow with another leer in the direction of Director Prider.

"Yes." With a snarl of obvious dislike the director continues. "Mr. Hatchwing represents a group of, well, freelance explorers who have discovered an advanced artifact. As far as we can tell from the tapes supplied by Mr. Hatchwing, the object is a self-powered, self-aware computer. It may very well be the most advanced piece of technology we have ever come across. Even more advanced than that of the Empire of Humanity."

"Since Mr. Hatchwing and his associates . . ."

"Associates!" the sparrow squeaks, "I like that, I like that a lot!"

". . . are worried about security," Irma continues, "we are assigning your team as an escort. Initially your responsibility is to see that Mr. Hatchwing and his reward money are escorted back to his camp.

Is that clear?"

At this point Dwayne will start the following speech.

"Yeah. Thanks babe, I'll take it from here."

"Y'see the real reason that your commin' with me is 'cause we found somethin' good. So good that I ain't trustin' no big shots."

"We were poking around in this old ruin just north a' Filly. Only thing in the area were a couple a' old humans. We sorta showed 'em who really owned the place an' then we ran 'em off. It turns out they were hiding somethin' good. Somethin' that points off to the west. None of yer business exactly what!"

"Anyway, now we're gonna go west and poke aroun'. If there's anything there we want, then we will bring it back here with us. Otherwise you give us the rest of the money and we let you keep the

pointer thing."

"Anybodies that don't wanna follow my orders can jump out the window right here, 'cause I don't want no trouble with ya fancy-dancy boy scouts later on."

"Understand?"

Further questioning will reveal that Cardania has decided to go along with Dwayne's demands on the off-chance that it may pay off. No equipment will be furnished by Irma's department, but she will guarantee that any participant will share in any reward that's given out. Both she and Dwayne are unwilling to say exactly what they expect the group to discover.

Game Master Information

The group will be given only two hours to prepare for their departure from Cardania. From the Capitol it's a two day fast march (about 75 miles) due west to Dwayne's camp.

Dwayne, the sparrow, along with Dwayne's associates, Usub, Cosgrave and Taps, are renegades who pillage wherever the odds seem to be in their favor. This time they've come up with an artifact that seems quite beyond their simple-minded greed. It's a self-contained self-aware computer, GEOS-8, packed in a padded, suitcase like carrying case.

A product of the pinnacle of pre-Death civilization, GEOS-8 displays an incredible intelligence and an encyclopedic memory. One great secret that will be difficult to pry from the computer is its purpose. GEOS-8 is actually a vehicle control computer. It has been programmed with all the steps necessary for the operation of an advanced experimental flying machine, the Shadowfade 502. Once inserted into the Shadowfade 502 it will interface immediately.

Getting to Shadowfade is just a matter of a couple of days travel (around 35 miles). The problem is that Shadowfade is within the defense perimeter of a unit of Empire explorers. They'll view any mutant animals as a threat. The robot-clad warriors will attack any animals they sight. If the group seems large or persistent enough they'll call in an air strike to scare them away.

Players will have to come up with some kind of plan to fight or distract the Empire forces long enough to get the Shadowfade. If successful, the group should immediately reactivate Shadowfade and fly it back to Cardania, under the guidance of the GEOS-8 computer.

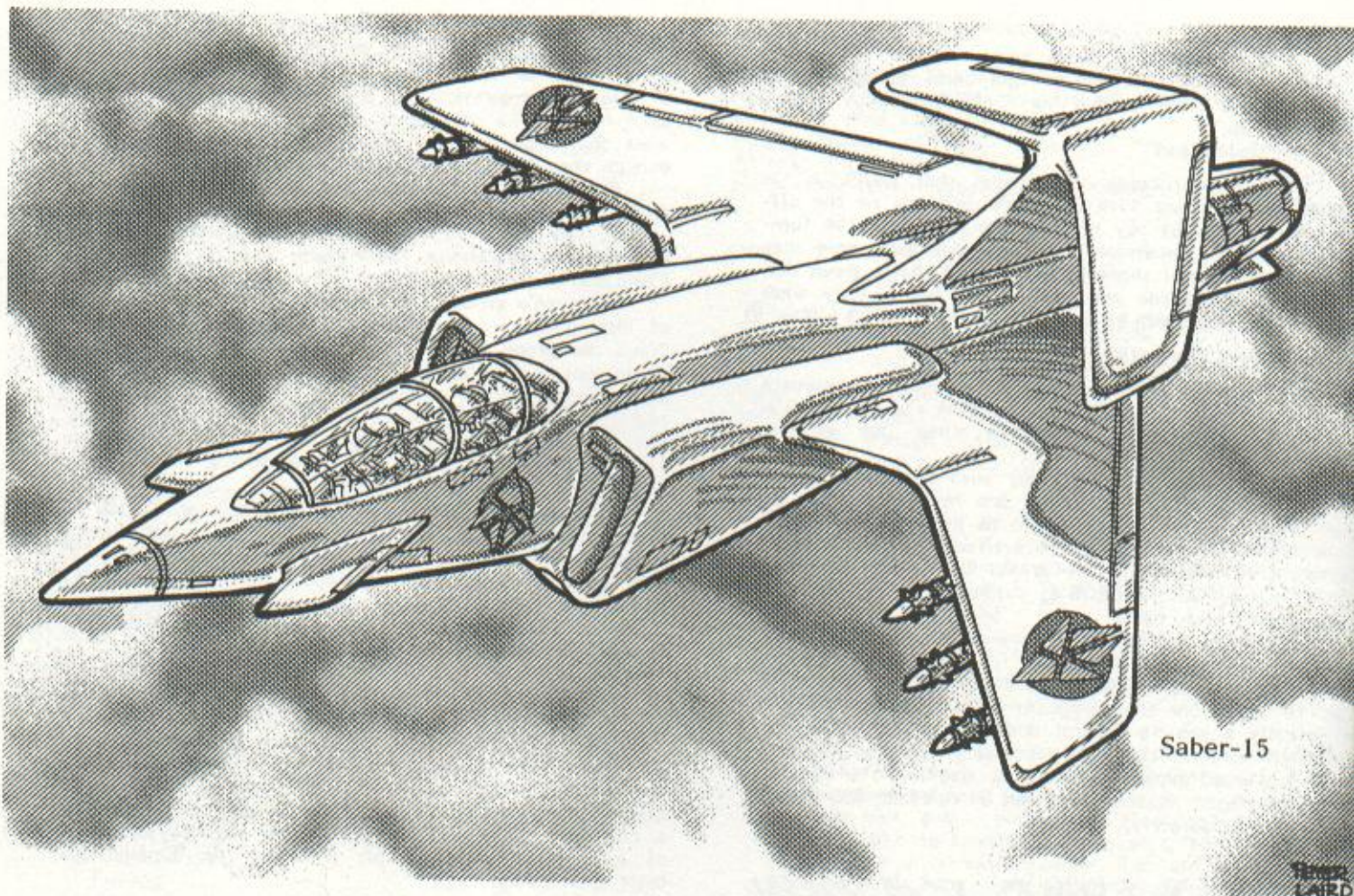
Dwayne's group of scavengers will attempt a couple of dirty tricks to keep the Cardania group off balance. When the group joins Usub, Cosgrave and Tap they will be jealously guarding a jeep. In the back of the jeep is a mysterious object covered by a tarp. The object is actually a smashed up bank machine (an automatic teller). Every so often they will sneak a peek under the tarp. They'll also keep anyone else from seeing what's under there. This of-course is a decoy.

The real artifact is GEOS-8. It's kept hidden in Usub's backpack at all times. This is an intelligent, speaking computer. It seems to have grasped the fact that many years have passed since it was last activated, but at this point it is only interested in being reinstalled inside of Shadowfade. It will cheerfully discuss itself or Shadowfade with anyone who turns it on.

The Empire Expedition

Dwayne's group has already scouted out their target area. The reason they didn't just pillage it before is that a unit of Empire Scouts is already involved in digging out the ruins. The whole area is dominated by a large hill (about 35 feet tall) covered with the ruins of a factory complex. This is where the Empire has built their camp.





Saber-15

The Empire has recently discovered that an experimental factory was involved in building advanced aircraft on this site. They've already dug down about 15 feet in the three months they've been excavating.

Empire forces consist of (1) Type 1 robot, (6) Type 2xd robots, (2) science-research types and (24) mutant animal slave-laborers. They are confident that they can hold off any attack long enough for reinforcements to arrive from the Empire.

Should the Empire camp be attacked the robot-equipped soldiers will respond to any threat by immediately attacking. During the day the Type 1 and three of the Type 2xd's will be on guard, the other Type 2xd's will be resting and out of their armor. Anytime during the night three of the Type 2xd soldiers will be on guard and everyone else will be asleep. If the weather is bad enough to keep the planes out of the air then all of the soldiers will stay in their armor at all times. It takes 6 melee rounds to put on Type 2xd armor and 15 melee rounds to get into the Type 1.

If attacked, neither of the human scientists will fight. If directly confronted they will simply surrender. Should they get a chance during an attack they will attempt to get to a radio and call for Empire air support and reinforcements. Two Empire Saber-15's will appear within 20 minutes. The fighter-bombers will be followed by two assault helicopters (with 14 Type 2xd soldiers) within the next 15 minutes.

Empire Slave Laborers

All of the mutant animal slaves are part of a chain gang. That means the right ankle of each is connected to a long heavy chain (the chain is A.R. 16, S.D.C. 85, per one foot length). If someone contacts them (for example, through Telepathic Transmission or by hidden notes), they will gladly participate in any plan

to attack the camp. Among the slaves are 4 dogs, 8 cows, 3 chickens, 3 mice, 3 rabbits, 2 goats and a pig. Two of the chickens (Ralph and Burty) have Telepathic Transmission and one of the cows (Edna) has Bio-Manipulation (Paralysis).

Shadowfade

Neither Dwayne or the Empire realize that the main treasure in the area is lying right out in the open. It looks like any of the thousands of crashed aircraft littered all over the place. This is actually the fully functional, ready to fly Shadowfade, an aircraft far beyond the Empire's current technology. Shadowfade has used its amazing camouflage abilities to perfection, changing its appearance with the seasons and gradually looking more and more decrepit.

This vehicle is actually powered by five different propulsion systems, hover jets (for vertical take-off, landing and below-radar-horizon stealth operations), a conventional ramjet (designed for take-off and landing and capable of up to Mach 2.4), a scramjet (designed for upper atmosphere flight and trans-orbital speeds up to Mach 3.2), main and maneuver rockets (for orbital movement) and an ion engine for deep-space flight. It works like this; Shadowfade takes off using hover-jets or ramjets, gets up to 6,000 meters altitude and turns on the scramjet, then it really builds up speed and shoots right out into orbit.

Magic-Metal is the real secret of Shadowfade. This is an advanced material made of metallic quasi-crystal. All five propulsion systems are simply one engine that can change itself into different forms. The exterior shell was designed to change also. Not only can it change for aerodynamics (Shadowfade will always adapt for minimum air resistance), but it can also camouflage itself in any

environment. In other words, Shadowfade looks like a broken wreck because it has taken that shape. In less than five minutes it can change back to a shiny-perfect aircraft shape.

The Magic-Metal is also great as armor, it has an A.R. of 16 and an S.D.C. of 70. In addition, any S.D.C. losses can be "healed" at a rate of 20 per minute.

Shadowfade is well-armed as well. It's designed to fight with a main laser cannon and two multi-purpose missiles. The problem is that it doesn't have any missiles on board and insufficient power for firing the laser.

In fact, Shadowfade has only enough fuel for fifteen minutes of flight. It can take-off with up to 16 passengers (it creates as many seats as needed), fly back to Cardania, and land in less than 10 minutes. If Shadowfade runs out of fuel while in flight it will, of course, crash. After a crash it will be totally ruined.

Getting Shadowfade back to Cardania should be a priority above all others for the group. If they do get the plane back, it will take at least a decade for Cardanian science to duplicate the Magic-Metal. Any of the scavengers will try to install GEOS-8 into Shadowfade. Unfortunately, none of them are bright enough to figure out how to use it properly. Cosgrave or Dwayne will attempt to get away, but will ultimately stay in the air too long and crash. Players should be alerted to these culprits' actions.

On the other hand, if the Empire gets a hold of Shadowfade or GEOS-8, then the mutant animals will be in really big trouble.

Aftermath

Once the characters have activated and boarded Shadowfade they can easily outrun any Empire pursuers. Although Empire air-to-air missiles may seem threatening Shadowfade can easily outrun or evade them.

Cardania will greet anyone returning with Shadowfade as conquering heroes. The total reward (to be split evenly among the returning scouts) will be 2 million bucks.

Non-Player Characters

Dwayne (Mutant Crow)

Real Name: Dwayne Kowbird

Alignment: Miscreant

Attributes: I.Q. 11, M.E. 12, M.A. 15, P.S. 10, P.P. 15, P.E. 6, P.B. 9, Spd. 16

Age: 27 **Sex:** Male **Size Level:** 7 **Weight:** 83lbs

Height: 5'1" **Hit Points:** 31 **S.D.C.:** 28

Disposition: A fearless and slightly deranged practical joker with an evil sense of humor and a short temper.

Human Features: Hands - Partial

Biped - Full

Speech - Full

Looks - None

Powers: None

Psionics: None

Level of Experience: 3rd Level, Wilderness Scout

Level of Education: 2nd Grade

Scholastic Bonus: None

Occupation: Scavenger

Scholastic Skills: None, but can read and write with difficulty.

Weapon Proficiencies

W.P. Crossbow, 3rd Level

W.P. Revolver, 2nd Level

W.P. Rifle, 3rd Level

Physical Skills/Training: None

Espionage Skills/Special Training: None

Secondary Skills

Automotive Mechanics 92%

Pilot Automobile - All 92%

Pilot Truck - All 82%

Basic Explosives 14/18%

Imitate Voices 65%

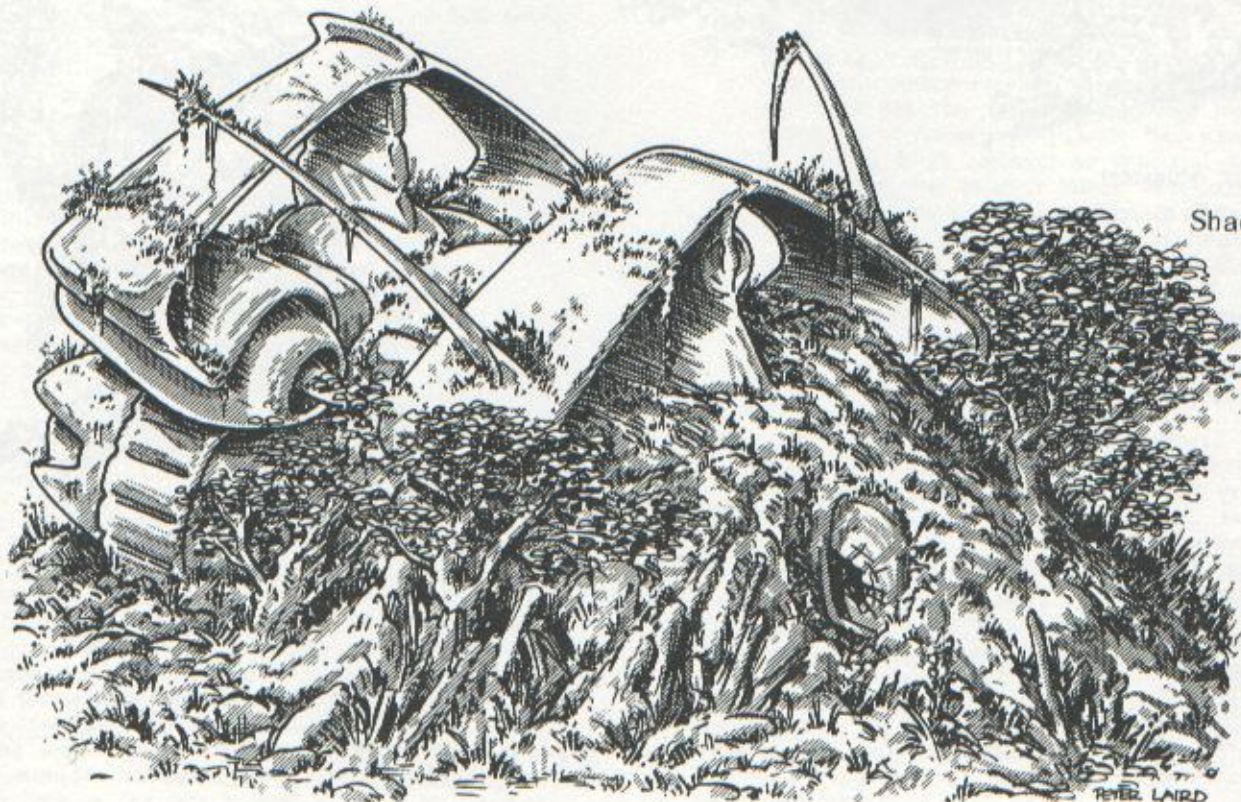
Pick Locks 53%

Combat Skills

Attacks Per Melee: 3

No bonuses to strike/parry/dodge/damage.

Personal Profile: Dwayne is a bit psycho. He leads his group of scavengers by always volunteering for the most dangerous and foolhardy things imaginable.



Shadowfade

PETER LAIRD

Dwayne is planning on getting the Cardanian group to take the brunt of the conflict with the Empire. He'll grab whatever he can and take off as soon as he has an opportunity. He doesn't much care about his fellow scavengers either; he only stays with them so long as it's to his own advantage.

Special Weapons: Dwayne packs a .32 revolver and carries a 30.06 hunting rifle.

Physical Skills/Training

Swimming

Espionage Skills/Special Training: None

Secondary Skills: None

Combat Skills

Attacks Per Melee: 2

+3 to strike/parry/dodge, +5 to damage.

Personal Profile: Usub trusts absolutely no one. He dimly realizes that he's not as intelligent as most animals and he protects himself by staying close to someone he thinks is "smart." For the time being that's Dwayne.

Dwayne has instructed Usub to guard the portable computer. That means nobody is going to touch Usub's backpack without a major fight.

Usub has a special hatred for anyone who makes fun of him. He has already decided to kill Cosgrave. Any player characters who tease him will eventually be attacked.

Special Weapons: Usually carries a large club (1D8 damage) and a knife (1D6 damage).

Cosgrave (Mutant Horned Toad)

Real Name: Jasper Deepswamp

Alignment: Diabolic

Attributes: I.Q. 11, M.E. 20, M.A. 12, P.S. 4, P.P. 8, P.E. 9, P.B. 3, Spd. 16

Age: 27 **Sex:** Male **Size Level:** 7 **Weight:** 82lbs

Height: 3'3" **Hit Points:** 11 **S.D.C.:** 21

Disposition: Satirical, pessimistic and quick.

Human Features: Hands - Full

Biped - Partial

Speech - None

Looks - None

Powers: Leaping

Psionics: Animal Control, Bio-Manipulation (Paralysis), See Aura, and Telepathic Transmission.

Level of Experience: 2nd Level

Level of Education: High School Equivalent

Scholastic Bonus: None

Occupation: Scavenger



USUB (Mutant Alligator)

Real Name: Usub Gerstalk

Alignment: Aberrant

Attributes: I.Q. 6, M.E. 5, M.A. 4, P.S. 20, P.P. 21, P.E. 16, P.B. 8, Spd. 12

Age: 28 **Sex:** Male **Size Level:** 12 **Weight:** 285lbs

Height: 4'11" **Hit Points:** 55 **S.D.C.:** 89

Disposition: Sullen, mean and distrustful.

Human Features: Hands - Full

Biped - Full

Speech - Partial

Looks - None

Powers: Heavy Natural Body Armor, A.R. 10

Psionics: None

Level of Experience: 3rd Level

Level of Education: None, Illiterate

Scholastic Bonus: None

Occupation: Scavenger

Scholastic Skills: None

Natural Weapon: Teeth do 1D8 damage.

Weapon Proficiencies

W.P. Rifle, 1st Level

W.P. Club, 3rd Level

W.P. Knife, 2nd Level



Scholastic Skills

First Aid	65%
Pilot Automobile - All	98%
Mathematics	55%
Archaeology	40%

Weapon Proficiencies

W.P. Revolver, 2nd Level Expert

W.P. Knife, 2nd Level

Physical Skills/Training: None

Espionage Skills/Special Training: None

Espionage Skills/Special Training

Pick Locks	58%
Prowl	92%

Secondary Skills

Automotive Mechanic	28%
Basic Survival	86%

Combat Skills

Attacks Per Melee: 2

No bonuses to strike/parry/dodge/damage.

Personal Profile: Cosgrave has spent his entire life fending for himself. Using his powerful psionics he has managed to hold off human and animal attackers. Now he is convinced that there is no one he can trust. He stays with Dwayne, Usub and Tap because there is some safety in numbers, but he would abandon them in a minute.

Cosgrave enjoys making fun of others. Anytime he can joke at someone else's expense he will do so. On the other hand, he can't tolerate anyone doing the same to him.

Special Weapons: Always carries a .22 revolver with four quick loads (6 rounds each).

Tap (Mutant Tiger)

Real Name: Rog Stavish

Alignment: Anarchist

Attributes: I.Q. 8, M.E. 6, M.A. 5, P.S. 21, P.P. 18, P.E. 19, P.B. 14, Spd. 16.

Age: 22 **Sex:** Female **Size Level:** 15 **Weight:** 435lbs

Height: 7' **Hit Points:** 59 **S.D.C.:** 85

Disposition: Quiet and brooding, someone who hides resentments and small offenses until vengeance is convenient.

Human Features: Hands - Partial

Biped - Full

Speech - Partial

Looks - None

Powers: Advanced Smell and Nightvision

Psionics: None

Level of Experience: 7th Level

Level of Education: None, illiterate and unschooled

Scholastic Bonus: None

Occupation: Bandit

Scholastic Skills: None

Natural Weapons: 2D6 retractable claws and 2D6 teeth.

Weapon Proficiencies

W.P. Rifle, 3rd Level

W.P. Spear

W.P. Long Sword

W.P. Axe

Physical Skills/Training

Hand to Hand Assassin, 4th Level

Swimming

Prowl 89%

Espionage Skills/Special Training: None

Secondary Skills

Sketching 86%

Basic Survival 98%

Combat Skills

Attacks Per Melee: 4

+4 to strike, +2 to parry/dodge, +10 to damage; +3 to roll with punch or fall; +3 to pull a punch.

Personal Profile: Tap is constantly on the look-out for a male tiger. They are very rare and she hasn't been able to find a mate that she can get along with. Partly that's because she's very demanding, she expects perfection from potential husbands. Most males are intimidated by her aggressive manner.

While she's waiting for the perfect man-tiger she's gathering as much wealth as she possibly can. Already she's managed to put several thousand Bucks away in various forest hiding places.

Special Weapons: Tap has a rifle, spear and long sword that she usually carries. When she goes scouting ahead, or on midnight raids, she prefers to go unarmed, depending only on her own natural weapons and prowess.

The Power of Ali Komani

Note: This is a difficult adventure designed for at least five experienced players. At least one feline character is needed.

Player Background: Players will be instructed to report to a briefing room in the capitol building of Cardania. Once everyone has arrived, read the following:

As soon as you get settled in the chairs of the briefing room the door swings open. A thin, hyper-mutant alligator enters. He seems to have a constant tremor and nervously shies away from the two huge bear guards at the door. Glancing around at the group he pulls out four, black & white, glossy pictures and starts passing the pictures around, telling you the following:

"The first pair of pictures were obviously taken by one of our flying reconnaissance patrols. One picture was taken 8 weeks ago, the other was taken the day before yesterday. In the earlier picture, you will note the independent township of Wet Rat, with a population of 1,350, farms, forests and a small collection of factory buildings. The more recent photograph, showing a burnt-out crater and the smoldering countryside, is of exactly the same area.

"Before answering any further questions, let me draw your attention to the second set of photographs. In the first, taken a couple of months ago, you'll see Ambassador Ian Wholehog. He left to open negotiations with Yehcat three weeks and four days ago. The last picture is of his detached head, an item found in a sack on the capitol doorway yesterday afternoon.

"What, you're probably asking, do these two sets of pictures have to do with each other? Yehcat has started to annex their northern neighbors. Now all that's between them and us is Gatorland and a few independent townships. Our sources report that Yehcat has established a regular pattern of conquest. What makes them so dangerous is that they are buying their way into power by providing . . . power! Electrical power for any community that surrenders to them. On the other hand, those who resist are subjected to some kind of incredible weapon, capable of burning huge amounts of land and everything on it . . . Wet Rat is their latest demonstration.

"Of two diplomatic missions to Yehcat the only thing that's come back is the head of the second mission leader! All in all, the situation is getting uncomfortable. Gatorland is screaming for help, we are losing trade connections with the south, and Empire of Humanity scout planes have been seen to the south. Cardania can't afford a two-front war. We're assigning you the job of finding the Yehcat secret weapon."

At this point the alligator slumps down in his chair. Although fatigued, he seems ready to answer questions.

The alligator bureaucrat's name is Eathan Openwater and he is the under-secretary for foreign relations in the Cardanian government. He'll answer any and all questions. Unfortunately, he doesn't know very much more than what he's already revealed. One important item he does know is that the burning of Wet Rat was not caused by an explosion . . . at least there were no seismographic readings, no mushroom clouds, and observers within twenty miles reported only smoke and flames but no sounds of explosions.



Inside Information

Rumors are running wild through the Capitol about some strange southern nation with a "secret weapon." It's mostly just speculation, but there are a few refugees who have seen some of Komani's followers. They will know nothing about the weapons except that, "everybody down south is scared spitless!"

Game Master Information

Ali Komani used to be a two-bit bandit lord. Or he was until he discovered a very crucial piece of technology. It seems that the pre-Death civilization left a working solar power satellite in geo-synchronous orbit over the eastern seaboard. Komani has found a decoding device that allows him to program the satellite's actions. Not only can he program it to microwave power (an unlimited source of electricity), but he can also use it as an incredible weapon, focusing the microwaves on mile-square areas. Compared to this weapon, the Empire of Humanity is a minor threat.

Even with this tool of destruction Komani isn't much more than a terrorist. His rulership over a vast area is maintained only by blackmail and ruthless suppression of opposition. It's only a matter of time before he's assassinated by another power seeker.

The goal of the players should be to find out about Komani's weapon. At that point they should either destroy it or get it back to Cardania. Objectively, since it's so powerful, it would be better to destroy it than return it.

Encounters

There are only three ways to get to the southern nation of Yehcat: through the swamps of Gatorland, across the Plains of Free Cattle or by sea. The problem with the last method is that the Empire of Humanity is dispatching regular patrols of their fighter-bomber jets

over the area. The pilots have been instructed to discover the nature of the coded radio transmissions (Komani's communications with the satellite) and the mysterious weapon. They're also willing to wipe out any significant Cardanian aircraft, ships or armed forces.

Gatorland

Groups traveling through Gatorland will experience little more than quicksand, hostile inhabitants and all the other unpleasant aspects of swampland. It'll take about 8 days to slog all the way south. Friendly Gatorlanders will be curious about where the group is going. If asked about the situation to the south, they'll say they are more than a little worried about the Yehcat threat. Usually they have nothing to fear from invaders (who'd be crazy enough to invade a swamp?) but this time their choice seems to be surrender or die!

Free Cattle Troops

Sooner or later, anyone traveling through the Plains of Free Cattle will meet up with a Free Cattle Army patrol. Three jeeps will be spotted heading toward the group. If they attempt to flee, the troops will pursue and start firing with automatic rifles. Otherwise, the Free Cattle will just want to find out what the strangers are doing in their land. Any excuse will do, the Free Cattle are looking for humans, they have no quarrel with other animals.

The Southern Wastelands

South of Gatorland there is an area heavily damaged during "the Death". Huge craters and ruined landscape dominate the terrain for about 60 miles. It's here that the group will probably notice Empire of Humanity fighter-bombers on patrol. Unless the group is in a large caravan of vehicles they'll be ignored by the planes.

The Big Burn

As the group continues south into fertile land they will come across several small independent towns. These folk are pretty friendly, willing to trade, feed the characters or put them up for the night. If questioned about Yehcat, the townspeople will complain about the eight crazy cats who demanded that they surrender to them. They'll laugh about how the cats said they would destroy the town if their demands were not met. Otherwise they have heard nothing about Yehcat.

Immediately after the characters get 15 miles out of town they'll feel a wave of heat from behind them. Turning around, they'll see the flames and smoke of the burning town. If they go back to investigate all they'll find is ashes.

The next stop is Yehcat.

Yehcat

This isn't much of a nation. It's more like a primitive walled city. As the center of trade, Yehcat has been the sleepy capital for 3,500 peasant farmers (most of whom live outside the city) and a few dozen craftspeople.

Now everything is changing. Distant animal nations are sending tribute and representatives to Yehcat. Sudden wealth is turning the city into a cesspool of corruption and opportunism. Most of the natives can do little but grumble and work longer and harder than ever before. On the other hand, the land owners and traders are prospering like never before. They are starting to see the possibilities in turning Yehcat into the continental capital. For that reason they will actively resist anyone who threatens Ali Komani and his followers.

Yehcat is also filled with Komani's feline guards. These are arrogant bandits who terrorize anyone. If they see something they like, they'll just walk up and take it. No one attacks them, no one stops them. The reason is simple. Komani has decreed that if anyone harms any of his friends, he will destroy a village. At random. And everyone knows that Komani will do it. If anyone in the group tries to interfere with one of the felines they'll be set upon by anyone else in reach.

Ali Komani's Place

Komani has taken over the largest building in Yehcat, a former U.S. Government post office. The first floor still looks pretty much like an old-fashioned post office except that Komani's guards and the bearers of tribute are always loitering around. A contingent of six, armed feline guards will stop any unauthorized people from getting into the stairwell.

The second floor houses Komani's "harem". Actually he only has one girl friend, Florence, and she's not about to share him with anyone else. The other females living in the harem are either just the girl friends of other Feline Guards or female Feline Guards themselves. Any males caught on this floor will be immediately attacked.

Komani lives in slovenly luxury on the third floor. He's turned a large paneled office into his bedroom which is littered with clothes, left-over food and recent tribute. The other rooms are used for storing weapons, booty and supplies.

On the top floor Komani has installed a satellite control central. This is the control center that allows Komani to command the satellite. Included are a variety of monitors, controls and communications equipment. Any advanced nation, the Empire, Cardania, or the Rat Cartel are capable of duplicating the command center. What they would lack is the decoding computer.

The Satellite Decoder

This briefcase-sized device decodes all the signals to and from the satellite. Note that it contains no radio transmitters or receivers, it has to be hooked up to the fairly sophisticated communications center in order to talk to the satellite. The device carries a label that



reads: "CAUTION THIS DEVICE CONTAINS ANTI-TAMPERING EXPLOSIVE DEVICE! DO NOT OPEN!" It's not kidding either, anyone opening the case (the only way to open it is to break it) will trigger a 12D6 explosion. Other than the warning label the only other features are the input and output plugs for connecting it up.

The Satellite Controls

Obviously somebody smarter than Komani put together the satellite control center. That somebody is now buried somewhere outside of Yehcat. Given a few weeks either the Empire or Cardania could duplicate these controls.

The set-up is designed so that even an idiot like Komani can operate it. There are two obvious controls. One is a simple dial that changes the focus on the satellite's main view camera. Turn it one way and the field enlarges; at the maximum position the entire eastern seaboard, from Florida to Maine, is visible. Turn it the other way and it narrows the field; at maximum magnification (given clear weather conditions) an object the size of a truck is clearly visible and buildings will be easily recognizable.

The other control is a joystick (no doubt salvaged from some ancient video game). Moving the joystick changes the view on the screen. Up for north, down for south, right for east and left for west. The joystick fire button activates the microwave beam. Hold down the button long enough and whatever is in the center of the screen will be cooked.

One other point, the system is not good enough to

hit a moving target. An inexperienced operator will have trouble hitting an object the size of a village.

The Empire of Humanity

The Empire of Humanity has recognized that there is some kind of threat in Yehcat. They don't know exactly what it is, but they know exactly where the signals are coming from. So long as their land is not threatened they will do nothing.

If the Empire finds out about the decoder they will immediately send in a major strike force. They'll airlift a dozen tanks and at least two hundred troops in robot armor directly to Yehcat. Once they find out about the decoder they'll stop at nothing to get it for themselves.

On the other hand, if someone starts shooting the microwave beam at the Empire, then they'll react with an immediate air strike. From the time that the beam noticeably affects something in the Empire until local fighter-bomber patrols arrive should be about 5 minutes. The plane's instructions are simple, turn Yehcat into pavement. That will take about 30 minutes of continual bombing.

Non-Player Characters

Ali Komani

Real Name: Rex Wondacat

Alignment: Diabolic

Attributes: I.Q. 17, M.E. 16, M.A. 12, P.S. 12, P.P. 21, P.E. 14, P.B. 14, Spd. 10

Age: 38 **Sex:** Male **Size Level:** 14 **Weight:** 435lbs

Height: 6'2" **Hit Points:** 73 **S.D.C.:** 80

Disposition: Incredibly erratic, Ali will be cheerful one minute, then angry, then sad, then laughing hysterically. His response is always calculated to frighten and unsettle those around him.

Human Features: Hands - Full
Biped - Full
Speech - Full
Looks - None

Powers: Advanced Hearing

Psionics: Bio-Manipulation (Pain), Detect Psionics, and Hypnotic Suggestion

Level of Experience: 6th Level

Level of Education: Sixth Grade

Scholastic Bonus: None

Occupation: Bandit Leader

Scholastic Skills: None

Weapon Proficiencies:

W.P. Submachine Gun, 6th Level, Expert

W.P. Automatic Pistol

W.P. Spear, 4th Level

Physical Skills/Training:

Hand to Hand Basic, 3rd Level

Wrestling

Espionage Skills/Special Training: None

Secondary Skills:

Audio Communications 46%

Cook 78%

Drugs 83%

Imitate Voices 91%

Pilot Automobile - All 90%

Tracking 65%

Combat Skills:

Attacks Per Melee: 4

+3 to strike/parry/dodge/damage, +2 to roll with punch or fall, knock out/stun on a natural twenty, pin/incapacitate on a roll of 18, 19 or 20; crush/squeeze does 1D6 damage, body block/tackle does 1D6 damage.

Personal Profile: Ali Komani was a bad news character from early childhood. As soon as he could manage it he ran off to join a bandit gang. And as soon as he had the opportunity he back-stabbed his way to leadership.

Since then he's been leading his gang wherever profits and booty seemed most likely.

Lately the old gang has been getting pretty fed up with Komani. He's been living high on the hog and pushing everybody around, including his old friends. Komani is blind to this problem and is getting more and more inflated with his own importance.

Should anyone succeed in wrecking Komani's set-up he will go completely crazy. Swearing vengeance he will dedicate his life to killing whoever is responsible. His old companions will abandon him, but he'll set off on his own and won't stop until he's killed.

Special Weapons: Mini Uzi, Automatic Pistol, and several hidden knives.

Criminal Record: Ali Komani is unknown in the north, but he is wanted by virtually every southern government for crimes ranging from shop-lifting to high treason.

Komani's Elite Feline Guards

Recruited from the best of the Yehcat militia, all the elite guard are picked for their fighting ability, large size (minimum size level 10), and total devotion to Komani. There are a total of 131 guards, with 55 still remaining in Yehcat.

Typical Elite Guard

Alignment: Either Anarchist, Miscreant or Aberrant

Sex: About 3/4 male and 1/4 female.

Hit Points: 25 average **S.D.C.:** 30 average

Disposition: Most of the gang are fairly humorous in a cruel, nasty sort of way. They are fond of the kind of practical jokes that result in the permanent disfigurement of the victim.

Human Features: Hands - Mostly Partial
Biped - Mostly Full
Speech - Mostly Partial
Looks - Mostly None

Powers: Most have nightvision

Psionics: Rare

Level of Experience: Average 2nd Level

Occupation: Bandit

Scholastic Skills: Most are totally illiterate.

Weapon Proficiencies:

W.P. Rifle, 2nd Level

W.P. Automatic Pistol, 1st Level

W.P. Knife

Physical Skills/Training:

Hand to Hand Basic, 1st Level

Combat Skills:

Attacks Per Melee: 2

No bonuses to strike/parry/dodge/damage; +2 to roll with punch or fall.

Personal Profile: This gang of cut-throats cares about nothing other than their own survival. They're already sick of Komani and would welcome his death. As soon as the Empire starts attacking they'll try to escape in whatever vehicles are available.

Special Weapons: Most feline guards carry knives, hunting rifles, and automatic pistols. Lately they've taken to carrying around advanced military equipment that they're not trained to handle.

The Rodent Plague

Note: this is a difficult adventure, but recommended for first time players. Any number and level of players could attempt it.

An interesting variation would be to have ALL the player characters be in the early stages of plague infection. Placing all the players under a death sentence if they failed to find the curative drug would add a certain urgency to the game.

Player Background

The players should be informed that some kind of plague is sweeping through the animal states. Either the players themselves or someone they are close to should be displaying some of the first signs of infection (see the following description). They've been ordered to report to the Capitol Building of Cardinia to receive an assignment dealing with the problem. In the briefing room are two senior officials, one of whom the group will recognize as Scout Commander Yeats, a mutated rat. Yeats will introduce the other, Cardania's Surgeon General, a mutated turtle named Doctor Ulmer, who will give the mission crew the following briefing. Incidentally, Yeats has visible signs of infection.

"This plague is no natural disease. From our research it is obviously the result of some kind of bio-engineering, an artificial virus designed to kill certain kinds of mutated animals. From the disease vectors we have observed we know that the Empire of Humanity is responsible for spreading the disease.

It is beyond our technology to create something like this . . . or to find a cure for it. But we're not completely in the dark. Analysis indicates that there is some solution to this puzzle. Some enzyme or antigen, like a key, was designed to combat the disease, to unlock its protection, in case it ever got out of control among the wrong population.

Saving the lives of the plague victims, possibly including your own lives, is only possible if someone can steal the secret from the research labs of the **Empire of Humanity**. A formula or the research notes would be best, but even a small sample of the curative drug would be enough to stop the plague.

To help you, we've arranged for transport to the Empire's southwestern border. There you will rendezvous with one of the Rodent Cartel's primary agents. This smuggler will get you to the gates of the Empire's primary biological research lab. He'll also arrange to get you back.

Unfortunately, we have no information on the layout or contents of this lab. Security is just too tight. The outside walls are concrete topped with electrified wire. Our agents will arrange for a city wide power black-out that should allow you to get over the walls undetected. Once inside the lab you will be on your own. Good Luck!

At this point Yeats will take over again and answer any questions about the disease and the mission in general. When all general questions have been answered, the doctor will leave and Yeat's will give the following talk on the exact mission plan.

"You will be leaving at midnight tomorrow night. Between now and then you'll be expected to gather any equipment and make any preparation that you may find necessary. We will make available any special weapons or equipment that you request. (G.M.'s use discretion).

A detachment of mutated bats will fly you directly to within two miles of the Empire's border. According to our weather forecasts a heavy storm

front should prevent your interception by Empire aircraft.

Waiting for you there will be a contact that you will address only by his code-name, Smuggler. About all I can tell you about Smuggler is that he is highly skilled at getting things in and out of Empire territory. He has been instructed to take you through a series of underground tunnels and caves to a point just outside of what we suspect is the Empire's main bio-lab. The trip below ground should take no more than three full days.

Six days from today, at exactly 1:15 a.m., the power to that laboratory will be cut. We have reason to believe that the emergency generators will also be disabled. That will be your opportunity to go over the wall and get whatever it takes to fight this disease.

We want you in and out of that compound as quickly as possible. Once out you should immediately get back into the tunnels and start heading for your entry point. Every night, between 2 and 3 in the morning we hope to have airborne patrols available for your return trip.

If, for some reason, that doesn't work out we want you to head due south on foot. The area between the tunnel and our units in the area is thick forest, if you travel at night and stay away from Empire patrols you should be able to get back all right."

After the speech, Yeat's will answer questions to the best of his ability. One thing that should be made clear is that any equipment that the group takes along will have to be carried for a couple of days through confined tunnels. Large items are simply impractical and the group should travel as light as possible.

Game Master Information

Of course, this is not a natural plague. The disease was created and spread by the Empire of Humanity. Fortunately, the Empire was not so foolish as to unleash a plague without a cure stashed away in at least five of their vaults. They can't afford to lose human beings to the disease.

Ulmer was confident that just a sample of the cure would be enough. That Cardania's scientists would be able to duplicate it. Ulmer is wrong. Cardania cannot produce the curative without the formula itself, and there are only three ways to get it. There are notebooks in the vault of the laboratory compound and in the office of the Emperor (the latter is ridiculously well protected). A second possibility is to get the computer disk that holds the formula. Unfortunately, the disk is just numbered (#143432, in case you were wondering) and hidden among thousands of others. The last possibility is to kidnap one of the scientists who developed the viral organism.

After the initial briefing the group will be allowed plenty of time to make plans and arrange for equipment. They will be issued any reasonable weapons and equipment. The bar flight to the tunnel system will be wet and dangerous, but uneventful.

The way into the tunnels is lead by Smuggler, a mutated mole who's engaged in regular contraband traffic. This is one nervous character! He's much more concerned with the state of his personal economy and safety (and health) than about helping anyone else. He knows the tunnels better than anyone and has booby-trapped them extensively. In three days of walking, crawling and climbing the group should experience plenty of discomforts, but no real danger.

Once outside the walls of the laboratory compound the group will wait for the power outage. At 1:13 the lights will go out, right after that they'll hear gunfire, explosions and screams from inside the compound. By



1:18, when the group should make it over the barbed wire at the top of the wall, everything will be relatively quiet. If anyone enters before that they'll be witness to (and possibly participate in) the carnage of the security robots.

Anyone watching from the wall will be able to clearly see the robots on patrol. One possible way of avoiding a direct confrontation is by attaching a line from the top of the wall to a high point on the research building and climbing across.

Rampage of the Security Robots

Part of the overall plan involves knocking out both the local power lines as well as the emergency generator within the research compound.

Unfortunately for the humans inside, the power disruptions have some unforeseen side-effects. Three recently installed security robots have evaluated the situation and decided that saboteurs are responsible. Without guidance from their normal computer controllers they are indiscriminately blasting everyone in sight as possible subversives.

By the time the player characters get over the gate the three robots will have massacred all the humans in the place. That is, all the humans except one. Rodney, the lucky survivor, is in an absolute panic; he will do anything, reveal anything, so long as he is protected from the berserk robots. Since he knows the formula for the antigen he's the perfect solution. Otherwise the group will need to spend time trying to get into the main security vault of the compound - The information is also on a disk stored next to the laboratory computer but the disk index is stored on the computer itself. Inaccessible as long as the power remains off. The problem will be getting to Rodney and then getting him out safely.

The compound itself is arranged into four buildings. In the open area there are two security robots on continuous patrol. Observers on the walls will notice that several trees have been blown to bits. Also in the courtyard are the remnants of eight laboratory workers who attempted to escape the robots.

Next to the gate is the smallest building, a combination guard house and armory. One of the robots will remain in the main entry area of this building at all times. It will open fire on anyone who attempts entry. Inside the building are five dead guards, (6) .45 caliber submachine guns, three cases of .45 ammunition clips and two cases of plastic explosive (12 detonators and 35kg each). There are also two offices, a bunk room and a security monitoring room filled with electronics (heavily damaged by the robots).

The next largest building houses the furnace, forced air blowers, back-up power generator, electrical circuits, and the water and sewage pipes. The building is all locked up. Everything inside was damaged by a bomb that went off at 1:13. Leaking water, gas and liquid oxygen are contributing to the mess.

The third building is a two-story barracks. The lower floor contains lockers, bunks and two bathrooms with toilets and showers. Eighteen people were killed here by the robots' heat-seeking missiles. The second floor is used for document and equipment storage, just dusty boxes filled with old papers and test tubes.

In the center of the compound is the five-story research building. A freight elevator, a passenger elevator (neither work without power) and an emergency stairway are the only access ways to the other floors. The main floor has a single central corridor, 8 administrative offices (each thoroughly destroyed by the robots) and 2 bathrooms. One of the offices contains a vault door with a time lock (which won't open with the power off). Inside are the labs' credit cards, main research lab books (including one with the Rodent Plague Cure) and administrative paperwork. The door has a natural A.R. of 17

and an S.D.C. of 3,600.

The basement houses the main computer and is undamaged. There are three large locked metal cabinets filled with computer manuals and numbered disks. Desks, tables and eight computer terminals are the only other contents of the basement.

The second, third and fourth floors are filled with laboratory equipment. Microscopes, electron microscopes, refrigerators and a variety of confusing equipment. All these floors are undamaged. Stored in various places are extremely dangerous disease viruses. Characters who start destroying the equipment run a 30% chance of picking up something fatal.

Hiding in the library that takes up the entire top floor is **Rodney**. He will beg and plead for his own life. When he finds out what the characters are looking for he will claim to be the only one still living who knows how to make the Plague cure.

By 1:45 Empire troops will start arriving on the scene. The first unit will be twenty men in exo-skeletons. They will immediately restore a computer radio connection for the robots and order their deactivation. Further reinforcements will start showing up five minutes later. Characters who have not left by 1:55 will find their exit cut off and guarded by a unit of Empire troops using assault rifles and grenades.

Escape Tunnels

If Smuggler hasn't survived then the group is in big, big trouble. Without him to cut off the pursuers there will be a swarm of well-armed human and canine troops entering the tunnels after them. Assume that at least fifty men in exo-skeleton armor and over 300 canine troops will be following the group. Even if they manage to fight off the attackers, their escape route will definitely be cut off. That will inevitably result in their being trapped between two heavily armed Empire units. If they don't surrender they will either be buried alive or shot to death.

So long as Smuggler is still alive there will be no real pursuit. Smuggler will set off a variety of booby-traps and cave-ins to slow down any pursuers. It's when they get out of the caves that things start getting dangerous again.

Canine Rangers

By the time the group get to the tunnel exit there will already be large rewards posted for them. One group particularly interested in taking advantage of the reward is the Canine Rangers. They've already ambushed the mutant bat rescuers and are waiting in ambush for the group to show up.

This unit is one of many consisting of a human officer and seven mutant dogs. They are used for controlling smugglers and patrolling the more remote parts of the borders. This particular unit stumbled on the bats just the previous night. Those who escaped know better than to return to Empire air space; it's certain death if the air force has been tipped off.

Positioned all around the tunnel exit are the seven rangers. They have been ordered not to fire until the group moves out of the tunnel and into the clearing. Fortunately for the group, one of the canines will disobey orders and 'accidentally' open fire when the first animal starts out (missing his target).

A back-up tunnel, three hundred feet north will provide a less dangerous escape route. That will still leave the group to contend with Major Stanwik and his force of canine rangers in hot pursuit. Since the rangers are equipped with cross-country motorcycles, they'll be difficult to outrun. 1-4 motorcycle rangers, armed with assault rifles will be encountered every 15 minutes and it is likely to result in a full fledged manhunt with hundreds.



Rodney

Real Name: Rodney Saxon

Alignment: Unprincipled

Attributes: I.Q. 20, M.E. 11, M.A. 10, P.S. 8, P.P. 10, P.E. 9, P.B. 8, Spd. 12

Age: 34 **Sex:** Male **Size Level:** 10 **Weight:** 154lbs

Height: 5'11" **Hit Points:** 11 **S.D.C.:** 2

Disposition: A sniveling coward who is interested only in his own safety and security.

Powers: None

Psionics: None

Level of Experience: 3rd Level

Level of Education: Post-Graduate Studies in Bio-Genetics

Scholastic Bonus: +25%

Occupation: Empire of Humanity Researcher

Scholastic Skills

Biology	92%
Chemistry	88%
Computer Programming	34%
Mathematics	52%
Genetics	98%

Weapons Proficiencies: None

Physical Skills/Training: None

Espionage Skills/Special Training

Lock Picking	28%
Surveillance Systems	85%

The Last Minute Rescue

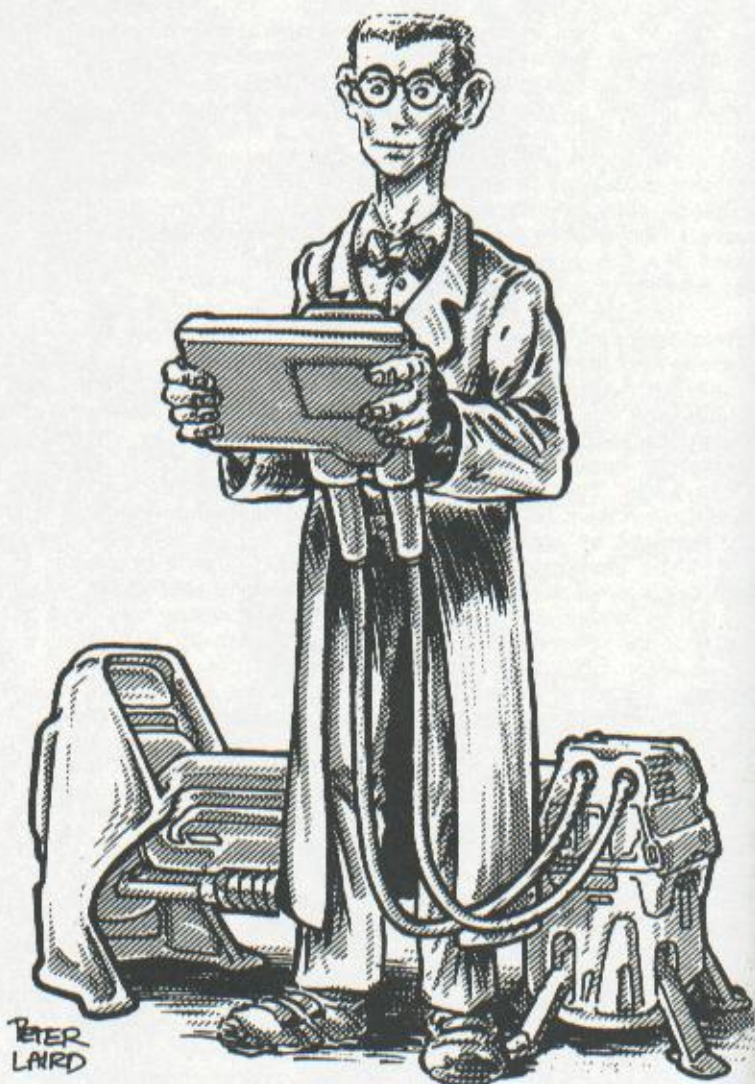
If the characters manage to get out of the tunnels alive, and if they manage to travel two hours south, they'll run into a large unit of Animal Militia. Roughly 1,200 armed mutant animals will drive off the canine rangers and hold off any Empire reinforcements long enough for the group to get started back to Cardania and safety.

Rodent Plague Notes:

The Plague - this is a tailored disease that kills roughly 99% of the infected victims. Designed specifically for rats and mice, it will also affect hamsters and guinea pigs. Badgers, martens, moles, muskrats, otters, porcupines, raccoons, skunks, weasels and wolverines also have a 95% chance of contracting the disease. It has several stages, most of them benign, but ultimately fatal. Stage 1 - 3 to 4 weeks of small purple sores and very little other symptoms (just headaches and a sluggish feeling).

Stage 2 - Debilitating pneumonia. There is a 50% chance of death every day during this stage. After a week of this, there is a 10% chance of complete recovery every day. For player characters that means rolling once to see if they have recovered, if not then they roll again for the 50% chance of death.

Stage 3 - Survivors will be marked with small purplish scabs and will remain contagious for another two weeks.



Secondary Skills

Basic Electronics

90%

Combat Skills

Attacks Per Melee: 1

No bonuses to strike/parry/dodge/damage.

Personal Profile: Rodney is one of the principle architects of the Rodent Plague. He understands completely the systems and methods used by Empire biological warfare laboratories. If captured, he will attempt to escape, but not at the cost of his own safety.

Special Weapons: None



Smuggler

Real Name: Eustice Mole

Alignment: Unprincipled

Attributes: I.Q. 12, M.E. 15, M.A. 11, P.S. 16, P.P. 5, P.E. 10, P.B. 8, Spd. 11

Age: 32 Sex: Male Size Level: 8 Weight: 165lbs

Height: 3'10" Hit Points: 41 S.D.C.: 58

Disposition: Paranoid, jumpy and touchy about his own personal safety.

Human Features: Hands - Partial
Biped - Partial
Speech - Full
Looks - None

Powers: Excavation

Psionics: None

Level of Experience: 8th Level

Level of Education: High School Graduate

Scholastic Bonus: None

Occupation: None

Scholastic Skills

Business 89%

Accounting 99%

Natural Weapons: Claws do 1D6 damage

Special Weapons: Smuggler carries a double-barreled sawed-off shotgun and a belt of shells.

Criminal Record: Known and wanted as a smuggler just about everywhere. The Empire and New Kennel have arrested at least five other mutant moles thought to be Smuggler. All have been imprisoned or executed. This just makes him all the more nervous.

Weapon Proficiencies

W.P. Revolver, 3rd Level

W.P. Shotgun, 5th Level

Physical Skills/Training: None

Espionage Skills/Special Training

Escape Artist 85%
Explosives/Demolitions 78/68%
Pick Locks 55%
Prowl 89%

Secondary Skills

Imitate Voices 30%
Pilot Motor Boat 55%
Basic Survival 90%

Combat Skills

Attacks Per Melee: 1

No bonuses to strike/parry/dodge/damage

Personal Profile: Smuggler has lived his entire life in fear. If he weren't so greedy he'd make a good hermit. He has carved (literally) a huge black market network through tunnels under New Kennel and the Empire of Humanity. Other than a few mutant rodent helpers (all of them are now diseased) he usually works alone.

He's not happy about helping the expedition. Since he hasn't yet contracted the disease himself he will be loathe to come in close physical contact with anyone for any reason. He is being pressured by Cardania's government to cooperate, but he doesn't like it one little bit.

Smuggler's plan is to move the group quickly through the tunnels, wait exactly 15 minutes after they exit, and then leave. He'll retreat at least a mile down the tunnel and wait there. If the group shows up on time he'll point them in the right direction and stay behind to collapse the tunnels on top of any pursuers. In either case, the group will not see him again.

Canine Ranger Unit

Real Names: Rolf, Terry, Spots, Vernon, Jonesy, Baker, and Fitz

Alignments: Scrupulous, Unprincipled or Anarchist

Age: Average 23 Sex: 5 male and 2 female

Size Level: Mostly 8 Hit Points: Average 30

S.D.C.: Average 44

Dispositions: Most are easy going, but skeptical of government claims.

Human Features: Hands - Mostly Full
Biped - Mostly Full
Speech - Mostly Partial
Looks - Mostly Partial

Powers: All have Advanced Smell

Psionics: None

Level of Experience: Generally 3rd or 4th

Level of Education: 6th Grade

Scholastic Bonus: None

Occupation: Canine Ranger Corps

Weapon Proficiencies

W.P. Assault Rifle, 4th Level, Expert

W.P. Automatic Pistol, 3rd Level

W.P. Knife

Physical Skills/Training

Hand to Hand Basic, 4th Level
Running
Prowl 85%

Espionage Skills/Special Training: None

Secondary Skills

Basic Survival 75%
Hunting 89%
Pilot Motorcycle 85%



Secondary Skills

Basic Survival	80%
Hunting	40%
Pilot Motorcycle	80%

Combat Skills

Attacks Per Melee: 4

+2 to strike/parry/dodge/damage; +2 to roll with punch or fall; +2 to pull a punch.

Personal Profile: The Major is a frustrated career officer. By this point in his career he thinks he should be commanding human troops. His attitude is that he has been stuck out among a bunch of animals because of political pressure.

In reality he is a terrible officer, a poor soldier and not much of a human being. The mutant dogs in his command let him take the credit for all their ideas and try not to get too mad at his racist curses and uppity attitude.

The opportunity to capture the characters is a dream come true for Stanwik. Over the protests of his canine troops he has refused to call for reinforcements after they discovered the bats and the tunnel. Basically he figures that the reward (which he doesn't plan on sharing) and the prestige behind a heroic single-handed capture of animal terrorists is just what he deserves.

Special Weapons: .45 Submachine Gun, two .45 Automatic Pistols and an ancient (although serviceable) cavalry saber.

Combat Skills

Attacks Per Melee: 4

+2 to strike/parry/dodge/damage; +2 to roll with punch or fall; +2 to pull a punch.

Personal Profile: Most of the Canine Rangers are hardened veterans who have learned to avoid combat in order to prolong their life spans. They are excellent soldiers, but will not throw their lives away in hopeless fights.

Spots and Jones are the two mutant dogs who are actually sympathetic to the other mutant animals. Given the chance they'll arrange for some way to let the party get away. They will NOT change sides and will only help if it will not endanger their own positions.

Special Weapons: Each Canine Ranger is armed with an Assault Rifle with 6 clips (36 rounds each), an automatic pistol with an extra clip (9 rounds) and a combat knife.

Major Stanwik (Human)

Real Name: Major George Stanwik

Alignment: Unprincipled

Attributes: I.Q. 9, M.E. 14, M.A. 10, P.S. 14, P.E. 13, P.P. 13, P.B. 12, Spd. 10

Age: 39 Sex: Male Size Level: 11 Weight: 205lbs

Height: 6'2" Hit Points: 28 S.D.C.: 30

Disposition: Pushy, macho and loud.

Powers: None

Psionics: None

Level of Experience: 5th Level

Level of Education: 4th Grade

Scholastic Bonus: None

Occupation: Major in Empire of Humanity Military

Scholastic Skills: None

Weapon Proficiencies

- W.P. Assault Rifle, 6th Level, Expert
- W.P. Submachine Gun, 5th Level, Expert
- W.P. Automatic Pistol, 5th Level, Expert
- W.P. Sword
- W.P. Knife

Physical Skills/Training

- Body Building
- Hand to Hand Basic, 5th Level
- Prowl

80%

The Three Security Robots

Real Name: Q15-Abbie, Q16-Hero, Q17-Grace

Alignment: Robotic

Attributes: I.Q. 3, P.S. 24, P.P. 18, P.E. 20, Spd. 21

Weight: 685lbs Height: 9'7"

Hit Points: None S.D.C.: 1,075

Disposition: Formal and precise, each robot will say 'halt intruder' just before opening fire. Should anyone actually halt they will demand the proper pass word. Since no pass word was actually issued, they will listen to three tries and then open fire again.

Combat Skills

Attacks Per Melee: Each weapon can fire at maximum rate:

Retractable Ion Rod: 250 foot range, 1 shot per melee, +2 to strike, 120 charges, and 6D6 points damage.

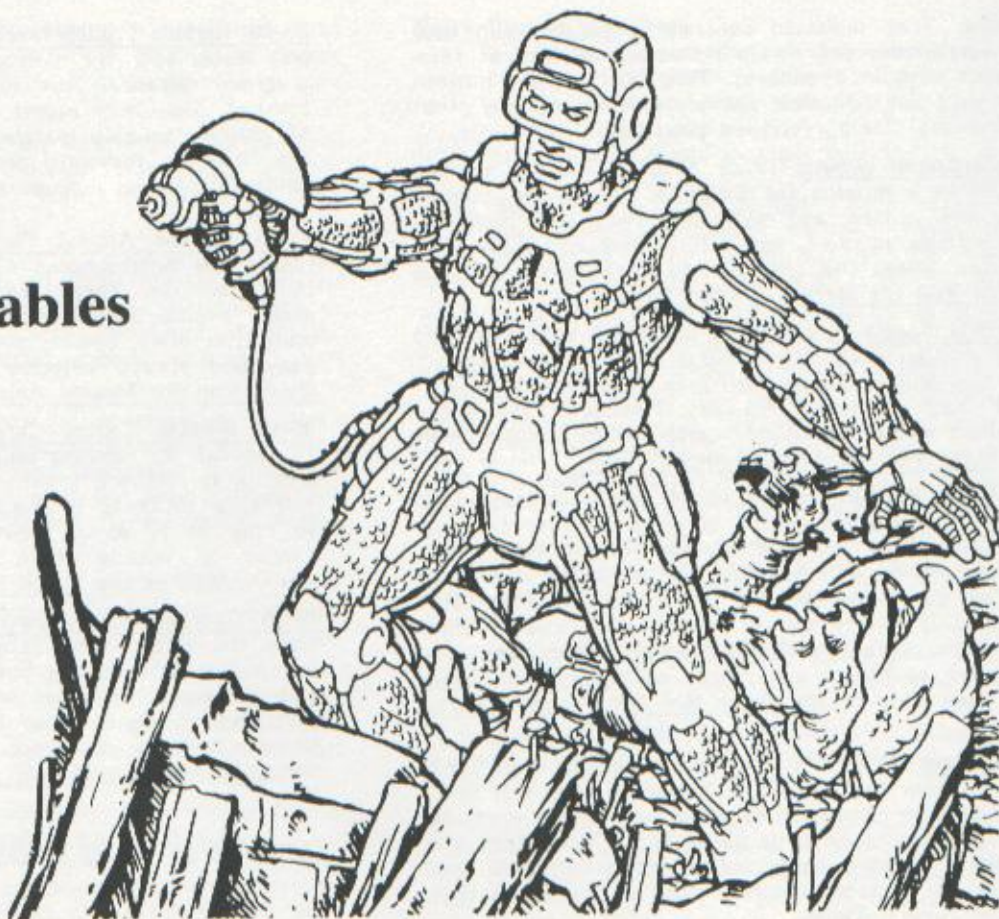
Twin .45 Submachine Guns: 400 foot range, each fires a burst of 8 rounds every melee at 8th Level Expert (+4 to strike, 3 of 8 shots hit, and 4D6 points damage per round.)

Heat Seeking Missiles: 5,000 foot range, 1 shot per melee, +6 to strike and 16D6 damage. Fortunately for the players these have already been expended in wiping out the laboratory personnel.

Electrical Defenses: Anyone touching the activated robots will be subjected to a 3D6 per melee electrical shock.

Sensory Equipment: (1) Motion Detector, (2) Infra-Red Detector, (2) Optical Sensors, and (1) Nightscope Sensor. These are the most vulnerable aspects of the robots, each is A.R. 10 and S.D.C. 24. If two are destroyed reduce bonuses to strike by half; if all sensors are destroyed the robots have no bonuses to strike, parry or dodge and will fire blindly.

Encounter Tables



WILDERNESS ENCOUNTER TABLE

There's an infinite variety of possible encounters in the uncontrolled areas of After the Bomb. Roll percentile dice on the following table for every six hours of travel or twelve hours of rest while in the wilderness.

01-08 Mutant Insect(s), Harmless: Size Level 2-12 and harmless. The insect will attempt to run or simply ignore intruders. These provide food for desperate groups, but are otherwise worthless. Roll on the Quick Roll for Mutant Bugs Table.

09-15 Mutant Insect(s), Aggressive: Many mutant insects simply attack anything that moves. Roll on the Quick Roll for Mutant Bugs Table.

16-20 Lone Wanderer: One of the thousands of solitary mutant animals who just can't fit into society. Usually these are suspicious of strangers, but willing to help those in trouble. Lone wanderers usually are short on ammunition (2D12 rounds) and carry all their possessions on their backs, in a sled, or in a wheelbarrow. Roll on the Quick Roll for Mutant Animal Table.

21-25 Small Bandit Group: From 3 to 18 (roll 3D6) mutant animals who have banded together to prey on unwary travelers. They camp for only a few days at a time, moving on whenever they run out of easy prey in an area. They use any vehicles that they can steal, but abandon them as soon as they break down or run out of fuel. They will often pretend to be innocent travelers and will attempt to join up with well-equipped smaller parties, waiting for a good opportunity to rob them. Roll on the Quick Roll for Mutant Animal Table.

26-30 Small Bandit Stronghold: From 5 to 30 (roll 5D6) mutant animals have set up a permanent camp somewhere in the wilderness. Usually it's near a mountain

pass, a bridge or a main highway; a place where they can charge a "toll". The toll varies according to the apparent wealth of the group. The bandits have usually set up various booby traps and mines in the area to prevent unauthorized entry. Extremely prosperous, vulnerable-looking groups may be robbed or murdered or enslaved. The stronghold usually has from 2 to 12 (roll 2D6) mutant animal "servants" who do most of the physical labor. Roll on the Quick Roll for Mutant Animal Table.

31-35 Major Free Cattle Unit: From 8 to 48 mutant animals (roll 8D6) on a major scouting expedition. They will not harm or attack other mutant animals, but will sometimes insist on "trading", occasionally with ridiculous terms ("I'll trade you this rusty hatchet for a case of .45 caliber bullets"). They will eagerly participate in any conflict with Empire humans. Roll on the Quick Roll for Mutant Animal Table.

36-40 Empire Scouts: From 4 to 24 Empire G-9's (roll 4D6). These small scouting missions will never be more than five miles away from a helicopter landing site. They are usually in constant radio communication with their command headquarters and can quickly summon aerial or artillery strikes.

41-45 Empire Canine Rangers: From 6 to 36 Canine Rangers (roll 6D6) lead by a single Empire human officer. These units may be hundreds of miles from their headquarters. They maintain regular radio communication and announce their positions every couple of hours. They will avoid conflicts with any mutant animal group that they don't outnumber.

46-50 Empire Robot Scouts: From 2 to 12 Empire humans (roll 2D6) in Type 2nd robotic armor. There is a 25% chance of another soldier in Type 1 armor. These are usually no more than ten miles from their helicopter

drop point. They maintain constant communication with their headquarters and can summon air strikes or reinforcements within 10 minutes. They will eagerly initiate combat with any mutant animals unless they are greatly outnumbered or facing fortified positions.

51-55 Cardanian Scouts: From 3 to 18 mutant animals (roll 3D6) on a mission for Cardania. All of the animals will be well armed and equipped. They will help any mutant animals in need, but will decline to attack Empire forces unless the odds are in their favor. Roll on the Quick Roll for Mutant Animal Table.

56-60 Feral Scout: A primitive character who will tend to avoid contact with others unless absolutely necessary. Usually this mutant animal will stay hidden (with Prowl) and will come out only if his help is needed. Feral scouts will ambush small parties of humans when possible. Roll on the Quick Roll for Mutant Animal Table.

61-65 Militia Patrol: From 5 to 30 mutant animals (roll 5D6) are on a regular circuit of an area. They stay on familiar ground and know all the hazards and inhabitants of a region. They will question any strangers since they are trying to capture bandits and criminals. They will give help to any mutant animals who need it. They are in radio contact with their local headquarters and will attempt to follow and report on any Empire forces in their area. Roll on the Quick Roll for Mutant Animal Table.

66-70 Refugees: From 6 to 36 mutant animals (roll 6D6) are fleeing from bandits or Empire raids. They will tend to be either very young or very old and will be carrying all their possessions on their backs or in sleds. They are always short of food and supplies and will usually need help to get to a place of safety. Roll on the Quick Roll for Mutant Animal Table.

71-75 Slavers: From 3 to 18 humans and mutant animals (roll 3D6) usually on foot. About half are humans, all are heavily armed. They are either looking for slaves or are escorting slaves back to the Empire. When they're hunting they will keep the chains and manacles hidden in packs, observant characters may notice the noise of metal on metal. Once they capture a group of slaves, they will immediately head back to the Empire, often using radios to call for Empire helicopter escorts. Roll on the Quick Roll for Mutant Animal Table.

76-80 Motorized: A train of wheeled or tracked vehicles (roll 1D6) are conveying supplies either to, or from, Cardania. One driver and one guard are with each vehicle. They will not stop for anything short of a dire emergency and will attempt to avoid any trouble spots. They are in constant radio contact with a cross-country motorcycle scout who travels three to four miles ahead of the main group. Roll on the Quick Roll for Mutant Animal Table.

81-85 Aerial (Winged Mutant Animals): Some kind of mutant birds or bats fly overhead. Flocks are generally of one kind of animal (all bluejays for example) and number from 3 to 18 (roll 3D6). They may help other mutant animals in trouble or attack Empire humans when it looks safe to do so. No more than half their numbers will ever come down below treetop level, the remainder staying above for protection. Each will have at least one firearm or bow weapon. Roll on the Quick Roll for Mutant Animal Table.

86-88 Empire Helicopter Patrol: From 2 to 12 Empire Helicopters (roll 2D6) fly overhead. They usually ignore small parties of mutant animals. Any large groups of twelve or more will be reported. If they are fired on they will either attack (if only a small party is involved) or call for reinforcements (if a large group or a fortified structure is apparent).

89-90 Empire Fighter-Bomber Patrol: From 1 to 6 Empire Saber-15's fly overhead. They can be heard from a great distance. Any obvious military forces will be bombed. They will report by radio any large movements of mutant animals (parties of greater than 25). If they are fired on, they will respond with immediate bombing, continuing for as long as any form of life is seen in the area.

91-95 Mutant Animal Farm Family: A mutant animal family has homesteaded a small farm in the middle of the wilderness. There are usually at least four heavily armed adults. Total group consists of from 5 to 30 animals (roll 5D6). Usually these groups are happy for company and always welcome friendly guests. Roll on the Quick Roll for Mutant Animal Table.

96-98 Rodent Cartel Caravan: Either large (size level 16 through 20) mutant animals (3 to 18) or motor vehicles (2 to 12) are involved in transporting goods. They will stop to trade information or to help other animals so long as it seems relatively safe. For each animal carrier or vehicle there will be three heavily armed guards. Roll on the Quick Roll for Mutant Animal Table.

99-00 Underground Encounter: Although it's not obvious from the surface this is an occupied area. Underground inhabitants with digging powers have built tunnels, homes and pit traps. They are usually friendly with other mutant animals. From 6 to 36 (roll 6D6) mutant animals (moles, badgers, mice, etc. ...) live in the area. Roll on the Quick Roll for Mutant Animal Table.

Quick Rolling Mutant Animals

For encounters, here is a set of tables that allow for quickly rolling up random mutant animals. Roll percentile dice for each of the following three tables:

Size Level

01	Size Level 1; Hit Points 8; S.D.C. 5
02-03	Size Level 2; Hit Points 10; S.D.C. 10
04-06	Size Level 3; Hit Points 12; S.D.C. 15
07-09	Size Level 4; Hit Points 14; S.D.C. 20
10-12	Size Level 5; Hit Points 16; S.D.C. 25
13-16	Size Level 6; Hit Points 18; S.D.C. 30
17-20	Size Level 7; Hit Points 20; S.D.C. 30
21-25	Size Level 8; Hit Points 22; S.D.C. 35
26-30	Size Level 9; Hit Points 24; S.D.C. 35
31-40	Size Level 10; Hit Points 26; S.D.C. 35
41-50	Size Level 11; Hit Points 28; S.D.C. 40
51-60	Size Level 12; Hit Points 30; S.D.C. 40
61-70	Size Level 13; Hit Points 32; S.D.C. 45
71-80	Size Level 14; Hit Points 34; S.D.C. 50
81-85	Size Level 15; Hit Points 36; S.D.C. 55
86-90	Size Level 16; Hit Points 37; S.D.C. 60
91-94	Size Level 17; Hit Points 39; S.D.C. 65
95-97	Size Level 18; Hit Points 40; S.D.C. 70
98-99	Size Level 19; Hit Points 41; S.D.C. 75
100	Size Level 20; Hit Points 42; S.D.C. 80

Special Power

01-15 Combat Trained: Is trained to operate most modern weapons. Has a 6th Level Expert rating in submachine gun and automatic pistol. Owns one of each weapon and at least 4 clips of ammunition for each. May have one low-level natural weapon if available for that animal type. Full hands, partial bipedal; and partial speech.

16-25 Psionic Skills: Has Telepathic Transmission, Detect Psionics, Mind Block and See Aura abilities. This character has only 1st level training in sword, spear and bow. All equipment will be in poor condition. No extra powers or attributes. Partial hands, full bipedal, no speech or human looks.

26-35 Maximum Powers: The animal has all the extra powers associated with that type of animal. Attributes (I.Q., M.E. etc.) are all high. Partial hands, bipedal, speech and no human looks.

36-45 Ninja Trained: A trained, 8th level Hand to Hand Ninjitsu mutant animal. Full hands, bipedal and speech, partial human looks. Has 8th level skill in sword, nunchaku, shuriken and bow.

46-65 Feral Background: Basic Survival 98%, Climbing 50%, Escape Artist 15%, Prowl 90%, Tracking 75% and Hunting 50%. +15 S.D.C. and +10 Hit Points. Has at least one power associated with that kind of animal. Full hands and bipedal, partial speech, and no human looks.

66-75 Animalistic: This character is mutated in terms of brains only. No human hands, bipedal, speech or looks (unless natural to that type of creature). Has all the powers and sense associated with the animal form. +10 Hit Points, +20 S.D.C., Telepathic Transmission, Animal Speech and Prowl 90%.

76-85 Vehicle Specialist: A natural mechanic who prefers vehicles to any other company. Has 85% in most Pilot skills and 95% in all mechanical repair skills. Full human hands, full bipedal, full speech, partial human looks.

86-90 Humanistic: Character appears almost perfectly human, full hands, bipedal, speech and looks. Usually trained with technical and scholastic skills. Armed with spear, bow and pistol (only 12 rounds of ammunition).

91-00 Guerrilla Training: Trained as a wilderness fighter and trap maker. Carries knife, pistol and rifle and has 4th level skill in each. Basic Survival 50%, Prowl 40%, Tracking 75%, and Basic Explosives 40%. Full hands, bipedal, partial speech and no human looks.

Quick-Roll Mutant Bugs

This is just a sampling of the possible mutant insect life that would thrive in the wilderness. Many other varieties are possible. Note that most insects did not mutate, the normal size and shape of insects survive from the pre-death world in great quantity.

01-05 Spider: Size Level 8, Hit Points 15, S.D.C. 25. This giant spider spins webs between whole trees and preys mostly on other mutant insects. The webbing is very sticky and hard to break (A.R. 8, S.D.C. 40).

06-25 Beetle: Size Level 16; Hit Points 35, S.D.C. 115, and A.R. 12. This is a gigantic armored beetle. If it decides to attack (it treats anything smaller than itself as food), it will attack with pincers (3D6 damage).

26-35 Fly Swarm: From 4 to 24, Size Level 5 flies. Each has 8 Hit Points and S.D.C. 25. If they attack (rare, they are mostly carrion eaters), they bite for 1D6 damage. While in flight they have +3 to dodge.

36-45 Grasshopper: Size Level 10, Hit Points 20, S.D.C. 45, and natural armor with A.R. 10. These are vegetarians that attack only when threatened. Bite does 1D6 damage.

46-55 Wasp Swarm: From Size Level 3 to 18, 3 wasps are in a swarm. They each have 5 Hit Points and S.D.C. of 10.

56-65 Dragonfly: This is a harmless vegetarian that only appears dangerous. Size Level 9, Hit Points 18, S.D.C. 40 and +6 to dodge while in flight.

66-75 Mosquito Swarm: More frightening than dangerous, these large insects (Size Level 2) are easily swatted before they do much damage. Each successful strike with their mouths does only 1 point of damage per melee. Each member of a swarm of 3 to 18 (roll 3D6) has 2 Hit Points and an S.D.C. of 4.

76-85 Praying Mantis: These large (Size Level 14) carnivorous insects are almost always on the hunt. They have 45 Hit Points and 80 S.D.C. They attack with claws that do 4D6 damage and attack twice per melee.

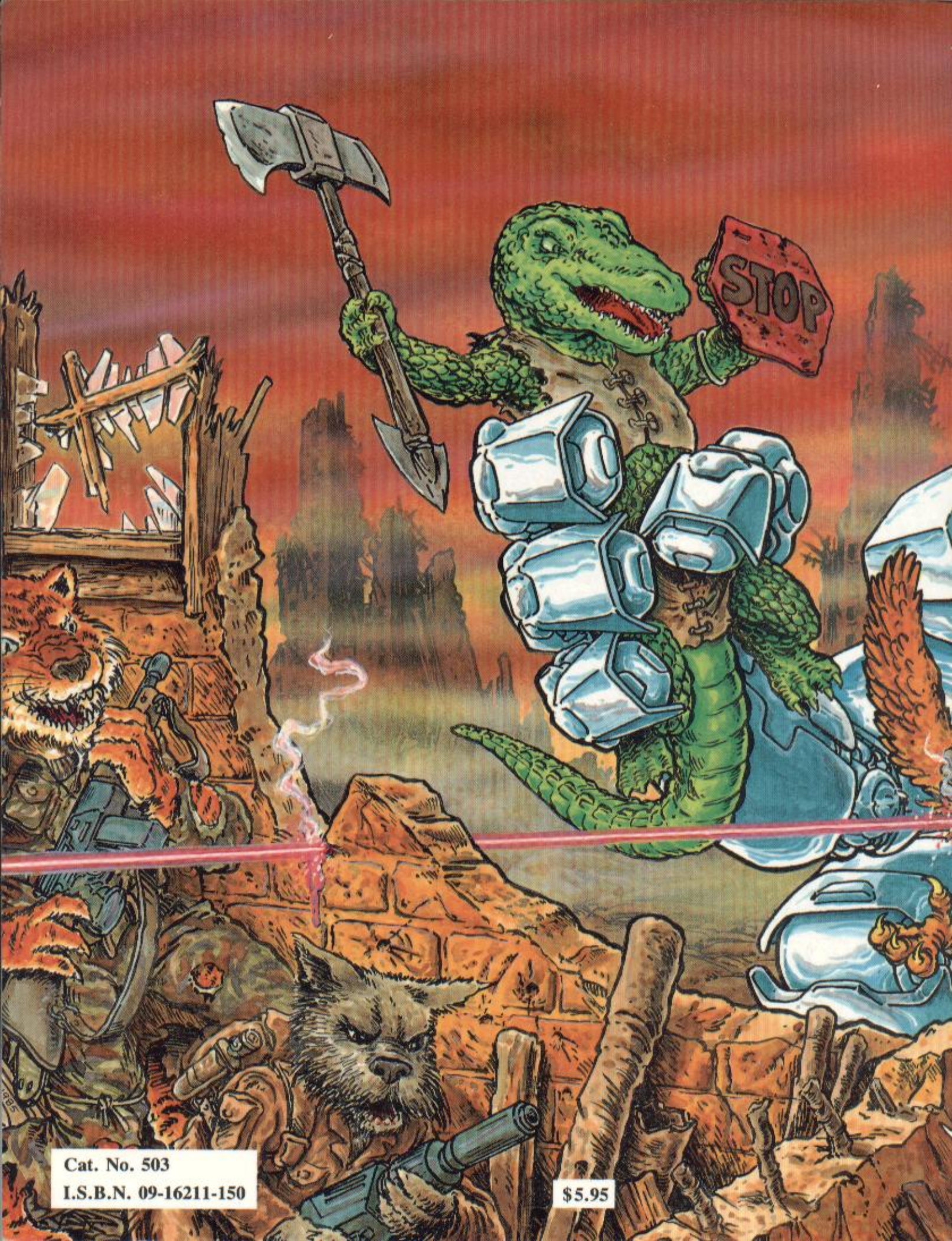
86-95 Locust Swarm: An extremely dangerous mass of from 300 to 1800 (3D6 times 100), Size Level 5, mutated grasshoppers. They move in a mass, gradually devouring everything in their path. Each has 10 Hit Points, 20 S.D.C. and an A.R. of 8. They will not dodge or parry, but attack with +2 to strike and bite for 1D6 of damage once per melee.

96-00 Ant Lion: This Size Level 8 mutant insect digs a pit in sand or soft earth. The creature itself lays buried in the middle and waits for prey to stumble in. At that time it stirs up the loose dirt and waits for its victim fall into the center. It bites with 5D6 damage and has 25 Hit Points and 35 S.D.C. While it's buried it has an effective A.R. of 14.

Animal Type

01	Alligator	46-47	Mole
02	Armadillo	48-53	Muskrat
03-04	Badger	54-55	Opossum
05-06	Bat	56	Otter
07	Beaver	57	Owl
08-09	Bear	58-62	Parakeet
10	Blue Jay	63-67	Pigeon
11-15	Cat	68-71	Pig
16-18	Chicken	72	Porcupine
19-20	Cougar	73-78	Rabbit
21-22	Cow	79-80	Raccoon
23-25	Crow	81-86	Rat
26-28	Deer	87-88	Robin
29-35	Dog (mongrel)	89-90	Sheep
36	Duck	91	Skunk
37	Fox	92-95	Sparrow
38-40	Frog	96-97	Squirrel
41	Hawk	98	Turtle
42-44	Horse	99	Weasel
45	Lynx	100	Wolf





Cat. No. 503

I.S.B.N. 09-16211-150

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