

Maggots are our friends...

As stated in my previous article, I've been doing this RPG stuff for twenty years now, oh by the way, telling your gamers about this anniversary will be interesting. Thanks for the candles in the bread guys. Anyway, Maggots are an interesting breed.

According to the rule book they are mutations of some kind. I suggest a mutation of monkeys, or even if you are strange enough, dogs.

Again some House rule changes were in order:

1. Tool use, at the Cro-Magnon level.
2. Very fast gestation period. They breed faster than rabbits.
3. Omnivorous.
4. Bright light will hurt or kill them.
5. Short life span.
6. Three attacks per round, claw, claw, bite.
7. Attack in packs.
8. Carry contagious diseases which they are immune to.

They are, while small; VERY dangerous. They do have the ability to use tools, which makes them EXTREMELY dangerous. Some anecdotes:

Chicago: The Maggot who suffocated when he bit off more than he could chew, So to speak, when he fumbled a groin attack on a party member. Harley hasn't forgiven me to this day for that one...

Texas: The horde of Maggots attacking the party holed up in the High School gym building. They make a nice spray pattern when hit at point blank range with an M10A. They also tend to go for the face. Rob knows about this, as they gouged his eye out. He didn't survive the girl-scout though. (see previous article).

The town that uses them to "control" access by letting some of them live in the junk yard. Tom lost a character here by a thrown rock. Sometimes you get the Maggot and sometimes the Maggot gets you...

Indiana: The Maggots hiding out in the hanger at the municipal airport the team was trying to secure. They also make a nice wall paper pattern when hit with M26A fragmentation grenades. Does do a little damage to the room though. Note: When searching offices, look under the desk first.

Kentucky: The classic, lets you and him fight.. The team who was trying to clear out a holding of bad guys, who found Maggot sign nearby. They hunted down, killed, and slaughtered a large boar, spread its scent through the woods, to behind the bad guys retreat. When it got dark, they threw portions of the cadaver onto the roof. This quite effectively rang the dinner bell. The little fire they started helped immensely, as the bad guys ran out, they either got eaten or shot. Kudos to George, Rob and Chris for that one.

These critters are harder to get rid of than cockroaches. They should be a classic member of any Project Director's arsenal. They are great for assisting your team in using up all that excessive hand gun ammo.

