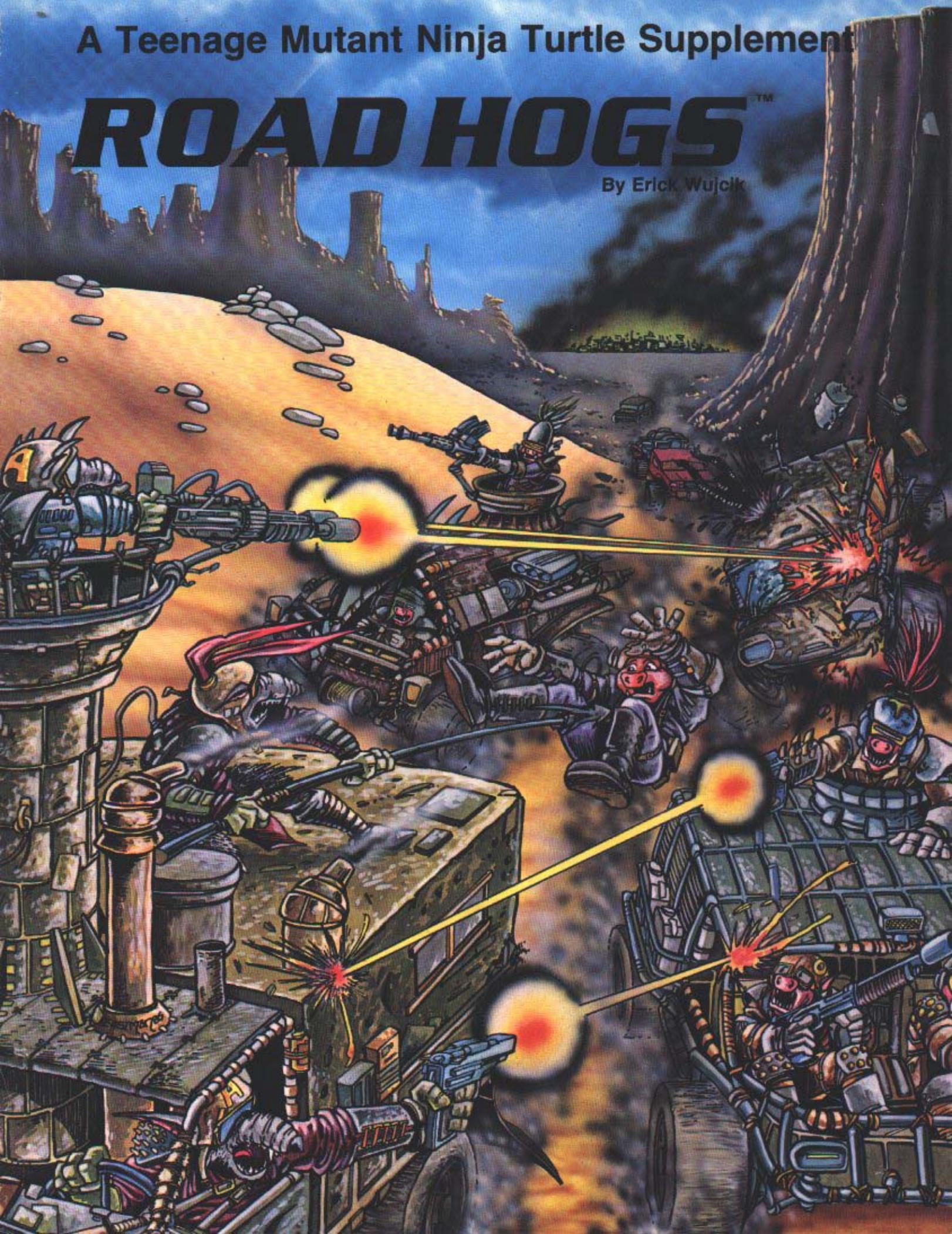


A Teenage Mutant Ninja Turtle Supplement

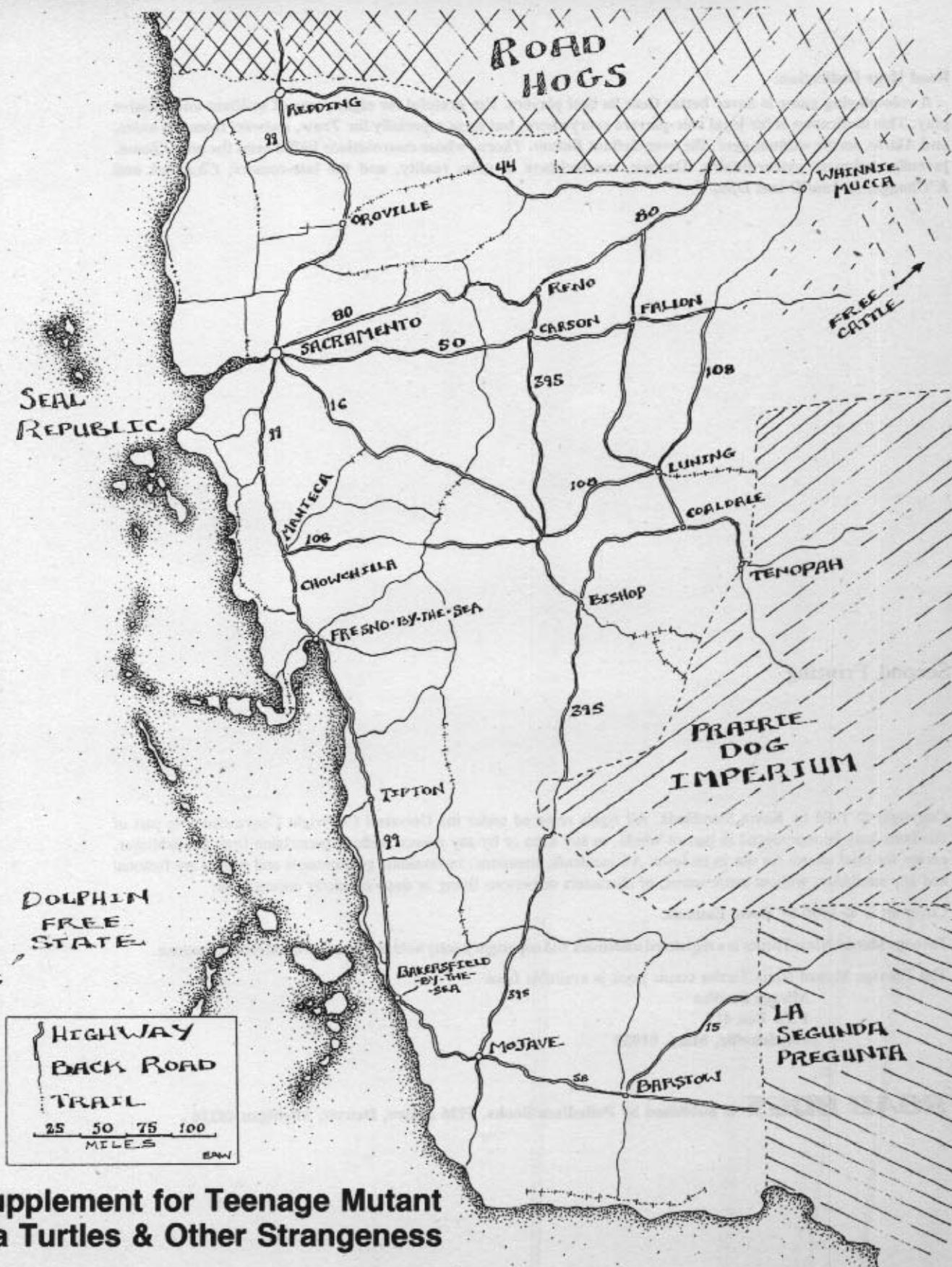
ROAD HOGS™

By Erick Wujcik



Palladium Books® Presents . . .

ROAD HOGS™



A Supplement for Teenage Mutant Ninja Turtles & Other Strangeness

Road Hogs Dedication:

A role-playing game is never better than its best players. I'm grateful for eight years of brilliant and incisive play. This dedication is for loyal role-players everywhere, but most especially for *Trow*, stalwart from the onset, and *Alaric*, scribe without peer, the ever-defiant *Bolton*, *Thorn*, whose convolutions baffle even the gods, *Jason*, juvenile delinquent extrodinalre, *Damien*, master/slave of grim reality, and the late-comers; *Chartock* and *K'Chagga*, *Arknel'D* and *Djia*.

Second Printing

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Palladium Books® Presents . . .

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Step 3: Mutation Background

The average citizen of the Road Hogs world is pretty much like the average citizen anywhere, content to sit at home and watch the world go by. Player characters in a *Road Hogs* game are a different breed. They're the mutant animals that have been touched with wanderlust, the ones who love traveling on the open road.

Note: "Vehicle Expenses" are to be used for constructing cars, trucks and motorcycles ONLY! This money *cannot be used for any other purpose*. For details see the Vehicle Construction Rules.

01-15 Mechanics. In the world of Road Hogs, mechanics are highly valued as the magicians who keep the machines going. Raised as an apprentice in one of the many garages and mechanic shops along Highway 99. Training focuses on *Auto Mechanics*, so the character automatically gets the secondary skill of *automotive mechanics* equal to 5th level, with a 65% diagnosis and a 50% repair skill. Each additional level of experience gives them a + 10% (this also applies to group characters). These characters also have a good general education. No Scholastic Bonus, but with 6 High School Skills, 2 College Skills and 8 Secondary Skills. The character can put together a \$12,000 car (vehicle expense) and has \$300 to \$1,800 (3D6 times \$100) to spend on personal possessions. Most mechanics are easy-going and self-confident, since they know their skills are always in demand.

16-35 Bikers. Before the Road Hog Rebellion there were hundreds of small motorcycle gangs along the highways of New America. These were mostly family affairs, and their mutant offspring were initiated early into their customs. Driving skills and combat are the main interests, so Biker characters start with first level Piloting Skills of Automobile – Automatic Transmission (S), Manual (S), Race Car (S), and ½ Ton Truck (C). Also *Pilot Motorcycle*, which is equal to 4th level. Four (4) Military Weapon Skills and four (4) Secondary Skills are also available. No Scholastic Bonus. The character has \$200 to \$1,200 (2D6 times \$100) to spend on personal possessions and \$6,000 for vehicle expenses. The character's family biker gang was destroyed by the Road Hogs, so the character will be very interested in revenge.

36-45 Troopers. The *California Road Patrol* is a multigeneration organization. This character was brought up in a military tradition and trained to be a future trooper. The character can take any One, Pilot Automobile, Truck or Motorcycle Skill at 5th level proficiency. + 10% Scholastic Bonus with 6 High School Skills, 6 Secondary Skills and 4 Military Skills. Starting money includes \$300 to \$1,800 (3D6 times \$100) for personal possessions and \$10,000 for vehicle expenses. Trooper characters are often lone vigilantes; helping innocents, villages, and tracking down and fighting Road Hogs wherever they're found.

46-55 Feral Mutant Animals. There are still quite a few mutant animals who grow up lost and alone in the wilderness. Survivors like this character have a hard time trying to fit into "civilized" life and prefer to keep moving on the open road. Feral Mutants tend to be tougher, but not as well educated as the average mutant animal. No Scholastic Bonus. 2 Secondary Skills, 2 Military Skills, plus Basic Survival, Climbing, Escape Artist, Prowl, Tracking, and Hunting. 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. Starting money is just \$10 to \$60 (1D6 times \$10) with NO vehicle expenses. Feral Mutants are usually loners who like to help others, but who feel uncomfortable in large crowds.

56-75 Ninja. The character was adopted into a Ninja school. Knows 5 High School Skills, 3 Military Skills, 2 College Skills, 6 Secondary Skills and Hand to Hand Ninjitsu. In addition, the character can choose 3 ancient or ninja weapon proficiencies. Outfitting includes \$250 of weapons, equipment and supplies. In addition, the ninja's

teacher provides one, high quality, traditional weapon (or pair of weapons) to match the character's main weapon skill. NO vehicle expenses are given.

76-85 Truckers. The truckers who operate the armed convoys along the highways are highly trained specialists. They have Pilot Freight Truck (Semi) starting at 4th level proficiency and Automotive Mechanics (Secondary Skill) at 2nd level proficiency. No Scholastic Bonus; 6 Secondary Skills, 3 Military Skills and 3 High School Skills. Character has \$200 to \$1,200 (2D6 times \$100) worth of personal possessions and has \$15,000 for vehicle expenses. Truckers are usually more interested in making money than in fighting Road Hogs, but they are fierce enemies of anyone who threatens the highways.

86-95 Highway Engineers. Building and maintaining the road is an honorable profession respected by almost everybody. Highway Engineers are well educated with a + 10% Scholastic Bonus. Two Skills: Highway Design & Engineering (40% + 5% per level; ability to construct or repair roads, bridges and tunnels) and Surface Materials Technology (30% + 5% per level; knowledge of concrete, tar and gravel construction) are available ONLY to Highway Engineers. They also have 1st level skill in Explosives and Demolitions, Mechanical Engineering, Mathematics, Pilot Heavy Machinery, Pilot Automobile (both), and Pilot Freight Hauler (Semi) Truck. 4 College Skills, 4 Secondary Skills and 2 Military Skills can be selected as well. \$400 to \$2,400 (4D6 times \$100) is for personal possessions and \$8,000 is the character's vehicle expense.

96-00 Natural Mechanical Geniuses. This rare character has a natural affinity for machines. Instead of *studying* Automotive Mechanics the character just *senses* what's wrong with machines. This is a sort of psionic skill where the character seems to communicate directly with the machine and can diagnose and fix it with 100% reliability!

There is, however, one tiny problem with the Mechanical Genius' talent. The "fixed" machines only work as long as the character stays within 250' of the device. As soon as the character leaves there's only a 5% chance that the thing will keep working. It's because of this that Mechanical Geniuses have gotten a bad reputation along the highways. Not that the Genius characters are dishonest, they really *believe* that they've done serious, permanent repairs and they tend to blame others for "mistreating" the machine while they were gone. Although Mechanical Geniuses know they have a "special talent" they find it hard to believe that it only works while they're around.

So long as the character stays with a vehicle it will continue working. After a number of "repairs" the vehicle becomes completely dependent on the character, dismantling into a pile of parts when he/she leaves. No Scholastic Bonus with 4 Secondary Skills, 2 High School Skills, and 2 Military Skills. Mechanical Genius Characters have a M.E. bonus of + 5. Character starts with \$20 to \$120 (2D6 times \$10) of personal possessions (many of which wouldn't work for anyone else). There's also a \$2,000 vehicle expense allowed. Mechanical Geniuses tend to be friendly, good-natured and talkative; in fact, they even talk to their machines.

Steps 4 & 5

Same as TMNT and Other Strangeness. See Economics and More Equipment for prices.

Note: Although characters *must* spend their vehicle expenses on a vehicle, they can *pool* their money, thus a group of any two or more characters can make a shared vehicle.

NEW ANIMAL DESCRIPTIONS

BIRDS



CONDOR

Original Animal Characteristics

Description: The largest flying animal in the Americas is a carrion eater like its vulture relatives. The huge Condor never attacks a living creature. Thick feathers, especially in a ruff around the neck, to protect it from the cold of its high altitude homeland.

Size Level: 5

Length: to 50 inches

Weight: to 30 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 50

Attribute Bonuses:

P.S.: +4

P.E.: +1

Human Features

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; large body with large wings, scaly head with hooked beak and eyes on the side of the head, long crooked neck, taloned feet.

5 BIO-E for Partial. Prominent hunchback, face with beak, crooked neck, feathers, bird-like legs and feet.

10 BIO-E for Full. Head with sharp features and no hair, long neck, slight hump in back, and huge shoulders; short, skinny legs.

Natural Weapons: 5 BIO-E for 1D6 Talons on Feet

10 BIO-E for 1D8 Beak

Powers: 10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Enhanced Vision

5 BIO-E "Terrain Awareness" is a hard power to describe. Condors commonly fly in rough mountain terrain in the middle of dense fog without running into anything. There are numerous reports of hikers hearing the rattling of the Condor's wings (they are very noisy flyers) as they pass overhead by less than three feet. Thus, this power is a sort of psionic, intuitive sense of jutting objects while flying, and the ability to avoid bumping into that object even when visually impaired. Adds +1 to dodge while in flight.

HUMMINGBIRD

Original Animal Characteristics

Description: These tiny birds feed mainly on flower nectar and pollen.

Their incredible flying speed makes them invulnerable to most predators. Their feathers are multicolored and seem to change constantly in the light. Black-Chinned and Calliope Hummingbirds are common on the West Coast.

Size Level: 1

Length: to 4 inches without tail.

Weight: ranging to less than 1 ounce.

BUZZARD

Original Animal Characteristics

Description: There's a common misconception (the result of a certain Hollywood cartoon character) that Buzzards are similar to vultures. Wrong! Buzzards are actually predatory birds (vultures are scavengers) who look pretty much like hawks.

Size Level: 3

Length: 18 to 22 inches

Weight: to 18 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses:

P.P.: +3

Spd.: +2

Human Features

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; sharp, hooked beak; eyes on the side of the head, feathers, talons on feet.

5 BIO-E for Partial. Face with beak and large eyes, feathered body, bird-like legs and feet.

10 BIO-E for Full. Sharp features, hair that is actually very thin feathers, powerful upper body, skinny legs.

Natural Weapons: 5 BIO-E for 1D8 Talons on Feet.

10 BIO-E for 1D10 Beak

Powers: 10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Enhanced Vision

Build: Short

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses:

P.P.: +3

Spd.: +10 for flight, +5 on land

Human Features

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Note: Hummingbirds cannot hold things in their wings and fly at the same time!

20 BIO-E for Extra Limbs with Human Hands.

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; long pointy beak; eyes on the side of head; thick, brightly feathered body; taloned feet.

5 BIO-E for Partial, face with beak and large eyes, feathered body, bird-like legs and feet.

10 BIO-E for Full, sharp features, hair that is actually very thin feathers, powerful upper body, skinny legs.

Natural Weapons: None

Powers: 30 BIO-E for Advanced Flight. Hummingbirds fly like nothing else. They can hover in mid-air, fly backwards or upside down, and stop or turn instantly. Most birds have long, rigid wings that can also be used for gliding. Hummingbirds cannot glide because they have short, stubby wings that can rotate or flex completely around. Hummingbirds are NOT quiet in flight, with wing flaps of 50 to 75 beats per second; at Size Level one they put off a steady hum. The noise doubles with each increase in size, at Size Level 10 they're as loud as airplane engines (in other words, forget about Prowling in Flight).

+3 to Strike while in flight

+4 to Dodge while in flight

+1 Attack per Melee Round

No plus to Parry or Damage while in flight.

Note: Like the Weasel's Increased Metabolic Rate (*see TMNT, pg. 51*), a Hummingbird with Advanced Flight is also hyperactive. They eat constantly, sleep in short naps and are easily bored.

ROAD RUNNER

Original Animal Characteristics

Description: As the name and cartoon character suggests, these birds are great runners. They eat mostly insects and fruit, but will also attack fairly large reptiles.

Size Level: 2

Length: to 18 inches without tail

Weight: to 5 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses:

P.P.: +2

Spd.: +3

Human Features

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; sharp beak; eyes on the side of the head, feathers, talons on feet.

5 BIO-E for Partial. Face with beak and large eyes, feathered body, bird-like legs and feet.

10 BIO-E for Full. Sharp features, hair that is actually very thin feathers, powerful upper body, skinny legs.

Natural Weapons: 5 BIO-E for 1D8 Talons on Feet

10 BIO-E for 1D10 Beak

Powers: 20 BIO-E for Flight. **Note:** Road Runners are lousy flyers; maximum air speed is only 40mph. Maximum +2 to Dodge while flying. No plus to damage.

15 BIO-E for Heightened Speed. This is an increase in running speed that allows the mutant Roadrunner to run up to 45mph for extended periods, and in bursts of speed up to 60mph (can maintain maximum speed for up to 6 minutes).

+3 to Strike

+3 to Dodge

+2 to Damage for each 20mph.

VULTURE

Original Animal Characteristics

Description: Carrion eaters who feed exclusively on dead bodies and the remains left by other predators. Both Turkey Vultures and King Vultures are found in the western U.S. They will fly in circles over a dying creature while waiting for their next meal.

Size Level: 4

Length: to 50 inches

Weight: to 20 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 55

Attribute Bonuses:

M.E.: +2

P.E.: +3

Human Features

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; large body with large wings; leathery, red head with beak, and eyes on the side of the head, long crooked neck, taloned feet.

5 BIO-E for Partial. Prominent hunchback face with beak, crooked neck, feathers, bird-like legs and feet.

10 BIO-E for Full. Head with sharp features and no hair; flushed, red skin; long neck, slight hump in back, and huge shoulders; short, skinny legs.

Natural Weapons: 5 BIO-E for 1D6 Talons on Feet

10 BIO-E for 1D8 Beak

Powers: 10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Enhanced Vision

COATI

Original Animal Characteristics

Description: If anything looks like a cross between a raccoon and an opossum it's the Coati. Their furry tails are as long as the rest of their bodies and are always kept fully upright, as if they were carrying flagpoles around.

Size Level: 5

Length: to 21 inches of actual body (42 inches from nose to tail tip).

Weight: to 25 pounds

Build: Long

Mutant Changes & Costs

Total BIO-E: 60

Attribute Bonuses:

I.Q.: +2

M.E.: +1

M.A.: +3

Human Features

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; pointed, triangular head with upturned nose. Lean bodied with long tail.

5 BIO-E for Partial. Short tail, brown fur, and pointed features.

10 BIO-E for Full. Very sharp features, brown hair with white highlights, lean body.

Natural Weapons: None

Powers: 5 BIO-E for Advanced Hearing

10 BIO-E for Prehensile Tail. Use as Partial Hand.

DOLPHIN

Original Animal Characteristics

Description: Dolphins come in quite a variety, ranging from creatures almost whale-sized down to much smaller species. The description here is for the common Bottlenosed Dolphin (like 'Flipper'). Note that the vast majority of mutated dolphins are aquatic. Dolphin player characters will be lonely outcasts who must live on land because of their mutation.

Size Level: 14

Length: to 16 feet

Weight: to 400 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 40

Attribute Bonuses:

I.Q.: +5

M.E.: +5

M.A.: +4

Human Features

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: None. Flukes and tail have developed into four legs.
5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; rounded head and body with thick, grayish skin; awkward, flat legs and arms.

5 BIO-E for Partial. Rounded head with bottlenose snout, eyes on side of head; thick, grey skin; short arms and legs.

10 BIO-E for Full. Rounded features; hairless, pale skin; fat-looking.

Natural Weapons: 5 BIO-E for 1D8 Bite

Powers: 5 BIO-E for Sonar

5 BIO-E for Thick Blubber; Protection against cold (½ normal damage) and adds 20 S.D.C.

DONKEY

Original Animal Characteristics

Description: Also called an "Ass" or "Burro", they are distant relatives of horses. Although Horses and Donkeys can interbreed the result is a *sterile* Mule.

Size Level: 12

Length: to 54 inches at the shoulder

Weight: 200 to 400 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 15

Attribute Bonuses:

M.E.: +2

P.E.: +5

Human Features

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for partial
10 BIO-E for Full

Looks: None; large, long head with large, tubular ears on top; short hair; large rounded body; tail with tuft on end; short, bristly mane; long, thin legs.

5 BIO-E for Partial. Large, muzzled face, large ears on top of head, mohawk-style hair going all the way down the back, short tail, thin arms and legs.

10 BIO-E for Full. Short, bristly, mohawk-style hair; large, pointed ears; stocky, powerful build.

Natural Weapons: 5 BIO-E for Hoofed Feet, Kick does 1D8 damage.

Powers: 5 BIO-E for Advanced Hearing

LIZARDS

LIZARD (typical)

Original Animal Characteristics

Description: There are an enormous variety of lizard species in just about any color imaginable. They are generally insect eaters.

Size Level: 1

Length: to 12 inches

Weight: to 1 pound

Build: Long

Mutant Changes & Costs

Total BIO-E: 90

Attribute Bonuses:

P.P.: +2

Spd.: +3

Human Features

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; long, skinny body with tail of equal length; wedge-shaped head with protruding eyes, luminescent scales of bright colors.

5 BIO-E for Partial. Long, thin body with skinny arms and legs; short tail, large head and eyes, bright scales.

10 BIO-E for Full. Bald, wrinkled skin that shines with highlights of lizard color, slender build, long fingers.

Natural Weapons: 5 BIO-E for 1D6 Claws (climbing)

Powers: 15 BIO-E for Light Natural Body Armor; A.R.: 9 and S.D.C.: +20

30 BIO-E for Medium Natural Body Armor; A.R.: 13 and S.D.C.: +35

25 BIO-E for Accelerated Dodge, the ability to dart back and forth with blinding quickness. +4 to Dodge, +6 to speed

10 BIO-E for jump/leap; can spring 10ft high and 10ft long.

Lizard Species and Color Table

ROLL	TYPE	COLORATION
1-20	Fence Lizard	shiny brown
21-50	Anole	bright green
51-60	Collared	bright blue with yellow spots
61-80	Horned	pointy scales in shiny red and yellow
81-00	Desert Night	bright yellow with mottled brown spots

CHAMELEON

Original Animal Characteristics

Description: These lizards are not native to North America, but frequently have been imported as pets.

Size Level: 2

Length: to 12 inches without tail

Weight: to 2 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses:

None

Human Features

Hands: 5 BIO-E for Partial; an unusual hand with three fingers on one side and two thumbs on the other.

10 BIO-E for Full; three fingers and two thumbs; one thumb on each side of the palm.

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; a fat body with loose, leathery skin covered with bumps.

Legs and arms are bony and covered with loose skin; long tail equal to the length of the body. Huge, straight mouth; loose skin under chin, leathery bumps all over face.

5 BIO-E for Partial. Bloated body with skinny arms, legs and tail, ugly lizard face.

10 BIO-E for Full. Large facial features, wart-like bumps covering the skin, thick body, thin arms and legs.

Natural Weapons: 5 BIO-E for 1D6 Claws (climbing)

Powers: 5 BIO-E for Advanced Vision. Note that taking this power also means that the eye looks like a chameleon's eye, i.e., more like a rotating camera lens than a regular eyeball.

5 BIO-E for Prehensile Tail; use as partial hand.

20 BIO-E for Chameleon Camouflage Power. This is the power to change the pattern and color of the skin to blend in with the surroundings. Character can change at will with simple color changes taking under a minute, stripes or mottled patterns requiring as much as five minutes. So long as the character remains *motionless* there is only a 5% chance of being detected. Although this power is no substitute for the Prowl Skill, it does give the character a 20% bonus to Prowl.

GILA MONSTER

Original Animal Characteristics

Description: Gila Monsters are carnivorous desert dwellers. They are the only venomous lizards. A related species, the Mexican Beaded Lizard is similar.

Size Level: 2

Length: to 24 inches

Weight: to 3 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses:

None

Human Features

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; round, tubular body; scales with bright, mottled, yellow and brown pattern; blunt, triangular head; short, stubby arms and legs; long, fat tail.

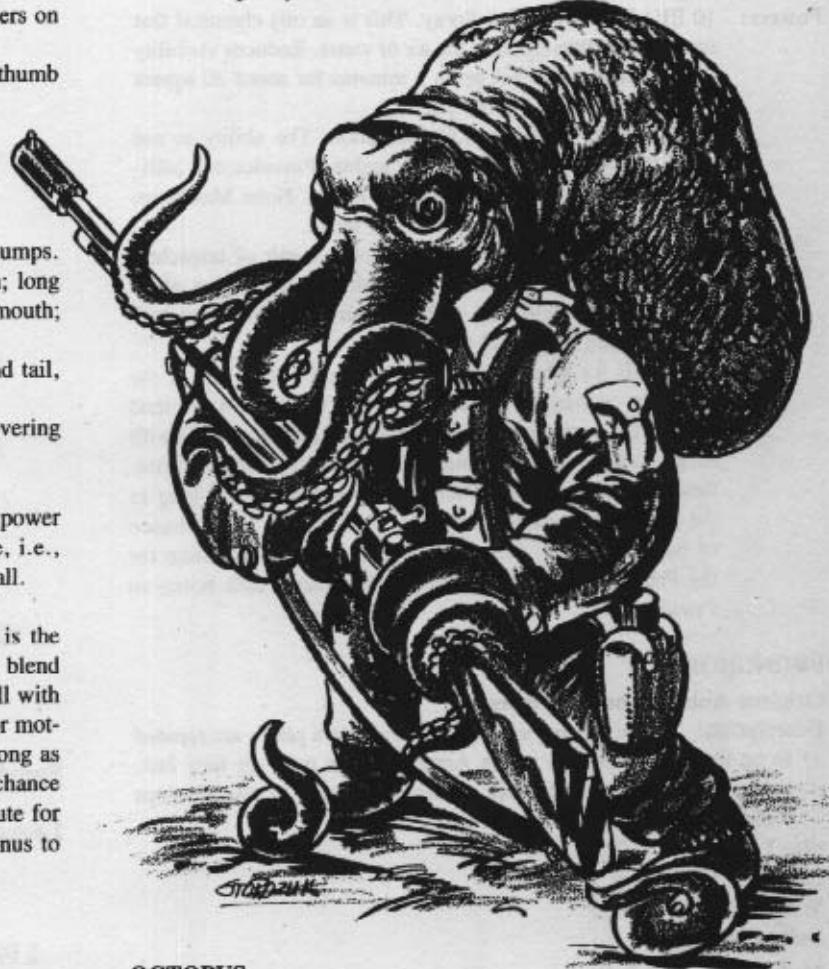
5 BIO-E for Partial. Thick, round body; short arms and legs, brightly colored scales in place of hair.

10 BIO-E for Full. Thick features; short, powerful arms and legs; bald with slightly mottled skin.

Natural Weapons: 5 BIO-E for 1D6 Claws

Powers: 10 BIO-E for Digging

20 BIO-E for Paralytic Poison Bite. The poison comes from the poison sacks in the lower jaw, along grooves in the teeth and into the victim. Victims must save vs. poison (on P.E.) to avoid being paralyzed. The bite/poison does 1D10 damage directly to hit points, even if the person saves against poison paralysis.



OCTOPUS

Original Animal Characteristics

Description: The eight legged octopus is possibly the most intelligent non-mammalian animal. There are many species, some much larger than described here.

Size Level: 2, but varies among species.

Length: varies

Weight: varies

Build: Medium

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses:

I.Q.: +2
P.S.: +3

Human Features

Hands: Partial hands are automatic because the tentacles are the equivalent of partial hands.

5 BIO-E for Full. One pair of tentacles has three branches at the end of each that serve as two fingers and a thumb.
Note: must be bought for EACH Extra Pair of Tentacles for full use.

Biped: None: Crawls along with arms
10 BIO-E for Partial (two stubby legs and torso)

15 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; huge head with loose, bulbous back (see picture); large eyes; gray, leathery skin.

5 BIO-E for Partial. Huge head and thick neck; long, flexible body; multiple tentacles protrude from upper torso, humanoid legs and body form; clearly not human!

Full Human looks are NOT available.

Natural Weapons: None

Powers: 10 BIO-E for Black Ink Spray. This is an oily chemical that forms a blinding cloud in the air or water. Reduces visibility (and smell) to zero for up to 5 minutes for about 20 square feet. Can be used 4 times per day.

15 BIO-E for Multi-limb Coordination: The ability to use more than one pair of limbs per melee. Provides one additional attack or complete action per melee. Note: Maximum is FOUR pairs (eight arms); +1 to strike.

5 BIO-E for Powerful Suction cups per pair of tentacles. Enables to climb or attach to rough and smooth as glass surfaces (climb skill 60% with one pair of suction arms, add 10% for each additional pair).

20 BIO-E for Chameleon Camouflage Power. This is the power to change the pattern and color of the skin to blend in with the surroundings. Character can change at will with simple color changes taking under a minute, stripes or mottled patterns requiring as much as five minutes. So long as the character remains motionless there is only a 5% chance of being detected. Although this power is no substitute for the Prowl Skill, it does give the character a 20% bonus to Prowl.

PRONGHORN**Original Animal Characteristics**

Description: These grazing animals of the western plains are reputed to be the fastest animals in the Americas. Not only are they fast, but agile as well; able to take corners and come to sudden stops with surprising skill.

Size Level: 8

Length: to 5ft long

Weight: up to 140lbs

Build: Medium

Mutant Changes & Costs

Total BIO-E: 40

Attribute Bonuses:

P.P.: +1
P.E.: +3
Spd.: +7

Human Features

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full



Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; long, snouted head with large ears at the upper corners; large, widely spaced eyes; thick neck and body with long, thin arms and legs. Straight horns that branch in two near the top.

5 BIO-E for Partial. Muzzled head, large ears, thick body with thin arms and legs. Massive eyebrow ridge.

10 BIO-E for Full. Long nose, massive eyebrow ridge, large ears, powerful build.

Natural Weapons: 5 BIO-E for Small Antlers — 1D6

Powers: 15 BIO-E for Heightened Speed. This is an increase in running speed that allows the mutant Pronghorn to run up to 45mph for extended periods, and in bursts of speed up to 60mph (only a couple of minutes).

- +1 to Strike
- +4 to Dodge
- +2 to Damage for each 20mph

RINGTAIL

Original Animal Characteristics

Description: Related to raccoons and has the characteristic ring-striped, bushy tail. They are nocturnal predators who live on mice, insects and berries. Other names include "cacomistle," "ring-tailed cat," or "civet cat."

Size Level: 2

Length: to 16 inches without tail

Weight: to 3 pounds

Build: Long

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses:

I.Q.: +1

M.E.: +1

M.A.: +1

P.P.: +2

Human Features

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; lean, cat-like body; elongated cat face with oversized ears and long nose. Furry, ringed, floor-length tail. Black and white facial markings.

5 BIO-E for Partial. Long-nosed with large ears on top of the head, stubby tail, distinct, black and white markings.

10 BIO-E for Full. Long nose and features, lean build, distinct white streaks in head hair and beard.

Natural Weapons: 5 BIO-E for 1D6 Claws (Climbing)

Powers: 5 BIO-E for Advanced Hearing

Natural Weapons: None

Powers: 5 BIO-E for Leaping Ability that doubles the maximum Jump or Leap of the character.

10 BIO-E for Digging

5 BIO-E for Advanced Hearing



RODENTS OF THE WEST

KANGAROO RAT/JUMPING MOUSE

Original Animal Characteristics

Description: These small rodents are like kangaroos in appearance, with oversized back legs, and designed for hopping rather than running. Although the Kangaroo Rat (to 4 ounces) is much larger than the Jumping Mouse (less than 1 ounce) they are identical for the purposes of the game.

Size Level: 1

Length: to 2 inches

Weight: to 4 ounces

Build: Short

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses:

Spd.: +5

Human Features

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; oversized, muzzled head with thick neck, small arms, huge legs and feet, brown and white fur; and long, skinny tail that's longer than the rest of the body.

5 BIO-E for Partial. Large, muzzled head; thick body, huge legs and feet, tail.

10 BIO-E for Full. Thick neck; large thighs, legs and feet.

PACK RAT

Original Animal Characteristics

Description: Known as the White-Throated Wood rat, this creature is a natural thief. It will often sneak into populated areas to steal any bright shiny object that catches its fancy. They are also natural builders and will construct fortresses up to 5 feet tall to keep out predators.

Size Level: 1

Length: to 12 inches without tail

Weight: to 8 ounces

Build: Medium

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses:

I.Q.: +1

M.E.: +2

P.P.: +4

Human Features

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; muzzled head with pointed nose, widely spaced eyes, round ears on top of head, thick fur; long, furry tail; thick body with short arms and legs.

5 BIO-E for Partial. Slightly muzzled head, ears on top of head, thick neck and body, short tail.

10 BIO-E for Full. Sharp nose and protruding ears, thick hair, rounded body.

Natural Weapons: 5 BIO-E for 1D6 Claws (Climbing)

Powers: 10 BIO-E for Natural Thieving Bonuses. Note: The character must study the skills to get these one time only bonuses:

- + 25% to Prowl
- + 30% to Pick Pockets
- + 10% to Pick Locks
- + 25% to Sleight of Hand

PRAIRIE DOG

Original Animal Characteristics

Description: Prairie dogs are communal animals, building underground cities with up to 1,000 inhabitants. They communicate using a complex code of chattering, barking, signs and odors. White-tailed Prairie Dogs are identical except that they live at higher altitudes.

Size Level: 2

Length: to 15 inches

Weight: to 3 pounds

Build: Short

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses:

I.Q.: +2

M.E.: +6

M.A.: +4

Human Features

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; rounded, furry body with squirrel-like head; small ears, short tail.

5 BIO-E for Partial. Rounded snout, light brown fur, rather stout body.

10 BIO-E for Full. Very small ears, thick hair, round body.

Natural Weapons: None

Powers: 10 BIO-E for Digging
20 BIO-E for Tunneling
30 BIO-E for Excavating

SEA TURTLE

Original Animal Characteristics

Description: The two main varieties are the Leatherback and the Green Turtle. Both are deep water animals who range all over the world. Their armor is more leathery, and thicker than a land turtle's.

Size Level: 17

Length: to 5ft

Weight: to 800 pounds

Build: Short

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: P.E.: +4

Human Features

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; small head on a round body; large, flat arms and legs; mottled, green, brown and white pattern on leathery skin.

5 BIO-E for Partial. Bald head with large nose, leathery neck, round body and soft shell.

10 BIO-E for Full. Thick, leathery skin; green eyes, bald, and powerfully built.

Natural Weapons: None

Powers: 5 BIO-E for Hold Breath

5 BIO-E for Swimming equal to basic swim skill at 85%
15 BIO-E for Light Natural Body Armor; A.R.: 9,
S.D.C.: +30

30 BIO-E for Medium Natural Body Armor; A.R.: 11,
S.D.C.: +50

45 BIO-E for Heavy Natural Body Armor; A.R.: 13,
S.D.C.: +75

60 BIO-E for Extra-Heavy Natural Body Armour; A.R.: 15,
S.D.C.: +100



SEA LION FAMILY

Original Animal Characteristics

Description: This family of aquatic mammals includes Sea Lions and several Fur Seals. They are distinguished from other seals in that their hind flippers can be used as legs on land, and in the water, they use their front flippers for propulsion. There is a huge difference between male and female sizes; the data below represents a rough average.

Size Level: 13
Length: to 7 feet
Weight: to 350lbs
Build: Medium

Mutant Changes & Costs

Total BIO-E: 20

Attribute Bonuses:

M.E. +1
M.A.: +3
P.P.: +1

Human Features

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; round, furry body; long, thick neck with small, dog-like head; tiny ears, large eyes; long thin arms and legs; no tail.
5 BIO-E for Partial. Rounded body, thick neck, snouted head with whiskers, small ears.

10 BIO-E for Full. Powerful chest and neck, smallish head, short legs, large eyes.

Natural Weapons: None

Powers: 5 BIO-E for Advanced Vision

5 BIO-E for Thick Blubber; protection against cold ($\frac{1}{2}$ damage) and +20 S.D.C.

TRUE SEALS

Original Animal Characteristics

Description: True seals have no external ears and cannot use their rear flippers on land. In the water they use the back flippers and pull themselves around on land with the front flippers.

Size Level: 11

Length: to 6ft

Weight: to 250 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 30

Attribute Bonuses:

M.E.: +2
M.A.: +3

Human Features

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; round, furry body; long, thick neck with small, dog-like head; large eyes; stubby, narrow arms and legs; no tail.

5 BIO-E for Partial, rounded body, thick neck, smallish head, short legs, large eyes.

10 BIO-E for Full, powerful chest and neck, smallish head, short legs, large eyes.

Natural Weapons: None

Powers: 5 BIO-E for Advanced Vision

5 BIO-E for Thick Blubber; protection against cold ($\frac{1}{2}$ damage) and +20 S.D.C.

WALRUS

Original Animal Characteristics

Description: Like Sea Lions, Walruses can use their back flippers for walking on land and, like True Seals, they have no exterior ears.

Their heavy whiskers are used to feel for food in the dark. Tusks are used both for fighting and for dredging the bottom of the ocean for food.

Size Level: 18

Length: to 10 feet

Weight: to 1200 pounds

Build: Short

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses:

None

Human Features

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; round, wrinkled body; thick neck with small, dog-like head; and huge, whiskered upper lip.

5 BIO-E for Partial. Rounded body, thick neck, snouted head with whiskers; thick, wrinkled skin.

10 BIO-E for Full. Powerful chest and neck, smallish head, short legs; heavy, handlebar mustache.

Natural Weapons: 10 BIO-E for 2D6 Tusks

Powers: 5 BIO-E for Advanced Touch

5 BIO-E for Thick Blubber; protection against cold ($\frac{1}{2}$ damage) and +30 S.D.C.

WHALES

Original Animal Characteristics

Description: These huge ocean mammals are only very rarely mutated into a land form.

Size Level: 20

Length: to 80 feet

Weight: to 150 tons

Build: Medium

Mutant Changes & Costs

Total BIO-E: 0 (remember you can trade size levels for BIO-E points)

Attribute Bonuses:

I.Q. +4

M.E.: +4

M.A.: +4

Human Features

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: None. Flukes and tail have developed into four legs.

5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; rounded head and body, tiny eyes, thick grayish skin, awkward, flat legs and arms.

5 BIO-E for Partial. Thick rounded head; small eyes on side of head; thick, grey skin; short, fat arms and legs.

10 BIO-E for Full. Rounded features, hairless, pale skin; short, stubby arms and legs.

Natural Weapons: 5 BIO-E for 1D10 Bite

Powers: 5 BIO-E for Sonar

5 BIO-E for Thick Blubber; protection against cold ($\frac{1}{2}$ damage) and +40 S.D.C.

10 BIO-E for Extra Thick Skin; protection against cold ($\frac{1}{4}$ damage) and +60 S.D.C.

VEHICLE RULES FOR ROAD HOGS

Attitude: In TMNT the use of vehicles like cars, trucks and motorcycles makes combat a bit different. Yet the rules are not overtly complicated . . . the basic idea is that vehicles are treated exactly like powered armor . . . just as robots are handled in *Heroes Unlimited*, so vehicles are dealt with in TMNT . . .

When you get into a car you essentially don a suit of superpowered armor . . . this armor augments three basic things:

1. S.D.C.
2. A.R.
3. Speed

Vehicle Expense

Putting a vehicle together is a five-step process, an expensive five-step process. Just take 'em one at a time.

Step 1 — The Basic Vehicle

The basic vehicles in Road Hogs are free. During the Big Death, cars, motorcycles and trucks were left scattered across the landscape. Some sections of road are unused simply because they're completely jammed with cars that attempted to escape the holocaust.

Getting cars is easy. Making them *work* is another problem. The costs below represent the necessary replacement parts and specialized labor needed to get a vehicle working. NOTE: A Mechanical Genius character can use any of these vehicles without having to spend money on parts. The usual restrictions apply.

<u>Vehicle Type</u>	<u>Price</u>	<u>S.D.C.</u>	<u>Max. Seats</u>	<u>Max. Load</u>	<u>Turrets</u>
Motorcycles (Gasoline/6 volt)					
Dirt Bikes	\$200	75	1	250	0
Street Bikes	\$350	100	2	450	1
Small Automobiles					
Compact	\$100	250	4	1,250	1
Sports Car	\$500	300	2	1,300	1
Jeep	\$600	450	4	2,400	1
Large Automobiles					
2-Door Sedan	\$200	350	5	1,400	1
4-Door Sedan	\$200	400	5	1,500	1
Luxury Car	\$300	450	6	1,700	1
Station Wagon	\$250	450	8	2,000	2
Vans					
Mini-Vans	\$400	400	8	1,800	1
Full-Sized	\$450	450	10	2,500	2
Utility	\$500	500	6	3,000	2
Small Truck					
Small	\$400	350	2	1,500	1
Pick-Up	\$500	450	2	3,000	2
4-Wheel Drive	\$600	500	2	2,500	2
Commercial Vehicles (Diesel/24 volt battery)					
Passenger Bus	\$750	500	45	9,000	8
½ Ton	\$700	600	3*	15,000	6
10-Wheeler	\$800	800	3*	60,000	10
16-Wheeler	\$1,000	1,000	4*	160,000	16

*Seats indicated are in the cab of the truck, an additional 30, 60 or 90 can be seated or placed in the trailer of the truck, depending on the size.

Step 2 — Adding Speed to Vehicles

At this stage the vehicle isn't much more than basic transportation. Before it was fixed it had a negative Class Engine, it couldn't move at all. Now it has a Class 0 Engine and Alignment, which means the vehicle can go about 5mph. Which is fine for plowing fields, but hardly suitable for highway travel.

TABLE NOTES

Vehicle Type: The brand and model of the vehicle can be chosen by the player. For example, a sports car can be (player's option) a Corvette, DeLorean, Jaguar, or Porsche. A luxury car can be a Cadillac, Mercedes Benz, Rolls Royce or Bentley.

Price: Represents the amount of money needed to replace missing parts, repair the frame, replace the tires, and generally get the vehicle moving again.

S.D.C.: The amount of damage the vehicle can take before it ceases to operate/ride.

Max. Seats: The number of comfortable seats available. This can be modified in many ways. For example, a street bike can seat two, a passenger holding onto the driver, or three if a sidecar is added.

Max. Load: This is the absolute maximum weight, in pounds, that a vehicle can carry, including passengers. Bad roads or vehicle damage will reduce the maximum load possible. NOTE: *A vehicle cannot exceed cruising speed while carrying the maximum load.*

Turrets: The maximum number of rotating weapon turrets that can be added to the vehicle. For cars and truck cabs the turrets are built into the roof. Vans and commercial vehicles can have turrets on the sides, front or rear walls. Truck beds can have freestanding turrets.

Important Note: When you're buying speed you're buying more than a hot engine. Without good alignment the vehicle will shake itself to pieces before it ever reaches cruising speed. Transmission, drive train, carburetor and exhaust also have to be modified in order to achieve higher speeds.

The next thing to buy is Speed. Use the following table.

Adding Speed to Vehicles

Engine and Alignment Cost							
Speed Class	Spd.	Maximum	Cruise	Bike	Sport	Car/Truck	Semi
1	22	15 mph	10 mph	\$100	\$100	\$50	\$500
2	44	30 mph	20 mph	\$150	\$200	\$100	\$1,000
3	66	45 mph	30 mph	\$200	\$300	\$150	\$1,200
4	88	60 mph	45 mph	\$250	\$400	\$200	\$1,400
5	110	75 mph	55 mph	\$300	\$500	\$250	\$1,600
6	132	90 mph	60 mph	\$350	\$600	\$300	\$1,800
7	154	105 mph	65 mph	\$400	\$700	\$400	\$2,000
8	176	120 mph	70 mph	\$425	\$800	\$500	\$2,250
9	198	135 mph	75 mph	\$450	\$900	\$600	\$2,500
10	220	150 mph	80 mph	\$475	\$1,000	\$700	\$3,000
11	242	165 mph	85 mph	\$500	\$1,200	\$800	\$4,000
12	264	180 mph	90 mph	\$550	\$1,400	\$1,000	\$5,000
13	286	195 mph	95 mph	\$600	\$1,600	\$1,500	\$6,000
14	308	210 mph	100 mph	\$700	\$1,800	\$2,000	\$7,000
15	330	225 mph	105 mph	\$1,000	\$2,000	\$2,500	\$8,000
16	352	240 mph	110 mph	\$1,500	\$2,250	\$3,000	\$10,000
17	396	270 mph	115 mph	\$2,000	\$2,500	\$4,000	\$15,000
18	440	300 mph	120 mph	\$3,000	\$2,750	\$5,000	\$20,000
19	484	330 mph	125 mph	\$4,000	\$3,000	\$6,000	N/A
20	528	360 mph	130 mph	\$5,000	\$3,500	\$7,000	N/A
21	572	390 mph	135 mph	\$6,000	\$4,000	\$8,000	N/A
22	616	420 mph	140 mph	\$7,000	\$5,000	\$10,000	N/A
23	660	450 mph	145 mph	\$8,000	\$6,000	\$15,000	N/A
24	704	480 mph	150 mph	\$9,000	\$8,000	\$20,000	N/A
25	792	540 mph	155 mph	N/A	\$10,000	\$25,000	N/A
26	880	600 mph	160 mph	N/A	\$20,000	\$50,000	N/A
27	968	660 mph	165 mph	N/A	\$50,000	N/A	N/A
28	1,056	720 mph	170 mph	N/A	\$75,000	N/A	N/A

TABLE NOTES

Spd: If the car were a person this would be its equivalent to Speed Attribute. A character with a Speed of 22 can run 15mph. It's the same for vehicles except they can go much faster. The land vehicle maximum is 1,056, which is 720mph or the speed of sound.

Maximum: The vehicle's absolute maximum speed. Because this is pushing the machine to it's limits there must be a roll on the breakdown table for every 12 miles driven. Note that these speeds are impossible without excellent roads.

Cruise: Safe speed for extended travel (given good roads). The vehicle should be able to drive indefinitely at Cruising Speed.

Bike: Cost of equipping any Motorcycle with matching speed.

Sport: The price of engines for sports cars and specialized racing cars. Only specially equipped sport and racing cars can be modified for the very top speeds.

Car/Truck: Engine costs are the same for luxury cars, station wagons, full-sized and mini vans, small trucks, pick-up trucks and all other medium sized vehicles.

Semi: Includes all commercial vehicles, as well as tanks, construction machinery and moving equipment.

Rockets are disposable weapons, once used the entire thing must be replaced. Explosion does 8D6 on everything within a 20 square foot area.

Swivel Mount

The weapon extends out from the passenger compartment across the front or rear hood. The weapon can swivel up to *45 degrees to the left or right* of the mount position. In other words, a forward mounted machinegun can hit a target anywhere in front of the vehicle but NOT a target that's next to it. Can be used by pilot if forward mounted, otherwise by a passenger.

Weapons	Damage	Effective Range	Price
5.56mm Light Machinegun	5D6	1,200ft	\$2,000
7.62mm Medium Machinegun	6D6	2,200ft	\$3,000
Empty Swivel Mount			\$800

Can be used with any weapon.

Turret Mount

Weapon is mounted on a swivel that can be rotated 360 degrees. Operator must enter the turret to fire the weapon.

Step 3 — Adding Vehicle Weapons

Gun Ports

Characters can easily fire out of open windows or doors. The problem is that this exposes them to enemy fire. Armored gun ports have a hole for the weapon barrel and can swivel 180 degrees.

Swivel Gun Port \$100 each

Fixed Mount

This kind of weapon fires in only one direction, aiming requires turning the entire vehicle. Usually set up to shoot straight ahead, but can be mounted in any direction. Usually used by the vehicle pilot.

Weapons	Damage	Effective Range	Price
5.56mm Light Machinegun	5D6	1,200ft	\$2,000
7.62mm Medium Machinegun	6D6	2,200ft	\$3,000
Empty Swivel Mount			\$800
2.75" Rocket Launching Tube	8D6	5,000ft	1500ea

Weapons	Damage	Effective Range	Price
5.56mm Light Machinegun	5D6	1,200ft	\$3,000
7.62mm Medium Machinegun	6D6	2,200ft	\$4,000
.50 Calibre Heavy Machinegun	7D6	3,000ft	\$8,000
Empty Turret			\$1,000
Can be used with any weapon.			
Flame Thrower	4D6	60ft	\$6,000

Does damage to everything in an 8 square foot area. All combustible items will ignite. If used on unarmored vehicles the gas tank may detonate (30% chance).

Step 4 — Adding Vehicle Armor

Having weapons is nice. Unfortunately there are plenty of other people on the road with similar ideas. To keep them from putting holes in characters and vehicles, you'll need armor.

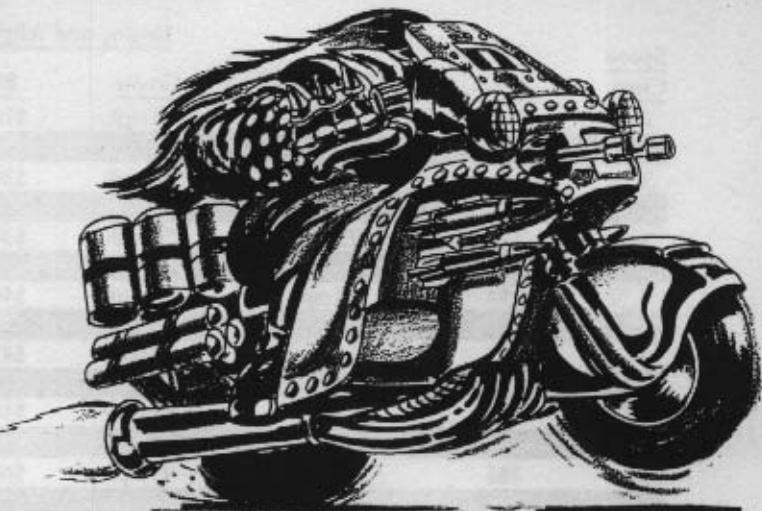
Passenger Armor

Armor for the passenger compartment for most vehicles. Note: Passenger Armor is not available for motorcycles. *Only one set of armor per compartment.*

Light Armor with Glass Windows	A.R.: 10	S.D.C.: 200	\$800
Light Armor with Plexiglass Windows	A.R.: 12	S.D.C.: 250	\$1,000
Light Armor with Window Slits	A.R.: 14	S.D.C.: 300	\$1,200
Medium Armor with Glass Windows	A.R.: 11	S.D.C.: 300	\$2,000
Medium Armor with Plexiglass Windows	A.R.: 13	S.D.C.: 350	\$2,500
Medium Armor with Window Slits	A.R.: 15	S.D.C.: 400	\$3,000
Heavy Armor with Glass Windows	A.R.: 12	S.D.C.: 400	\$4,000
Heavy Armor with Plexiglass Windows	A.R.: 14	S.D.C.: 450	\$4,500
Heavy Armor with Window Slits	A.R.: 16	S.D.C.: 500	\$5,000

Turret Armor protects both the weapon and the operator. Separate armor must be bought for each turret. *Only one set of armor per turret.*

Light Armor	A.R.: 10	S.D.C.: 350	\$800
Medium Armor	A.R.: 12	S.D.C.: 300	\$1,800
Heavy Armor	A.R.: 14	S.D.C.: 400	\$3,500



Vehicle Armor

This armor protects the vehicle only, passengers are not covered. *Only one set of vehicle armor allowed.*

Light Armor	A.R.: 14	S.D.C.: 350	\$2,500
Medium Armor	A.R.: 16	S.D.C.: 700	\$10,000
Heavy Armor	A.R.: 18	S.D.C.: 1,400	\$50,000

Step 5 — Optional Equipment

Some equipment is standard with any basic vehicle, including headlights and brake lights, speedometer, odometer, and trouble indicator lights for brakes, oil and temperature. Also seats, seat belts, standard pedals, steering wheel and gear-shift. AM Radio is free. Everything else must be bought from the following list.

Comfort Features

Fold-Down Bucket Seats: These seats are more comfortable than the standard bench seats. They can also be folded down and turned into temporary sleeping space. *Cost: \$200 Each.*

Camper Option: Can be used with any van or larger vehicle. Includes beds (from 1 to 4), small kitchen with sink and stove, bathroom with shower, conference/dining table, and interior decorating with paneling and carpeting. *Cost: \$5,000.* Of course this severely limits cargo space.

Stereo System: Picks up AM/FM/Shortwave signals and delivers the signal in stereo. Also plays tape cassettes. *Cost: \$400*

Pressurized Cabin: The passenger compartment can be supplied with an on board oxygen supply. Poison gas and smoke will be kept out. Air supply will last for up to 40 minutes. Not effective in water or vacuum. *Cost: \$150,000.*

Refreshment Dispenser: A built-in unit that delivers coffee, tea, hot chocolate or hot soup (pick one) from one spout, and soft drink, milk, ice water or fruit juice (pick one) from another. Must be recharged every few days. *Cost: \$450.*

Sensory Equipment

Engine Readout Package: The instrument panel is modified to include a tachometer, temperature and oil pressure gauges, fuel mix indicator, and readout on the battery charge. Adds +5% to Auto Mechanics diagnosis. *Cost: \$250.*

Night-sight Camera/Monitor: A forward mounted camera sees into the darkness and relays an amplified image to a monitor in front of the driver. Range is 300ft, and the camera clearly shows obstacles, vehicles and animals. Any bright lights, including the vehicle's own headlights, blind the night-sight camera. *Cost: \$20,000.*

Radar Display: A monitor is mounted on the dash that displays the radar picture for an area 500ft around the vehicle. This shows solid obstacles (trees, rocks, buildings, airplanes), other moving vehicles, and moving bodies. It does not show pits, potholes, broken pavement or bodies smaller than Size Level 6. *Cost: \$20,000.*

Radio Locator: Directional locator that lets the vehicle operators find the exact position of a radio transmission. Useful for finding planted "bugs". *Cost: \$1,000*

Vehicle Modifications

Second Engine: This is a backup engine for the vehicle. Especially valuable for those characters who continually run at maximum speeds. Payment for second engine depends on Speed — see Speed Table for Cost; varies with the maximum speed.

Trailer Hitch: Allows a trailer to be attached to the vehicle. *Cost: \$150.*

Winch and Cable: Mounted on the front bumper is an electric winch; basically, a motor connected to a cable. The woven steel cable is 100ft long and has a hook on one end. The winch can pull up to 300lbs, larger loads can be handled by locking the winch and backing up the vehicle. *Cost:* \$500.

Fuel Efficiency Modification: Modifying the car's engine so that fuel consumption is cut by half. *Cost:* \$2,000.

Super Fuel Efficiency: By careful tinkering, the vehicle consumes only 10% of the normal miles per gallon rate. *Cost:* \$15,000.

Security Measures

Theft Alarm System: A tamper-proof burglar alarm. When someone attempts to open the vehicle without the alarm key, a piercing siren will sound out. *Cost:* \$700.

Thief Proof Locks: The vehicle locks have been modified so that standard pry bars and skeleton keys will not work. *Cost:* \$200 each.

Flashing Lights: Police car-style lights with flashing red and blue bulbs. *Cost:* \$150

Searchlight: High-powered spotlight. Mounted on a swivel next to the pilot's seat. *Cost:* \$200

Siren: High pitched emergency siren. Can be heard up to 2,500ft away. *Cost:* \$50

Loudspeaker: Simply a large speaker/amplifier mounted outside the vehicle. Can be heard clearly, over vehicle noise, up to 400ft away. *Cost:* \$300.

Oil Slick: The pilot can release oil from a tank mounted on the underside of the vehicle. Contains enough oil for three oil slicks. *Cost:* \$1,200

Vehicle Caltrops: A container of broken glass, nails and metal shards can be released by the pilot. *Cost:* \$300 for each container and release mechanism. \$100 per each, non-reusable, container; although homemade containers can be made for about \$30.

Ram-Prow: The ram-prow is a special metal reinforced ram at the front of the vehicle. The ram may be a simple foundation of metal bars, train-like cow-catcher or any variety of metal protrusion with the purpose of ramming.

The ram-prow protects the attacking vehicle from any damage that it would normally receive in a ram attack. (see "Ramming" under Combat Tactics). Also adds 75 S.D.C. to the vehicle. *Cost:* \$800.

ECONOMICS AND MORE EQUIPMENT

New Americorp dollar bills (\$5's, \$10's, and \$20's) are accepted everywhere throughout the West Coast. The only problem is that the further away you get from Sacramento, the less they are worth. \$50, Americorp, Gold Coins are accepted virtually everywhere, and are a sure way of getting, at least, a 50% discount off the stated price in those remote villages.

The prices listed in TMNT are accurate for stores inside Sacramento city limits. For about 100 miles further out, expect to pay at least 25% more. By the time you get to Bakersfield-by-the-Sea prices have shot up by 4 times. And, out in the prairies, a single cotton T-Shirt, \$8 in Sacramento, could go for \$80 or more.

Initial Character Possessions

Since it's assumed that the characters had plenty of time to shop around for bargains, the players can buy all their *original* equipment at the prices listed in TMNT. Of course, later in the game it won't be quite so cheap . . .

Here's a few other items available for sale in New Americorp. Prices listed are Sacramento standard.

Driving Suits or Armor

Motorcycle drivers wear helmets and leathers for a reason; it helps to protect them in an accident. Characters with full leathers, including heavy boots, helmet, leather jacket, leather pants and leather gloves, will reduce the amount of damage taken in a crash. *The suit absorbs half the damage taken, up to a maximum of 24 points.*

For example, if Fran's character crashed and took 80 points of damage, she'd only have to take 56 points off her S.D.C. and Hit Points. On the other hand, if Mike crashed with 8 points of damage, he'd take 4 points off his S.D.C. ($\frac{1}{2}$ damage) and 4 off his Hit Points (the other $\frac{1}{2}$).

Driving suits are *no protection against bullets, explosions, weapons, or hand-to-hand attacks.* They are useful for crash damage only. On the other hand, regular armor, either modern or ancient, gives *no protection against crash damage.*

Driving armor is just a safety measure. Or, according to some bikers, "You may break every bone in your body, but, at least, the leather will keep your body from coming apart. At the very least, leathers insure that your corpse will look good at your funeral."

Cost: \$200 for characters of Size Level 7 or lower, \$250 for up to Size Level 11, \$300 for Size Level 12 and 13, add \$100 for each additional Size Level.

Tool Kits

Portable Tool Kit: A portable tool kit in a leather case, about the size of a briefcase. Weighs 20 pounds and has everything needed for most Auto Mechanic diagnostics. *Cost:* \$150.

Trunk Tool Kit: A metal toolbox weighing 60 pounds and with everything needed for road repairs. *Cost:* \$500

Shop Kit: Actually several metal boxes and drawers worth of tools, usually installed in a garage or in a utility van (although most large vehicles could be modified to suit). This 1400 pound set has everything needed for major vehicle repairs (rebuilding engines, adjusting the frame) and modifications. Includes welding torch, hoist, and machine for mounting tires on wheels. *Cost:* \$2,800

Vehicle Necessities

Gas: In the major towns along Route 99, the price of gas has been set by Americorp at \$5.00 per gallon for both gas and diesel fuel. At remote gas stations, the price can range up to \$50.00 per gallon and diesel may not be available at all.

Oil: A quart of oil goes for \$4 in Sacramento. All high-performance vehicles need oil changes monthly. Under "OIL" on the table below it shows how many quarts are needed for a change.

Batteries, Tires, and Spare Parts: Cost varies according to the vehicle. See Table.

Vehicle Consumption Table

	<u>Fuel</u>	<u>Tank</u>	<u>Oil</u>	<u>Batteries</u>	<u>Tires</u>
Motorcycle	30 mpg	10	2	\$50	\$75
Compact Cars	20 mpg	15	4	\$100	\$50
Sports/Luxury Cars	10 mpg	20	6	\$200	\$90
Cars/Trucks/Vans	15 mpg	25	4	\$300	\$60
Large Trucks	10 mpg	30	8	\$500	\$100
Semi Trucks	10 mpg	65	12	\$750	\$150

Notes: Fuel is consumption in mpg = miles per gallon, Tank Size is how many gallons fit in the standard tank, Oil is the number of Quarts needed for an oil change, Batteries and Tires are unit prices.

Garage Fees

Storage: Storing a vehicle safely means paying a space rental charge which varies according to the size. Motorcycles are \$15 a month. Standard Cars are \$50 a month. Semi-Trucks are \$500 a month.

Repairs: Mechanic's rates vary according to labor and part costs. Simple S.D.C. damage can be fixed at \$2 per point.

Carburetors, radiators, fuel lines and the like, will cost about \$50 for labor and from \$30 to \$200 for parts.

Repairing Speed Classes lost costs \$25 per each level up to level 5, then \$100 per level to level 10, then an additional \$50 for each additional level (\$150 for 11, \$200 for 12, \$250 for 13, etc.).

Major Engine Damage can run from \$200 to \$1,600 (roll 2D8 times \$100); anything over \$500 and it's cheaper to just replace the engine.

Note: Auto Mechanics "borrowing" the use of a garage's tools and equipment are expected to pay for their time, usually around \$5 per hour.

Modifications and Additions

Characters aren't stuck with their vehicles staying the same after the initial Vehicle Expense. NPC Mechanics, player character auto mechanics, and mechanical geniuses, can keep making all kinds of modifications. Modification costs will depend on parts and labor as determined by the GM.

Here's a couple of examples. To add on a Siren would take the normal cost (\$50) for parts, plus another \$10 for labor.

Adding an Infrared Monitor is also possible, but nobody sells Infrared Monitors. However, if you can *find* one, a mechanic will install it for \$250.

Increased Speed Class: A mechanic will charge 20% to upgrade a vehicle one Speed Class. For a player, it takes 10% in parts and three days work. Mechanical geniuses can upgrade a vehicle one Speed Class every day (limit one vehicle and one Speed Class per day).

Speed Class Example: Let's say you want to upgrade your Jaguar sports car from Speed Class 13 to Speed Class 14. It costs \$1,800 to get level 14; so a mechanic will charge 20%, or \$360 to "soup it up" to go 210mph. A player mechanic can do the same work for 10%, or \$180. The mechanical genius doesn't need parts, but there's a 95% chance that the engine will disintegrate when he leaves.

Getting Paid

Escort Service: Armed escorts and guards receive from \$30 to \$180 per week, depending on the danger involved in the job. Room, board, gas and ammunition, is usually provided as well.

Government Employees: New Americorp pays very well; \$200 to \$1200 per week, plus perks. However, these jobs are in very high demand and usually go to "insiders", unless extremely dangerous.

Farm Workers, Store Attendants and Trade Apprentices: From \$2 to \$12 a week plus room and board.

Mechanic's Wages: Employee mechanics make from \$5 to \$20 an hour depending on experience and ability.

Instructor Services: One easy way to make money in the world of Road Hogs is as an instructor. Knowledge is highly regarded and mutant animals are willing to pay well to get it. Teaching someone how to fix carburetors might take a week's steady work and would be worth \$20 to \$120 a day.

For example, let's say that Mike (a mutant rabbit who's also a mechanic) posts a notice saying that his services are available and describing his specialties. As it happens, the local tailor wants to learn something about fixing carburetors. They meet, negotiate and strike a deal. For 5 days, Mike will spend his evenings with the tailor, tearing apart carburetors and teaching him as much as he can. In return, Mike will receive a new pair of pants, a new shirt, two pairs of socks, and \$50 a day.

Road Hog Bounty: The government will pay for captured or destroyed, Road Hog, gang vehicles. \$250 for a motorcycle, \$500 for a car, and \$1,000 for a large truck or commercial vehicle. The first few times that characters cash in, they must provide some kind of definite proof that the vehicles really belonged to the Road Hogs. Special bounties for specific criminals or vehicles can be 10 times the normal rate, but this is *not* the norm.

Antiques and Artifacts: Old, pre-death items can also be scavenged, and sold in Sacramento or Fresno-by-the-Sea for about 50% of their original value.



VEHICLE CONTROL & SKILLS

Driving any vehicle in Road Hogs requires Pilot skill. Here are all the vehicle related skills. Those marked (NEW!) are additions to the game system not found in **Heroes Unlimited** or **TMNT & Other Strangeness**.

Skills

Pilot Automobile; Automatic Transmission: The ability to operate a car, station wagon, or van, so long as it's equipped with an automatic transmission. 90% + 3% per level. **Note:** Character's vehicle with Speed Class of 10 or less can be either automatic or manual transmission (player's choice).

Pilot Automobile; Manual Transmission: Can operate any car, station wagon, or van with either automatic or manual transmission. 82% + 4% per level. **Note:** All vehicles with Speed Class of 11 or higher must have manual transmission.

Pilot Automobile; Professional Race Car: Specialized knowledge of operating high performance vehicles at high speed. Using these vehicles, at any speed, requires this skill. All Control Rolls in high powered vehicles are done with the rating from this skill. 60% + 5% per level. **Important Note:** Any vehicle with Speed Class 15 or greater is considered to be a Professional Race Car.

Pilot Motorcycle: In addition to being able to pilot dirt bikes (cross-country motorcycles) and street bikes (heavier highway motorcycles), the character also has a DODGE bonus of +2. 60% + 8% per level.

Pilot Commercial Vehicles: (New!) 60% + 5% per level.

Pilot Truck; Half-Ton Pick-up: 80% + 5% per level.

Pilot Truck; Freight Hauler: 50% + 5% per level.

Pilot Military Vehicle: 50% + 5% per level.

Pilot Heavy Machinery: (New!) 40% + 3% per level.

Vehicle-to-Vehicle Combat: (New!) Practice and theory of wheeled combat. The big advantage of this skill is that there is no limit on how high a character can advance. In every other skill there is a 98% maximum proficiency. With V-to-V Combat there is no limit, and characters may have percentiles over 100%. *Use for Control Rolls only.* Can be used with one or more other Pilot skills. 30% + 5% per level.

Map Reading Skill: (New!) Reading a road map in the world of Road Hogs isn't an easy matter. Road maps are either pre-death versions, in which case the earthquakes, bombs, and road renewal projects have made them obsolete and just about impossible to follow. More recent maps are always coded in some way and, if that weren't enough of a problem, they are almost always flawed. Interpreting these difficult documents is a job for a professional. 35% + 6% per level.

Automobile Armor and Weaponry: (New!) Assembling, installing and repairing vehicle weapons and armor is a job for a specialist. An improperly installed or adjusted item of this type can offset the vehicle's alignment and cause a *decrease in Speed Class of 1D6*. 40% + 4% per level.

Automotive Mechanics: Although this skill works for all engines and systems in all the vehicles of Road Hogs, it is *not* the equivalent of a Palladium RPG "Heal Spell". Without proper tools and spare parts the character can't do much of anything. 40% + 5% per level diagnosis and 25% + 5% per level for repairs.

Control Rolls

In Road Hogs, drivers are in constant danger of losing control of their vehicle. To avoid losing control the characters must roll against their Pilot skill. *Control Rolls must be made for each of the following situations:*

Exceeding Cruising Speed: Anytime a driver exceeds the Cruising Speed for the vehicle there's the danger of losing control. Every melee round of excessive speed requires a Control Roll. See Road/Speed Table for penalties.

Exceeding Road Speeds: Going too fast on back roads or trails is dangerous no matter how well built the vehicle is. Any travel over 75mph on a back road, or over 45mph on a trail, requires a Control Roll. This is not the case with Highways; a vehicle can travel all the way up to Cruising Speed on a Highway without rolling for Control. See Road/Speed Table for penalties.

Exceeding Maneuver Speed: Every turn, swerve or land change while exceeding Cruise Speed or Road Speed requires another Control Roll with a -12 penalty.

Driving in Reverse: Attempting to drive in reverse at any speed over 25mph. Roll a Control Roll with a -30% penalty.

Poor Road Conditions: Requires a Control Roll. This can include anything from rain to steep inclines. -30% or optional. See Road Quality and Obstacle Table for specific penalties.

Avoiding Obstacle: Swerving around any object requires a Control Roll, no penalty. If the swerve or dodge involves leaving the road surface then the penalty is -40%.

Loss of Control Table

The game master or player should roll on the following table every time a character fails a Control Roll. Roll percentile dice.

- | | |
|-------|---|
| 01-10 | Pothole! Vehicle slams into something and rebounds. Or, just as likely, the vehicle bottoms out, smashes the underside into broken pavement or a pothole. Vehicle takes 4D6 points of damage to S.D.C. and Speed Class is reduced 1D6. |
| 11-25 | Out of Control! The vehicle skids out of control. Ends up off the road, in a ditch or in some other embarrassing situation. Stuck 3D6 Melee Rounds. |
| 26-44 | Stall! Forced to make a sudden stop; the car stalls out. Getting it going again takes 2D6 Melee Rounds. |
| 45-76 | Skid! Skid out of control and into an object. The vehicle takes half normal damage from this minor crash. Speed Class is reduced 1D6 levels. See Crash and Damage rules. |
| 77-90 | Crash! Skid out of control into an object. The vehicle takes full damage and occupants take half damage. Speed Class is reduced 2D6 levels. See Crash and Damage rules. |
| 91-97 | Totaled! Vehicle crashes and is totally destroyed. Occupants take full damage. |
| 98-00 | Roll and Burn! The vehicle goes completely out of control and rolls over 1D6 times. Vehicle takes double damage, occupants take normal damage. In 1D10 melee rounds the vehicle fuel tank will explode, anyone remaining inside will be torched. See Crash and Damage rules. |

Road & Speed Table

Use the following table to determine how much ground is being eaten up in V-to-V combat.

<u>Travel Speed</u>	<u>Distance/Melee</u>	<u>Highway</u>	<u>Control Roll Modifiers for:</u>	
			<u>Back Road</u>	<u>Trail/Broken Road</u>
1 to 15mph	½ mile	SAFE	SAFE	SAFE
Over 15mph	⅓ mile	SAFE	SAFE	SAFE
Over 30mph	¼ mile	SAFE	SAFE	SAFE
Over 45mph	⅕ mile	SAFE	ROLL	-5
Over 60mph	⅖ mile	ROLL	ROLL	-10
Over 75mph	⅗ mile	ROLL	-5	-20
Over 90mph	⅘ mile	ROLL	-10	-30
Over 120mph	1 mile	-5	-10	-45
Over 240mph	2 miles	-10	-15	-60
Over 360mph	3 miles	-15	-20	-70
Over 480mph	4 miles	-30	-40	-75
Over 600mph	5 miles	-45	-70	-85
At 720mph	6 miles	-60	-80	-95

Example: A motorcycle is going 240 miles per hour down a back road in a hot pursuit. Every melee the character must make a Control Roll with a -10 modifier because the character is going over 120. If the speed were even 241 mph then the modifier would be -15. Every melee, the character covers 2 miles of ground.

CRASH AND DAMAGE RULES

Driver & Passenger Damage

Anyone *not* wearing a Seat Belt must roll to see if they are thrown clear in an accident. With percentile dice, a roll of 25% or higher indicates the character bounces around inside the vehicle and takes *double* damage. If the roll is under that, then the character is thrown clear and bounces around outside, taking *2D6 damage for every 10mph of vehicle speed*.

Characters wearing Seat Belts or other restraining straps take 1D6 damage for every 20mph. The addition of crash helmet and specially padded, asbestos suit reduces the damage by half.

Motorcycle crashes are even more deadly. With helmet and leather body covering, or some kind of protective garments, the character(s) takes 1D6 for every 10mph. Without helmet or protective garments: 2D6 per 10mph.

Lucky Fall: With all vehicles, motorcycle, car, van, truck, etc., there is a slim chance that each passenger and driver will be thrown clear, or luck-out with only minor damage even in a terrible crash. *Roll Percentile Dice:* 1-20 Lucky Fall, 2D6 total damage; 21-00, full normal damage.

Vehicle Damage

Motorcycle	1D6 per 10mph
Automobile, Small Truck, Mini Van	1D8 per 10mph
Full-Sized Trucks and Vans	1D8 + 1 per 10mph
½ Ton Trucks and Buses	1D10 per 10mph
10 or 16 Wheeler Semi-Trucks	2D6 per 10mph

Damage is based on relative speed. When something hits a stationary object then the only thing to worry about is the speed of the moving object. When two moving objects meet, whichever does the most damage will determine the actual damage. Round up in all cases.

If Mike is driving a *car* north at 38mph and runs into something standing *still*, like a telephone pole, then both his car and the pole take 4D8 damage. Note the 38mph is rounded up to 40; 1D8 per 10mph = 4D8 damage.

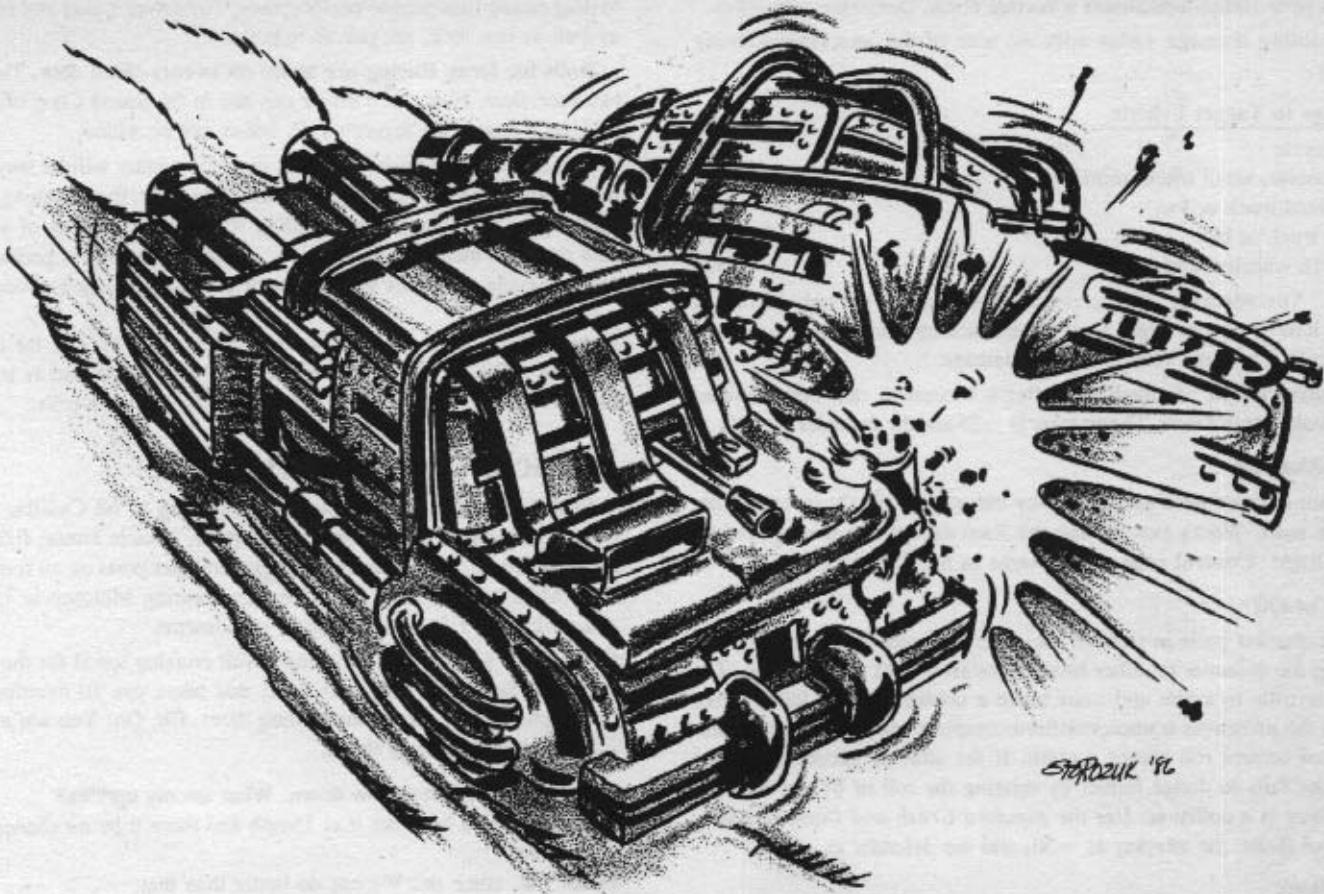


Now let's look at Mike running *head-on*. Mike is travelling at 40mph, a motorcycle approached from the opposite direction at 60mph. Their added speeds are 100mph so the damage to both vehicles is 10D8. Since Mike's car is larger/heavier and does more damage, we use the automobile damage formula rather than the motorcycle.

Pedestrian Impact Damage

Vehicle-to-Pedestrian Combat: In order to hit a moving object (mutant animal, insect or machine) requires a Strike roll from the vehicle driver. To avoid a vehicle hit/ram attack, the target must make a Dodge roll greater than the Strike roll. Unconscious characters and stationary objects do not Dodge.

Vehicle-to-Pedestrian Damage: Anything hit by a vehicle takes the full damage from the **Vehicle Damage** table according to vehicle type and speed. However, vehicles themselves also take impact damage. Creatures or items of Size Level 1 and 2 do 2D6 points of damage regardless of vehicle type and speed. With Size Levels 3 through 8 the vehicle takes one third of damage received by the target. Size Levels 9 through 12 the vehicle takes half damage. The vehicle takes three quarters of the target's damage when the Size Level is from 13 to 16. Hitting anything with a Size Level of 17 or better is the equivalent of a crash — both the vehicle and the target take full damage. Vehicles with ram-prows take no damage from any targets with Size Level 18 or less. Hitting a Size Level 19 or 20 object is still a crash even with the ram-prow.



VEHICLE COMBAT RULES

Vehicle to vehicle combat in Road Hogs shouldn't be all that different from other kinds of TMNT combat. That is, the game master should work at keeping things clean, quick and simple. The only two differences are in rolls to Dodge and rolls to Strike.

Dodge: Vehicle-to-Vehicle

In spite of their advanced Speed, vehicles have absolutely *no bonus to dodge against firearms*. Why? Well, first off, a vehicle just isn't as maneuverable as a person, it generally goes in a straight line, and, even on curves, the faster the thing is going the smoother the curve. The other thing to bear in mind is the car's size.

However, drivers can *dodge attacks from other vehicles*. When someone is attempting to cut-off, ram or sideswipe the vehicle then a Dodge roll is possible. A vehicle making a Dodge can't do anything else in that Melee Round.

Strike: Vehicle-to-Vehicle

Rolls to Strike in Vehicle-to-Vehicle combat are exactly like ordinary rolls to strike. The only difference is that a vehicle is several targets in one package. *Every strike on a vehicle must be "called"*. The attacker has to specify which target is being attacked: *the crew compartment (driver), a turret, or the vehicle itself*.

"*Ramming*", or striking one vehicle with another, always attacks the vehicle itself. *Area effect weapons*, like explosives and fire, can attack the vehicle, the turret and the occupant(s). *See vehicle combat tactics*.

Melee Rounds: Vehicle-to-Vehicle

The melee round system hasn't really changed for Road Hogs. The idea is still to get the combatants in close quarters and let 'em slug it out 'til somebody goes down.

Don't get carried away with the possible complexities of the systems. For example, avoid the trap of over-calculating the exact number of seconds required for a car going 187 miles per hour to catch up with a car going 193 miles per hour.

Remember that in the real world, things are never that simple! Cars have to swerve and weave, acceleration is never constant and, at high speeds, drivers make mistakes constantly. Just read a newspaper account about a police car chase. Usually the police car is much faster than the criminal's. Even so, the chase can go on for dozens of miles at very high speeds.

Keep it simple; if the pursuer is faster, then it'll catch up. If the leader is going faster than the pursuer, then it leaves the other car in the dust. *There should only be three possible conditions:* 1) either the cars are neck-and-neck, or 2) one is behind the other in firing range, or 3) the two cars are too far away for combat.

Another important thing to remember about Melee Rounds is that the use of a vehicle as a weapon to ram or sideswipe, etc., is limited to *one attack/action per Melee Round*. So, if the driver has other Melee Actions left, he can use them to shoot out the window, grab a fire extinguisher, or get a cup of coffee.

Vehicle Combat Tactics, Maneuvers & Techniques

The Ram

Ramming is a vehicle-to-vehicle attack where one vehicle attempts to bash into the rear of another. The speed of the ramming/attacking vehicle must exceed 10mph of the vehicle it is attacking. Speeds greater than 10mph above the defending vehicle's constitutes a crash; use the Crash and Damage rules to determine the damage of both vehicles. Likewise, head-on collisions/rams and ramming stationary objects at

speeds over 10mph constitutes a normal crash, damaging all parties.

Ramming damage varies with the size of the attacking/ramming vehicle.

Damage to Target Vehicle

	Inflicts
Motorcycle	4D6
Automobile, small truck, mini van	6D6
Full-Sized truck or van	6D8
½ ton truck or bus	6D10
10 or 16 wheeler/semi-truck	10D10

Note: The attacking vehicle also suffers damage, but only $\frac{1}{2}$ of that which it inflicts on its target. Only if the attacking vehicle has a ram-prow built onto it will the vehicle take no damage.

Control Rolls: Immediately after a successful ram both vehicles must make control rolls. The attacker is -25 and the defender is -40.

The Sideswipe

When cars are neck-and-neck they can attempt to shove each other off the road. Works exactly like the Ram except that damage is half those listed. **Control rolls** are the same as for Ramming.

The Cut-Off

The attacker pulls in front of the defender, cutting off the lane and forcing the defender to either hit/crash or swerve to avoid hitting. The attacker rolls to strike and must make a control roll. A failed strike means the maneuver is unsuccessful/incomplete and can be tried again. A failed control roll means a crash. If the attacker succeeds and the defender fails to dodge (either by missing the roll or by not rolling), then there is a collision. *Use the standard Crash and Damage Rules.* **Control Rolls:** the attacker at -30, and the defender at -25.

The Block

Basically this happens when the attacker wants to keep the defender in some position. A good example is where the cars are neck-and-neck, the right hand car sees an oncoming truck in the left lane and decides to force his opponent to stay in that lane. This same technique can be used to keep one's opponent from passing as well. If the attacker rolls a successful strike, and if the defender does not try to dodge or fails to dodge, then the defender is stuck in that lane until the next melee. Neither a *Sudden Brake* or a *Drag Race* is good against a Block. To execute a block may require high speeds and/or quick maneuvering, like switching lanes, swerving, etc. Control rolls should be made for each block/strike maneuver and dodge/evasive action. **Standard Control Rolls apply.**

The Sudden Brake

When two cars are side-by-side, preferably in different lanes, one of them can attempt to get behind the other by hitting the brakes. Whether or not the braking car actually pulls behind depends on a straight, twenty-sided die, initiative roll. Both cars roll; high roll wins. However, the braking car reduces speed by half for one melee. An unsuccessful Sudden Brake means the opposing car is still side-by-side. **Control Rolls** must be made with a -15 penalty. **Warning:** Don't attempt to brake with anyone immediately behind you unless you want a collision.

The Bootleg Turn

This is a special maneuver that lets the vehicle completely change direction. Basically the driver turns, slams on the brakes and "fishtails" the car into the opposite direction. While in the Bootleg the vehicle has *no chance to Dodge*. A **Control Roll** must be made with a -50 penalty.

Drag Racing — Road Hogs Style!

When two cars are neck-and-neck and trying to pull ahead of each other, that's a Drag Race. The same thing happens when one car is behind another and both decide to speed up. A lot depends on the Speed Class of the vehicle, the higher the better. However, there's a lot more

to drag racing than engine performance. The driver's skill and reflexes, as well as raw luck, are just as important.

Rolls for Drag Racing are made on twenty-sided dice. There are two modifiers. First, each driver can add in the Speed Class of his/her vehicle. Second, the driver's P.P. bonus can be added.

If both cars were neck-and-neck, then the winner will be way out in front. When one car is trying to overtake another, then winning means catching up and losing means falling way behind. In case of a tie the cars maintain their current position. A Natural Twenty is perfect luck, either leaving a pursuer in the dust or coming up neck-and-neck with a fleeing prey.

Note: There is a -5 penalty when driving any vehicle for the first time. In other words, if a character just stole a car and is trying to escape in it, he'll have a -5 penalty on the initiative rolls.

Vehicle Combat Example

In this example, two characters are driving a '68 Cadillac (Speed Class 8) equipped with compartment armor, vehicle armor; fixed, forward-mounted, .50 calibre machinegun and gun ports on all four sides. Both Mike's and Fran's characters are wearing Motorcycle Leathers and packing .45 Automatic Pistols as sidearms.

GM: Well, you've been traveling at full cruising speed for the last 20 miles. So at 120 miles per hour, that takes you 10 minutes. Now I'll check road conditions (rolling dice). Uh, Oh! You see a stretch of broken pavement ahead.

Mike: Whoa! I better slow down. What are my options?

GM: Well, you can take it at 15mph and there'll be no chance of an accident.

Mike: Oh, come on! We can do better than that.

GM: Sure, you can use your Pilot skill. Let's see . . . (looking at table) . . . at 30mph it's a straight roll. 45mph and you have a -5 on your skill, -10 if you take it at 60, and -30 if you take it at 90.

Fran: Mike, don't get too crazy; we just rebuilt this clunker.

Mike: Hmm . . . I've got a skill of 98%, so -30 seems a little risky . . . we'll take it at 60mph.

GM: Okay, you're dodging chunks of paving stones at 60mph. Roll on your Pilot skill.

Mike: No problem! I roll . . . a 38. My skill is only reduced to 88%. We're safe as houses.

GM: It looks like you're going to make it by the rocks. Ahead you see clear pavement with dense forest on the right-hand side. Oops! There must be a road in the woods.

Mike: Why? Can I see it?

GM: No, but you can see a ½ ton truck pulling out right in front of you.

Fran: A what?!

Mike: Am I gonna' hit it?

GM: Not unless you want to. Are you going to stop? Or are you going to try to pull around it?

Mike: Ah . . .

Fran: Don't stop; it could be a Road Hog trap!

Mike: Right. I'll hit the gas and try to drive around it.

GM: Since you're being cut off, I'll roll for the truck driver's Strike and you roll a Dodge.

Mike: (rolls) I've got a 7. Can I add in my attribute Dodge bonus?

GM: Nope. Since you're driving a vehicle you can only get the straight Dodge roll. Let's see if you made it . . . (rolls) . . . the trucker only rolls a 4 to Strike, so you manage to get around.

Fran: Whew!

GM: Now roll percentile.

Mike: Why?

GM: You dodged the truck, but you may have lost control of your vehicle. You've got to roll under your skill with a -30 modifier.

Mike: Ooff . . . (rolls) . . . a 9! I made it!

Fran: Do I see anyone else in the woods?

GM: You sure do. There's 5 motorcycles, a station wagon and a sleek looking sports car pulling out into the road off to your right.

Fran: Let's get outa' here!

Mike: Yeah, I punch this baby up.

GM: You were going 60 when you went around the truck. How fast do you want to go now?

Mike: Does the road look clear?

GM: The pavement's solid, but you don't know road conditions ahead.

Mike: I'll play it safe, push it up to 120.

GM: You leave the motorcycles and the station wagon in your dust.

Mike: What about the . . .

Fran: (to Mike) Keep your eyes on the road dummy! I'll check the rear. (to GM) What about the sports car?

GM: It's approaching fast. It must be going at least 60mph faster than you.

Fran: 180?!

Mike: What's the road look like in front of me?

GM: It looks fine as far as you can see; smooth, flat and straight for the next 3 miles.

Mike: And after that?

GM: Why are you asking me? I'm only the game master.

Fran: (to Mike) Mike, the GM *never* tells you about things like that. You drive and I'll check our map. (to GM) Okay, I've got out the map. What do I think we're heading into?

GM: Give me a percentile roll. Mike, through the rear view mirror you see the other car gaining on you. What are you doing?

Mike: They're goin' 180, so I'll go 180. I punch it up!

GM: Now you're going over Cruising Speed . . . this is a Highway, so you need to make a Control Roll with a -5 modifier.

Mike: Okay . . . (rolls) . . . a 78, safely below the 93 mark.

Fran: You want a roll under my map reading skill? (GM nods) . . . I rolled a 13, well under my skill. What does the map say?

GM: You figure you've got about 8 miles of straight road. Then it'll head up into the mountains. The road will twist and turn like crazy there.

Fran: Ich!

GM: Your friends just accelerated again. Now they're in *firing range*. Incidentally, you can now see a machinegun turret mounted on the roof.

Fran: I'm aiming my pistol out of a rear gun port.

Mike: I gotta' outrun him. I'll punch it up to maximum, 240mph.

GM: He's in range and he's going to try to keep up. That means you're now in a *Drag Race*. Roll a twenty-sided.

Mike: I get to add in the Speed Class of the car, right?

Fran: And your P.P. bonus, don't forget that! Your P.P. is 19, so that's another +2.

GM: Right on both counts; now roll.

Mike: (rolls) . . . only a 4. With Speed Class of 8, plus 2, plus 4, that's 14.

GM: (rolls) . . . Natural Twenty! They pull up next to you on the right side. Mike, you do your Control Roll and I'll roll for them.

Fran: I'm pulling my gun out of the rear port and putting it in the right gun port.

Mike: (rolls) . . . 80, still no problem.

GM: (rolls) . . . they made their Control Roll. They're aiming for the crew . . . (rolls again) . . . a 12, they hit, but the armor absorbs all . . . (rolls) . . . 16 points of damage. Record the damage.

Mike: They're next to me?

GM: Yup.

Mike: I hit the brakes! If I'm behind them I can use my machinegun.

GM: I figure this guy was going to try *sideswiping* this round, so let's see who gets the initiative. Mike, roll twenty-sided.

Mike: Any modifiers?

GM: Nope, just straight initiative.

Mike: (rolls) . . . a 14, is that good enough?

GM: And the Road Hog rolls . . . a 9. He slams into your lane just as you hit the brakes and drop back. You're right behind him, but

I still need a Control Roll, this time with a -15 because of the excessive braking.

Fran: They're in front now? (GM nods) One more time; I take my gun out of the right gun port and stick it in the front. Maybe this time I'll actually get a chance to shoot.

Mike: Don't worry. All I need is to roll under 88 for my Control Roll and you can nail 'em with our big gun . . .

OPTIONAL ROAD HOG TABLES

Vehicle Damage Table

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

01-05 Engine on Fire: Speed Class goes down 1D6 level. GM rolls 4D10; that's how many melees the characters have before the fire spreads to the fuel tank. If they can pull over and extinguish the fire before that, then no further damage will be taken.

06-08 Tire Shot Out: Speed reduced by a third, driver must make a Control Roll at -5 per each 10mph that the vehicle was traveling.

09-14 Frame is Seriously Dented: Alignment problems; drop Speed Class by 1D6.

15-20 Hole in Radiator: Over the next 6 melees, engine will get hotter and hotter. After that there's a 20% chance, every melee, that the engine will suddenly stop. Steam pours out from under the hood.

21-25 Hole in Brake Line: Brakes don't work anymore. No other problems until the character tries to stop.

26-30 Electrical System Damaged: Control panel inside the crew compartment catches on fire. Until the smoke is cleared and the fire is put out, Control Rolls are an additional -30 each melee, and/or maneuver. All attacks are impossible until the smoke is stopped.

31-35 Steering Damaged: Take -50 on all Control Rolls.

36-50 Cosmetic Damage: Vehicle loses chrome, paint and trim. Looks bad, but no real damage.

51-60 Light Knocked Out: Depending on where the shot came from, either the headlights or the brake lights are knocked out. Could be serious at night.

61-65 Exterior Electronics Disabled: Any electronic devices on the outside of the vehicle are destroyed.

66-70 Battery Destroyed: Not a problem right away, but the vehicle can't be started again without a jump or a replacement.

71-75 Alternator/Generator Wrecked: The car stops recharging itself and is running off battery power alone. Will work for 8D4 minutes before draining the battery, then it'll quit.

76-85 Transmission Fluid Leak or Damage: Shifting becomes impossible and the transmission will start making hideous grinding noises. Vehicle will continue operating for another 4-24 melee rounds.

86-90 Leak in Gas Tank: Vehicle will lose one gallon a minute until the fuel runs out.

91-95 Fragments in Driver's Compartment: Roll 2D6 damage for each occupant. Driver make Control Roll at -50.

96-00 No Serious Damage: However, make Control Roll at -10.

Optional Critical Damage Table

Use whenever damage from one shot is over 30 points or whenever a *Natural Twenty* is rolled. This is also useful for when the S.D.C. of the vehicle is all gone. Roll percentile dice.

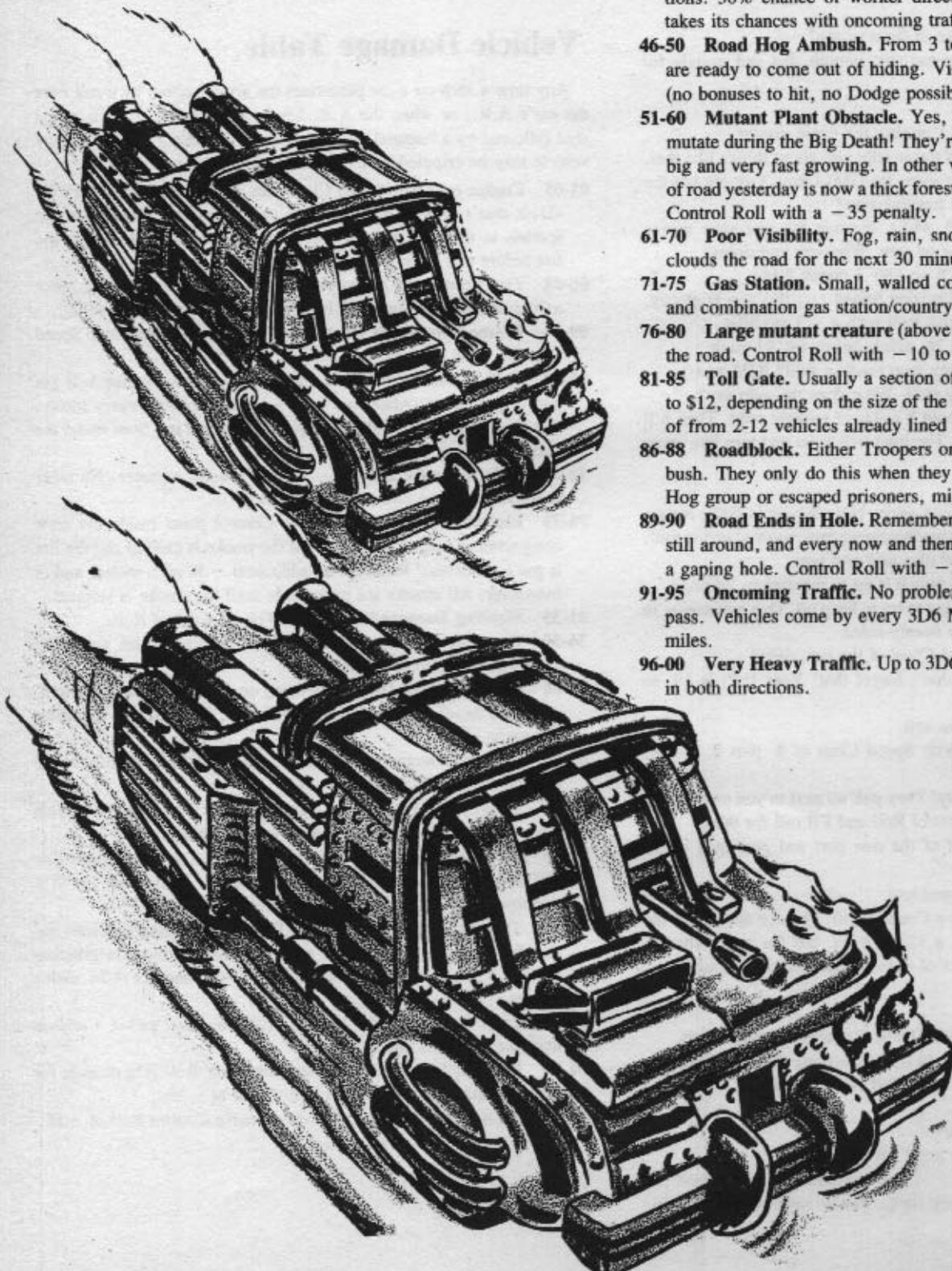
- 01-15 Vehicle Speed Class reduced by 2D6.
- 16-20 Vehicle S.D.C. takes double damage.
- 21-30 Steering Disconnected! Roll on Control Loss Table.
- 31-40 Drive Train Hit. Car starts rolling to a stop.
- 41-50 Carburetor Destroyed. Engine sputters out.
- 51-90 Roll on Vehicle Damage Table.
- 91-00 Gase Tank Explodes. Roll for crash. Everyone inside takes an additional 6D6 damage.

Note: This table may make the game too deadly.

Road Quality & Obstacle Table (Optional)

On tended roads, like Route 99, roll every 20 miles. For *well traveled*, but poorly maintained roads, the roll should come every 10 miles. *Back Roads* and *Trails* call for a roll every 5 miles. During Vehicle-to-Vehicle combat the GM may want to roll more often.

- 01-25 Excellent Conditions. No Problems.
- 26-30 Broken Pavement. Make Control Roll. Failure means the vehicle's alignment gets messed up; decrease Speed Class 1D6.
- 31-35 Car-Eating Potholes. Make Control Roll. Failure means the vehicle suffers 4D6 S.D.C. damage, and goes down 1D6 Speed Classes.
- 36-40 Stretch of Dirt Road. Reduce Speed or make Control Roll on "Trail" Column of table.
- 41-45 Construction Area. Road reduced to one lane for both directions. 30% chance of worker directing traffic. Otherwise vehicle takes its chances with oncoming traffic.
- 46-50 Road Hog Ambush. From 3 to 12 (3D4) Road Hog vehicles are ready to come out of hiding. Victim takes 3 machinegun shots (no bonuses to hit, no Dodge possible) at once.
- 51-60 Mutant Plant Obstacle. Yes, bunkie, some of the plants did mutate during the Big Death! They're not especially dangerous, just big and very fast growing. In other words, what was a clear stretch of road yesterday is now a thick forest of telephone pole-sized trunks. Control Roll with a -35 penalty.
- 61-70 Poor Visibility. Fog, rain, snow, or other weather problem, clouds the road for the next 30 minutes. Roll again.
- 71-75 Gas Station. Small, walled compounds with farmhouse, inn and combination gas station/country store.
- 76-80 Large mutant creature (above Size Level 16) is walking down the road. Control Roll with -10 to avoid.
- 81-85 Toll Gate. Usually a section of toll road. Fee ranges from \$2 to \$12, depending on the size of the vehicle. There is a 30% chance of from 2-12 vehicles already lined up.
- 86-88 Roadblock. Either Troopers or other officials waiting in ambush. They only do this when they know somebody, like a Road Hog group or escaped prisoners, might be headed that way.
- 89-90 Road Ends in Hole. Remember the earthquakes? Well, they're still around, and every now and then a chunk of road opens up into a gaping hole. Control Roll with -20 penalty.
- 91-95 Oncoming Traffic. No problem unless someone is trying to pass. Vehicles come by every 3D6 Melee Rounds for the next five miles.
- 96-00 Very Heavy Traffic. Up to 3D6 vehicles are clogging the road in both directions.



ROAD HOGS: THE EVIL FROM THE NORTH



The world as it now exists was born out of the death of an earlier civilization; a civilization made-up entirely of humans, with awesome powers that are now only fading dreams. The destruction was, if anything, worse here on the West Coast of the American continent than anywhere else. Bad enough the damage done by war, biological plague and nuclear winter. Nature, would not have her power overshadowed. With a mighty series of quakes, a huge chunk of the continent, including Baja California and the fabled cities of Los Angeles and San Francisco, fell into the ocean.

It might have been easier had the area simply sunk. Unfortunately, there were weeks of extreme shocks that served as a warning. The panic-stricken population attempted to flee, and ran right into a population already hysterical with the other elements of the Big Death. It is estimated that less than 10,000 humans were left alive from a population that must have numbered in the hundreds of thousands.

Inevitably, after such a disaster, there came a golden age. The next sixty years were a time of peace and prosperity for the growing mutant animal population along with the shrinking number of humans.

The government that followed wasn't much of a government at all, more like anarchy by consensus. Although the larger towns maintained Road Troopers, there was no state-wide militia. Biker gangs and townpeople alike labored to keep alive the one great remnant of the fallen civilization, the artifact known as Route 99. Nomadic Corps families, those hardworking Highway Engineers, spent years maintaining and repairing the roads. And not just Route 99. Eventually they spread to bring back other roads — "Great 58, Gateway to the South;" 395, 99's sister highway to the east; 108, 50, 6, 44 and even distant Highway 95.

Meanwhile, a foul presence festered in the north. While peace loving

Biker clubs roamed our smooth highway, their hate-filled brethren went north, up towards Pork Land. We of the south knew nothing of their ways until the Road Hogs staged their underhanded attack. These creatures had no decency; they blew up roadways, ripped up bridges, destroyed decades of Highway Engineering in the first two weeks of their rampage through the south.

Our peaceful Biker gangs, armed with nothing more than chains, knives and clubs of their ritual gang wars, fought bravely. Against the Road Hog's grenades and automatic weapons, they were simply slaughtered. Had it not been for the secret military reserves of Sacramento, the entire land would have been lost.

We have thrown the barbarians back. Even now, five years later, they continue infiltrating, destroying and looting. Using our great freeways, they penetrate deep into our lands on their motorcycles and armored cars. No matter. Sacramento and New Americorp grow stronger every year. Some day soon we will take the battle to them!

—from Americorp The Free
a 5th Grade Reader.

The Road Hogs

Where the Biker gangs of the south were peace loving and family oriented, those who went into the northlands became brutal and savage. It was an environment where only the toughest survived and, in the end, one gang ended up supreme. Their motto, "Join or Die", was earned many times over.

When the gang wars were finally over, and when a strong leader (Catsblood) took over, the gang finally took a long look at the rich

lands to the south. It looked like easy pickings indeed. They were encouraged in this outlook by their secret backers; an organization that had been supplying them with advanced weapons for almost a decade. Their only mistake was thinking that they could take a piece of Route 99 without everybody joining in.

Five years after the failed invasion the Road Hogs are getting ready to try again. They have stockpiled weapons and supplies. Even more importantly, they have scouted out the roadways and townships of the south. Many of their leaders are impatient, but the secret backers keep telling them to wait . . .

Population: Roughly 34,000 Road Hog Bikers and 180,000 serfs, slaves and servants. No actual estimate on animal breakdown, but it seems that about 25% of all Road Hogs are mutant pigs.

Government: The land is controlled by the Road Hogs, who are controlled by their leader, Catsblood. It is traditional among the Road Hogs that new leaders are chosen by combat, so there would probably be many months of disorganization if something happened to Catsblood.

Major Towns: Pork Land is the main capital and headquarters of the Road Hogs. It is an ocean-side town with rich fishing and lush rice paddies. Along the northern branch of Route 99 (called US 5 on pre-death maps) there are the other Road Hog controlled towns of *Eugene, Roseburg, Medford and Weed*.

Roadways: Except to the northern branch of Route 99, the Road Hog network is in miserable condition. Treat Route 99 as a Highway, all other major roads as Back Roads, and everything else as a Trail. Only Route 99 has regular patrols. There's only a 10% chance per day of meeting Road Hogs on any of the other roads. Road Hogs will immediately attack and pursue any outsiders they discover on "their" roads.

CATSBLOOD CLAW — Mutant Cheetah

Real Name: Paul Clearwater

Alignment: Aberrant

Attributes: I.Q. 20, M.E. 22, M.A. 15, P.S. 19, P.P. 23, P.E. 18, P.B. 19, Spd. 25

Age: 34 **Sex:** Male

Size Level: 9 **Weight:** 160lbs **Height:** 5ft 6inches

Hit Points: 44 **S.D.C.:** 41

Disposition: Egotistical, remote, superior

Human Features: Hands — Full

Biped — Full

Speech — Partial

Looks — None

Powers: None

Psionics: Sixth Sense

Level of Experience: 6th Level Assassin

Level of Education: High School Equivalent

Scholastic Bonus: + 20%

Occupation: Leader of Road Hogs

Scholastic Skills:

None

Natural Weapons: None

Weapon Proficiencies:

W.P. Revolver, 6th level Expert

W.P. Automatic Pistol, 6th level

W.P. Assault Rifle, 4th level

W.P. Dagger, 6th level

W.P. Chain, 6th level

Physical Skills/Training:

Acrobatics

Hand-to-Hand Assassin, 6th level

Prowl 92%

Secondary Skills:

Automotive Mechanics, 83/68%

Pilot Automobile (All) 98%

Pilot Motorcycle 98%

Vehicle-to-Vehicle Combat 121%

Pick Locks 88%

Combat Skills:

Attacks Per Melee: 4

+6 to strike, +3 to parry, +7 to dodge, +8 to damage, +8 to roll with punch or fall, +3 to pull a punch.

Personal Profile: Catsblood feels a natural sense of superiority to any other creature. He's a natural, charismatic leader who the Road Hogs follow enthusiastically. He's never been bested in personal combat. Not because he's physically superior, but because he uses his mind calmly while he fights.

Special Weapons: Usually carries a sidearm and a couple of daggers. Wears a heavy chain over the left shoulder that does 2D6 damage.



The Prairie Dog Imperium

The Prairie Dog Imperium is a strict religious community, deriving their beliefs from pre-Death Quakers and Mormons. They are anti-technology, but *not* pacifistic, and they maintain a huge, if undisciplined, army of "believers." In recent years, there have been rumors of wars between the Prairie Dogs and the Free Cattle to the north and east.

Population: 5,800,000 Prairie Dogs, perhaps 1,000,000 mutant animals of other kinds.

Economy: With the exception of a few crafts, blacksmiths and potters, the whole area is entirely agricultural. The Prairie Dog Imperium and Americorp are major trading partners.

Roadways: Most Roadways are crude, but well maintained by local workers; treat as Back Roads. The only major Highway is Route 95, which is maintained by Americorp as far as Vegas. Prairie Dog roadways are not guarded or patrolled, and visitors, so long as they pay cash, are always treated well.



La Segunda Pregunta

Whether this is an independent state or simply part of a larger government is unknown. Certainly, visitors have seen officers in uniforms that are similar to, but unlike, those of the Pregunta soldiers. The Pregunta soldiers themselves are impressive, usually Size Level 11 or greater, and armed with Assault Rifles.

Population: Unknown; at least 400,000 mutant animals.

Economy: Although it seems, on the surface, to be largely farmers and small villages, Pregunta is Americorp's primary supplier of gas and oil.



Roadways: All persons and vehicles entering Pregunta must stop on the border and be issued identity papers. Being caught without papers, or in an area not authorized by the papers, will result in an immediate arrest. The idea of a speedy trial is unknown in Pregunta and a stay of several years in jail is not uncommon.

The roads themselves are of very high quality. At least one good Highway is known and other roads seem to be very well maintained.

GOVERNOR NUEVO VARGEZ — Mutant Condor

Real Name: Nuevo Lagaztin de la Marino Vargez

Alignment: Anarchist

Attributes: I.Q. 17, M.E. 15, M.A. 17, P.S. 13, P.P. 9, P.E. 15, P.B. 13, Spd. 16

Age: 58 **Sex:** Male

Size Level: 11 **Weight:** 208lbs **Height:** 6ft 6inches

Hit Points: 34 **S.D.C.:** 50

Disposition: Calm, dignified, genteel

Human Features: None

Powers: None

Psionics: None

Level of Experience: 8th Level

Level of Education: College

Scholastic Bonus: + 14%

Occupation: Governor of Pregunta

Scholastic Skills:

Political Science 98%

Law 75%

Foreign Language – English 95%

History 92%

Weapon Proficiencies:

None

Physical Skills/Training:

None

Espionage Skills/Special Training:

Interrogation/Torture 95%

Surveillance Systems 90%

Escape Artist 88%

Forgery 90%

Secondary Skills:

Wine Tasting 84%

Ventriloquism 90%

Combat Skills:

Attacks Per Melee: 1

No Bonuses to Strike/Parry/Dodge/Damage

Personal Profile: Vargez is the perfect diplomat; always pleasant, always charming, and never, never indiscreet. Characters can have lengthy conversations and come away impressed, even though Vargez never answers any questions directly. On the other hand, he will encourage others to speak freely.



The Stainless Steel Stallions

The northeastern town of Whinnie Mucca is under the control of one last, remaining, free biker gang; the Stainless Steel Stallions. This group has managed to fight off at least 6 Road Hog attacks over the last five years. Rumor has it that they are somehow affiliated with a group called *the Free Cattle* who live far to the east.

Population: Estimated at 6,000

New Americorp

The official name for the government is the United Towns of New Americorp, abbreviated UTNA. For some reason, the older humans tend to call it "New America" – not that anyone knows why.

Americorp is by far the strongest power on the West Coast. Based in the great industrial city of Sacramento it operates a loose confederation with all the major towns along Route 99 and with many of the small towns in the interior.

Part of the problem with Americorp is that very few people identify with the government. Inside Sacramento, the people feel more loyalty to their city than to the larger government. And in the other main population centers along Route 99, people refer to themselves mostly as "99ers". Nevertheless, the people rallied behind Sacramento during the first Road Hog invasion and they would do so again, instantly. Because Americorp is so diverse, each town will be described separately.

Roadways: All the main routes shown on the map are Highways in good to excellent condition. Any other roads (and there are hundreds) are Back Roads or Trails.

PRESIDENT LOUISA DATO — Mutant Mountain Lion

Real Name: Louisa Dato

Alignment: Principled

Attributes: I.Q. 17, M.E. 9, M.A. 13, P.S. 13, P.P. 15, P.E. 14, P.B. 17, Spd. 7

Age: 40 **Sex:** Female

Size Level: 9 **Weight:** 155lbs **Height:** 5ft 7inches

Hit Points: 38 **S.D.C.:** 41

Disposition: Friendly, outgoing

Human Features: Hands — Full

Biped — Full

Speech — Full

Looks — None

Powers: None

Psionics: None

Level of Experience: 8th Level

Level of Education: Master's Level

Scholastic Bonus: + 35%

Occupation: Chief Executive Officer, Americorp

Scholastic Skills:

Architectural Design and Engineering 60%

Mathematics 85%

Law 55%

Natural Weapons: 2D6 Retractable Claws



Weapon Proficiencies:

W.P. Pistol, 3rd level
W.P. Sword, 6th level

Physical Skills/Training:

Acrobatics

Espionage Skills/Special Training: None**Secondary Skills:**

Pilot Automobile (All) 90%

Pilot Motorcycle 98%

Speak Spanish 88%

Combat Skills:**Attacks Per Melee:** 1

No Bonuses to Strike/Parry/Dodge/Damage

Personal Profile: Louisa is dedicated to improving and expanding Americorp. Her interest in architecture has lead her to propose a massive construction project, to include new highways, bridges and public buildings. Unfortunately, the Road Hog problem has put all this on the back burner.

Special Weapons: None

The State Troopers

This organization is still called the "California Road Patrol" by insiders. It's a multi-generation organization where officers are apprenticed at a young age and grow up learning the traditions and skills of the service. "Once a trooper, always a trooper", is a common expression, so any former trooper characters will be able to speak freely with regular officers.

CAPTAIN O'HAIR — Mutant Raccoon**Real Name:** Shawn Coon O'Hair**Alignment:** Scrupulous**Attributes:** I.Q. 14, M.E. 17, M.A. 13, P.S. 14, P.P. 9, P.E. 8, P.B. 17, Spd. 19**Age:** 48 **Sex:** Male**Size Level:** 8 **Weight:** 180lbs **Height:** 5ft 3inches**Hit Points:** 29 **S.D.C.:** 55**Disposition:** Gruff, short-tempered, impassioned, impatient.**Human Features:** Hands — Full

Biped — Full

Speech — Full

Looks — None

Powers: Advanced Hearing**Psionics:** None**Level of Experience:** 9th Level**Level of Education:** College**Scholastic Bonus:** + 15%**Occupation:** Captain of State Troopers**Scholastic Skills:**

Pilot Automobile (Any) 98%

Pilot Motorcycle (Any) 96%

Pilot Truck (Any) 87%

Vehicle-to-Vehicle Combat 138%

Natural Weapons: None**Weapon Proficiencies:** All 9th level

W.P. Revolver

W.P. Automatic Pistol

W.P. Rifle

W.P. Submachinegun

W.P. Machinegun

W.P. Heavy Weapons

W.P. Spear

Physical Skills/Training:

General Athletics

Body Building

Prowl, 90%

Hand-to-Hand, 9th Level

Espionage Skills/Special Training:

Pick Locks 90%

Surveillance Systems 90%

Secondary Skills:

Pilot Vehicles (All) 98%

Vehicle-to-Vehicle Combat 135%

Carpentry 66%

Speak Spanish 92%

Combat Skills:**Attacks Per Melee:** 5

+ 3 to Strike/Parry/Dodge/Damage; + 3 Roll with Punch or Fall, Knock Out/Stun on 19 or 20; Critical Strike on 18, 19 or 20; Kick Attack does 1D6 damage; + 4 to Body Block.

Personal Profile: O'Hair is a perfectionist. He's hard on himself, hard on his officers and hard on the world in general. He'll be pushy, insulting, argumentative and demanding. On the other hand, he'll never, ever break his word or fail to show up when promised.

Special Weapons: Custom .38 Special Revolver.

The Human Elite

This is a fringe group of human, supremacist fanatics. They've been around for at least 40 years, but, until recently, were regarded as harmless crackpots. Lately, they've started appearing with weapons and vehicles of a strange new design; high tech, but unlike other pre-Death artifacts. This is a secret society, and the members often wear hoods or face-plates when appearing in their traditional biker's costume. They are humans being secretly supplied by the Empire of Humanity on the East Coast.



Sacramento

As the saying goes — "All roads lead to Sacramento." This is the junction of Route 99 with Routes 80, 50 and 16. Anyone approaching the city will know instantly, from the smell and the smoke, that this is a major, industrialized city. This is the late 21st Century's biggest factory town. Technologically, Sacramento is roughly equal to the U.S. in the mid-sixties; producing heavy equipment, electronics, pharmaceuticals, and weapons. This is also the base for the State Troopers, the Americorp Mint, the University of California at Sacramento, and the State Legislature.

Population: 800,000 mutant animals of every kind. There are an estimated 2,000 humans living in the city as well.

Redding

Because of frequent Road Hog problems this entire town has been walled off. Regular patrols of the *Redding Irregulars* go "Hog Hunting" in the roads around the town. Junction of Routes 44 and 99.

Population: 7,000 mutant animals of all kinds.

Oroville

Another walled town. It has a population of only 600, but is an important repair and refueling base for highway traffic.

Manteca

The junction of Routes 99 and 108. Has a population of around 5,000 with a large percentage of felines (about 30%).

Fresno-by-the-Sea

This is a major trading port. Dolphins, seals, and other oceangoing creatures, come from many places in the Ocean to trade for manufactured goods. The southwestern edge of the town is flooded with 2 feet of

saltwater for the convenience of the ocean visitors.

Population: 80,000 land dwelling, mutant animals. The offshore population of ocean animals has been estimated at anywhere from 10,000 to 2,500,000.

Bakersfield-by-the-Sea

Junction of Routes 99 and 58 and site of Americorp's major oil refinery. Crude oil comes into Bakersfield by tanker and by truck from Pregunta. There is a major chemical industry and a growing plastics industry. Just recently, the first, new microchips were fabricated.

Population: Over 100,000 mutant animals of all kinds.

Game Master Tips

In Road Hogs, the players should be confronted with a fairly visible evil, whether it be the *Road Hog Gang*, the *Human Supremacists* or the *Enslavers*. So the players should have no difficulty choosing sides.

Yet, one problem remains. How should the players be organized? That depends on you, the game master, on the preferences of the players, as well as on the kind of characters the players end up with. Let the players roll-up the characters, then talk over the choices with them. The best way to set up an organization for player characters is to let the players choose one of the following:

Choice #1: A Biker Gang. In many ways this is the most fun to play. The characters can be obvious. They can wear their 'colors' (the leather jacket with their club emblem on the back) and they can zoom around looking for Road Hogs to beat up. Let the players choose the club name, motto, standard vehicle and so forth. Not the best choice for players with subtlety and finesse, but good for lots of action.

Choice #2: Ninja Secret Society. The game master should work up a secret Ninja Master (a Sensei) who will watch over the group, send them on assignments and supply them with inside information. One or more of the player characters should be Ninjas, but the rest will be hired for their special skills. The cartoon printed in this book illustrates the kind of thing that Ninja Societies do best.

Choice #3: California Road Patrol Agents. In this case, the group will pretend to be migrant laborers, merchants or whatever. They'll infiltrate areas and try to track down Road Hog or other illicit activities. Calls for players who are more interested in intrigue and less interested in combat.

Of course, there are plenty of other choices! Players could be explorers from the East Coast of *After the Bomb*, or renegade Road Hog bikers who've switched sides, or . . . you get the idea. So long as the characters don't end up wandering around the countryside aimlessly.



ROAD HOGS: MAIL CALL!



Note: This is an introductory scenario. It's a useful device for players to "learn" the Road Hogs, Vehicle-to-Vehicle, combat systems before they generate their characters "for real." At least two playing teams are needed. Uneven numbers on the teams are okay. One neat thing about this scenario is you can play it over and over again!

PLAYER BACKGROUND:

First have the players generate mutant animal characters from this book. They need to do everything *except* create their cars. Next, have them divide into two teams. Read the following:

"You two teams are representing two, rival Trucking companies; *The Blue Barracudas* and the *Cheetah Express*. Both teams are in contention for a major shipping contract for Americorp. Awarding the contract is simple. You meet at exactly midnight, on Route 99 at the Sacramento, southern border. There you'll each be given a letter. The first one to deliver this letter to the northern border of Bakersfield-by-the-Sea is the winner."

"Here are the rules:

1. No Weapons or Ram-Prows allowed.
2. There are no other rules."

"Each team is hereby awarded \$15,000 to construct your vehicle or vehicles. This is *all the money you may use!* Now go work up your vehicles."

GAME MASTER INFORMATION

Players may use any dirty trick in the book, may buy as many vehicles as they want and can try to deceive the other players in any way they like. On the other hand, the players *cannot exceed \$15,000 in vehicle expenses and they cannot buy or use weapons or ram-prows*. Any kind of Vehicle-to-Vehicle maneuver or hand-to-hand combat is okay.

THE ROAD SYSTEM:

Main Highway: Route 99 will be clear of all traffic and in good repair all the way from Sacramento to Bakersfield-by-the-Sea.

Back Roads: If you've got a real map, then by all means use it (it doesn't even have to be of California). Otherwise, explain to the players that you will roll the roads as you go along.

Trails: Although it isn't very fast, the characters can always choose to travel directly cross-country. Be sure to keep close track of compass direction while characters are using Trails. Use the following table for encounters.

- | | |
|-------|--|
| 01-25 | Trail continues straight and clean for 1 mile. |
| 26-30 | Turn to right or left; can't go straight. |
| 31-35 | Must turn left. |
| 36-40 | Must turn right. |
| 41-45 | Absolute dead end; cliff wall. |
| 46-70 | Clear in all directions. |
| 71-80 | Fork; can go left or right. |
| 81-90 | Trail joins with Back Road. |
| 91-95 | Trail merges back onto Route 99. |
| 96-97 | Trail dead ends in forest. Vehicle is trapped for 2D6 minutes trying to get out. |
| 98-99 | Mutant Fly Swarm; roll 4D6 impact/S.D.C. damage. |

- 100 Characters become totally lost and no longer know which way is north. GM rolls 1D6; on 1 or 2 — they're facing north, 3 or 4 — facing south, 5 — facing west, and 6 — facing east.

Note: The GM can add, modify or spice up this adventure any way he/she may desire or play it as a straight, one-on-one, combat race. The preceding road table may be used in other adventures if the GM likes.

ON THE ROAD AGAIN

Note: This is an easy mission. A good introduction to the vehicle-to-vehicle combat system. First-time, Road Hog, player characters can "shakedown" their vehicles against a fairly low-level group of Road Hogs.

PLAYER BACKGROUND:

Read:

"You are enjoying lunch in a small diner. It's a pleasant break from driving in a pleasant little town. Suddenly, you hear the sound of gunshots outside. What are you doing?"

Anyone who looks or runs outside will see the following:

"Right across the street, at the town gas station, you see a Mutant Vulture, wearing a Road Hogs jacket, firing a shotgun into the station. Two other Road Hogs, a Hawk and a Beaver, are revving up Street Bikes. A third motorcycle is already zooming out of town. The shotgun-wielding Vulture is backing up toward a bright red, pick-up truck. What are you doing now?"

GAME MASTER INFORMATION:

Players can start shooting from the moment they set eyes on the Road Hogs. Eliminating some of the opposition before they get out of town is a good idea. It'll take the vulture a full melee round to get in the truck. Players have three melee rounds against the two motorcycles and the truck, before they're out of range. The Road Hogs have just robbed the gas station and beatup the owner, his wife and two, young attendants.

Road Hog Vehicles

Three (3) Road Hog Motorcycles

Base S.D.C.: 100

Vehicle Armor: A.R.: 14; S.D.C.: 350

Speed Class: 10 (Maximum 150mph/Cruise 80mph)

Description: Large Street Cycles with black paint and bright yellow Road Hog symbol.

Road Hog Pick-Up Truck

Base S.D.C.: 450

Vehicle Armor: A.R.: 16; S.D.C.: 465

Crew Compartment Armor: A.R.: 11; S.D.C.: 300—Light Armor with glass windows

Speed Class: 12 (Maximum 180mph/Cruise 90mph)

Forward, Swivel Mounted Light Machinegun: 5D6 Damage

Gun Ports Mounted: 1 Right, 1 Left, 2 Rear, 2 Front

Description: A 1950's Ford Pick-up Truck with crude-looking, plate metal armor. Bright red paint with bright yellow Road Hog symbol on each side.

NPC CHARACTERS:

Slymie: This mutant *Hog* is the leader of this group of Road Hogs. He's the driver of the pick-up truck. Capturing him alive would be a plus since he knows quite a bit about the Road Hog command structure. He'll try to Dodge vehicle attacks, but will attempt sideswipes, and the like, against any smaller vehicles (motorcycles, compacts and sports cars).

Size Level: 12 **A.R.:** 4 **S.D.C.:** 50 **Hit Points:** 22

Human Features: Hands — Full, Biped — Full, Speech — Partial

Driving Skills: Vehicle-to-Vehicle Combat 95%

Weapons: .45 Automatic Pistol; 4D6 Damage, Single Shot

Attacks Per Melee: 2

+3 to Strike, +2 to Parry, +3 to Dodge

Eric: A mutant *Jumping Mouse* who is already in back of the truck when the characters come on the scene. He'll stay hidden until some vehicle gets in range. Then he'll open fire. He has no armor and no protection in the back of the truck.

Size Level: 13 **A.R.:** 4 **S.D.C.:** 52 **Hit Points:** 31

Human Features: Hands — Full, Biped — Partial, Speech — Partial

Driving Skill: None

Weapons: Flame Thrower; does 8D6 Damage; range: 40 feet.
8 Fragmentation Grenades, no plus to Strike; 6D6 damage

Attacks Per Melee: 3

+2 to Strike; No plus to Parry/Dodge

Urhawk: The mutant *Vulture* who's backing toward the truck. He'll ride in the passenger seat and will fire the shotgun out of the gun ports. He'll also man the forward machinegun if a target shows up there.

Size Level: 11 **A.R.:** 4 **S.D.C.:** 42 **Hit Points:** 18

Human Features: Hands — Full, Biped — Full, Speech — Partial

Driving Skill: Vehicle-to-Vehicle Combat 60%

Weapons: Shotgun; 4D6 damage.

Attacks Per Melee: 2

+4 to Strike, +3 to Parry, +5 to Dodge

Wally: Mutant *Coyote*; wearing armor and driving one of the motorcycles. He will attempt to drive and fire over his shoulder at the same time (-20 on his Control Rolls).

Size Level: 11 **A.R.:** 4 **S.D.C.:** 48 **Hit Points:** 30

Chain Mail Armor: A.R.: 13; S.D.C.: 70

Human Features: Hands — Full, Biped — Full, Speech — Partial

Driving Skill: Vehicle-to-Vehicle Combat 105%

Weapons: Submachinegun; 4D6 damage

.32 Automatic Pistol; 2D6 damage

Attacks Per Melee: 2

+2 to Strike(weapons and H-to-H), +6 to Parry, +5 to Dodge.

Grey: Mutant *Beaver*; wearing armor and driving a motorcycle. He will avoid combat unless cornered.

Size Level: 14 **A.R.:** 4 **S.D.C.:** 65 **Hit Points:** 38

Chain Mail Armor: A.R.: 13; S.D.C.: 55

Human Features: Hands — Full, Biped — Full, Speech — Full

Driving Skill: Vehicle-to-Vehicle Combat 100%

Weapons: 9mm Automatic; 2D6 damage

Attacks Per Melee: 3

+1 to Strike, +4 to Parry/Dodge

Quince: Mutant *Hawk* wearing armor and driving a motorcycle. He will avoid any early combat, his objective will be to get *behind* any opponents and use the machinegun. If he has enough of a lead he'll hide and come at them from behind. If that's not possible then he'll do a sliding sudden brake, trying to make it look like an accident.

Size Level: 10 **A.R.:** 4 **S.D.C.:** 45 **Hit Points:** 29

Leather Armor: A.R.: 10; S.D.C.: 40

Human Features: Hands — Full, Biped — Full, Speech — Partial

Driving Skill: Vehicle-to-Vehicle Combat 78%

Weapons: Motorcycle has forward fixed light machinegun; 5D6 Damage

Attacks Per Melee: 2

+2 to Strike

LOCAL ROAD SYSTEM:

Main Highway: Route 99 is the main road through town. The Road Hogs will get on immediately and head north. They'll stay on the Highway until they realize that they're being pursued. There are side roads every two miles.

Side Roads: The roads are the equivalent of Back Roads. They twist and turn through the forest. Here's a table for randomly creating the roads:

01-15 Road continues straight and clean for 1 mile.

16-20 Gradual turn to right.

21-25 Gradual turn to left.

26-30 Sharp turn to right (Control Roll).

31-35 Sharp turn to left (Control Roll).

36-40 Four-way intersection – Clear.

41-42 Four-way intersection; truck on intersect course.

43-50 Fork; can go left or right.

51-52 Blind curve to the right with oncoming truck.

53-60 Road turns into Trail quality for 1 mile.

61-65 Road merges back onto Route 99.

66-70 Road dead ends in forest.

71-80 Broken Pavement (Control Roll).

81-85 Mutant Fly Swarm; roll 4D6 impact/S.D.C. damage.

86-90 Mutant Tree in center of Road (Control Roll).

91-95 Abandoned Truck in Road (Control Roll).

96-99 Road cuts through town.

100 Friendly mutant animal takes rifle shot at Road Hog – +4 to Strike, 4D6 damage, aimed at vehicle.

Note: Feel free to use this table in other adventures if you like.

If there are more Road Hog vehicles than the number of pursuing vehicles, then the Road Hogs will start splitting up.



Stalozuk '86

SOUTH OF THE BORDER (or The Magnificent Seven, again?!)

Note: This is a moderate level adventure requiring at least five strong characters. The more characters killed in vehicle combat, the better. It is assumed that the characters have already formed some kind of group prior to the briefing.

PLAYER BACKGROUND

The GM should set the stage for the characters. This should take place in an area somewhere where the characters frequently hang out. If the characters have their own camp, garage or building, that would be best. Other possibilities include a bar, inn or restaurant. Ideally, it will be in Bakersfield-by-the-Sea. Read:

"Your whole group is sitting around talking when you notice a rather odd-looking pair of mutant animals enter. One, a grizzled old Mule, is unusual only in that the cut of his clothes is slightly different. The other, a good-looking, mutant, Prairie Dog, would stand-out in any crowd. He's wearing a bright pink shirt embroidered with silver thread, a red ascot, red pants, a shiny black vest, matching black boots, a silver studded belt and holster, a pearl-handled revolver, and a weird, wide-brimmed hat with little round tassels. There is a shocked silence in the room, none of you have ever seen anything remotely like this before."

Give the players a chance to react. If any directly insult either of the two strangers, they will turn to leave. The Prairie Dog saying, "Let us go. There are no honorable ones here!" Otherwise, or if the characters apologize, he will say the following. Read:

"The gaudily dressed, young Prairie Dog speaks, 'My friend Jose and I, Don Lazlo Fuego Huarez de Zapata, come to this land seeking brave drivers and powerful vehicles. The fighters we are looking for must be true of heart and of mind, willing to risk all for a noble cause and a fair lady! Could it be you that we seek?' What are you doing?"

If the characters express an interest or willingness then Lazlo will tell them his story. Read:

"Lazlo seats himself and starts speaking, 'I come from a far-off land known as West Texas. There, I am engaged to marry the most beautiful creature on the face of the Earth. The fair, the wonderful, the incredible . . . ' at this point Jose, the Mutant Donkey, kicks Lazlo under the table, ' . . . ouch! Ah, the beautiful Consuela of the Realto Hacienda.'

"Alas it has been hard for Consuela. After her father's death last year, her land has been threatened by banditos. Banditos

who ride cars and trucks and motorcycles. They treaten and steal from the peasants, kill and rob innocent travelers, and burn whatever they cannot drag away.'

"Yet they are even more evil than simple bandits. They have started destroying our wells, blowing up our natural springs and pulling down our water towers. It's as if they intend to kill us with thirst and starvation, merely so they can rob our meager possessions. Surely, if this continues, it will mean death for all our people."

"They have not succeeded in taking our stout haciendas, but neither can we dislodge them from their fortress. We outnumber them, we are as brave as they, but we are helpless in the flat lands when they come on their machines. So now we look for a group of courageous dirvers and stout machines, so that we may drive these brutes from our lands."

Lazlo will then answer questions to the best of his ability. He can describe the trip from the hacienda to Bakersfield-by-the-Sea (they hitchhiked with kindly truckers), the banditos and their vehicles.

Whenever the characters ask about payment, Lazlo will reply, "This is not a job; this is a crusade against evil. And an opportunity to fight for a fair lady. What more could any brave *gunfighter* want?" He'll keep up like this until someone agrees to go. Then, when someone starts worrying about money, he'll say "no problem" and pour out a sack of seven hundred, \$50 gold pieces. This, he says, is for expenses, "and for the dear friends who will come help us fight the banditos."

If a character asks why Lazlo came to Americorp, Lazlo will reply, "Why did we come here? It is because Paco, Consuela's human guardian, said that the greatest gunfighters come from Bakersfield. Although, had I known how far it was, I might never have started."

GAME MASTER INFORMATION

The entire area around the bandito's Fort, which they call Petrolia, has been assaulted during Lazlo's absence. The land is under the tight control of the bandits who are attempting to control the entire fuel and water supply. They make a regular practice of blowing up storage tanks, wells and natural springs. To make 'examples' out of rebellious villages, they will simply cut off their entire supply of water and fuel . . .

The peasant's stronghold is a walled village built around an ancient, Pueblo Indian village . . . the whole thing sits in a niche of a stone pillar . . .

GM Tip: It's suggested that Game Masters take a look at a U.S. Road Atlas before running this adventure.

CLUES AND ENCOUNTERS

This journey of almost 1,460 miles can easily provide for a long-term, Road Hog campaign all by itself. GMs should feel free to create whole new towns, countries, bandit territories or whatever they fancy. Throughout the entire trip, Lazlo and Jose will occasionally mutter something about "how could Paco say it was just a little piece down the road?"

The trip should start in Bakersfield-by-the-Sea.

Step 1: Route 58 to U.S. 40 (125 miles). About 50 miles out, they must stop at the border and get official passes and go through Pregunta. This is not a problem.

Roadways/Gas: The roads are all excellent Highways. Gasoline sells for \$6 to \$8 a gallon.

Step 2: U.S. 40 east until it turns north. When it turns east again, the characters will have covered another 210 miles and will exit from *Pregunta*.

Roadways/Gas: The roads in this area, formerly a U.S. superhighway, are now a little better than Back Roads. There is only one gas station in this entire stretch ("Last Chance Gas") and the asking price is \$12 per gallon in gold.

Step 3: East again on U.S. 40, all the way through the Imperium of Prairie Dogs and beyond. Continue through mountainous bad lands, all the way to the Albuquerque crater (479 miles).

Roadways/Gas: Road quality varies from Trail to Back Road to Highway, and can shift at any time. There are small outposts selling gas, roughly every 150 miles. Prices are usually around \$17 in gold.

Step 4: Head southeast and find U.S. 25, then continue south until meeting U.S. 10 (225 miles)

Roadways/Gas: Road quality is usually pretty good. Only one outpost selling gas (a small walled fort) about halfway. They ask \$25 per gallon, but can be argued down to \$15, so long as the payment is in gold.

Step 5: Take U.S. 10 south, around the *El Paso Death Zone* (posted), then southeast and east for another 380 miles. This should put the players in the ruins of Fort Stockton, Texas. Incidentally, if they go another 50 miles, they'll find out why Lazlo was told that Bakersfield was "just a little piece down the road." That's right; Bakersfield, *Texas* . . . Lazlo just turned left instead of right.

Roadways/Gas: This stretch has about half Highway and half Trail quality roads with almost nothing in between. Trading Posts carrying gas are about every 75 miles and the price is usually "no more than \$4 per gallon (obviously the characters should figure out that there is some gas source nearby — the traders will only say that a truck comes by every month or so).

Step 6: South along a Back Road, Federal 385, for another 40 miles and they'll finally come to the Realto hacienda. Just a mile outside of the hacienda they'll see something by the side of the road. Read the following:

"You pull over and see the body of a human lying face down in the dirt. Lazlo and Jose both rush to him saying, 'Paco!' They turn him over and you see he's been severely beaten; he's only barely alive.

"Lazlo is holding him and saying, 'Paco, what happened? Who did this to you?' The old human speaks, saying in a halting voice, 'It was (cough) Hancho! He has returned . . . (choke) . . . with a dragon . . . (gasp) . . . broke down the wall . . . (mumble) . . . leading the banditos. Lazlo! They have Consuela! You must . . .'

"The man goes limp. He is obviously dead. Jose starts sobbing softly, but Lazlo gets a determined look. He fingers his gun and says, 'I will avenge you my friend, on my life's blood, I will avenge you!' The scene is interrupted by gunshots from the direction of the hacienda."

Roadways/Gas: No gas available. The road is good for a Back Road, but no Highway.

Step 7: The attack on the Realto hacienda happened the night before the characters arrive on the scene. Most of the Banditos have already left, but three remain; drinking, looting and terrorizing the few, remaining, Prairie Dog, Donkey and Vulture peasants. The three left are *Ricardo*, a mutant Road Runner who is Hancho's second in command, *Simpatico* and *Gonzi*.

Since the Banditos will be surprised by the characters, there will be minimal resistance. Ricardo will not even try to fight, instead he'll use his speed to try to get away.

Step 8: Once the Realto hacienda is taken back from the banditos, Lazlo will ask to be taken around to the other haciendas. Every single one has been taken by the Banditos. Along the way, Lazlo will find from 10-100 volunteers who still are willing to fight. Everyone else will be too afraid of the dragon.

If asked about the 'dragon', they'll respond, "You don't unerstan' senor! This is a dragon. Very, very large. A monster. Bullets, they bounce off! Explosives do not hurt it. What can we do against that?"

Step 9: The final step is the attack on the Bandito fort. Fortunately, there are no fortification. The Banditos will attempt to charge the attac-

kers with their shabby vehicles (although the player character vehicles should run rings around the Bandito vehicles). As soon as it looks like the player characters are a real threat, they will deploy the Dragon.

When things are looking very bad, Hancho will take Consuela as a hostage. With Ricardo (if he escaped the player characters), he will flee in the last Bandito, ½ ton truck. The final problem for the characters will be to rescue Consuela from Hancho.

The Realto Hacienda Characters

LAZLO — Mutant Prairie Dog

Real Name: Don Lazlo Fuego Huarez de Zapata

Alignment: Principled

Attributes: I.Q. 10, M.E. 12, M.A. 13, P.S. 16, P.P. 16, P.E. 13, P.B. 17, Spd. 11

Size Level: 9 **Weight:** 145lbs **Height:** 5ft 4inches

Hit Points: 28 **S.D.C.:** 40

Disposition: Courteous, honorable, good natured.

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

Powers: None

Psionics: None

Level of Experience: 1st

Level of Education: High School

Scholastic Bonus: None

Occupation: Rancher

Scholastic Skills: None

Natural Weapons: None

Weapon Proficiencies:

W.P. Revolver, 9th level Expert (3/6, +5 to strike)

W.P. Quick Draw, 8th level (just means he can do fancy stuff like pull out the gun quick, spin it around, shoot over the shoulder, etc.)

Physical Skills/Training:

Prowl 88%

Running

Flamenco Dance 40%

Espionage Skills/Special Training: None

Secondary Skills:

Play Spanish Guitar 89%

Sing Spanish Songs 83%

Farming 75%

Basic Survival 80%

Combat Skills:

Attacks Per Melee: 2

No Bonuses to Strike (except weapon)/Parry, +3 to Dodge.

Personal Profile: Lazlo is a mutant *Prairie Dog* who is an incurable romantic. He is deeply and passionately in love with Consuela, and will readily sacrifice his own life for hers.

Special Weapons: Customized, .45 Revolver with pearl handles; gold inlay and a gorgeous, silver belt/holster.

JOSE — Mutant Donkey

Real Name: Jose

Alignment: Anarchist

Attributes: I.Q. 14, M.E. 15, M.A. 16, P.S. 17, P.P. 15, P.E. 18, P.B. 17, Spd. 18

Age: 52 **Sex:** Male

Size Level: 9 **Weight:** 145lbs **Height:** 5ft 4inches

Hit Points: 48 **S.D.C.:** 60

Disposition: Quiet, withdrawn, deep

Human Features: Hands — Full
Biped — Full

Speech — Partial

Looks — None

Powers: Advanced Hearing

Psionics: None

Level of Experience: 9th Level

Level of Education: Grade School

Scholastic Bonus: None

Occupation: Peasant Farmer

Scholastic Skills: None

Natural Weapons: 1D8 Hooves

Weapon Proficiencies:

W.P. Rifle, 9th level (Aimed 3/6, +5 to Strike)

W.P. Revolver, 4th level

W.P. Knife, 4th level

W.P. Machete, 4th level

Physical Skills/Training:

Hand-to-Hand Martial Arts, 9th level

Prowl 98%

Espionage Skills/Special Training: None

Secondary Skills:

Cook 87%

Sewing 43%

Basic Survival 98%

Combat Skills:

Attacks Per Melee: 6

+3 to Strike/Parry/Dodge/Damage, +4 Roll with Punch or Fall, Knock Out/Stun on 19 or 20. Note: Kick Attack does 2D8 damage.

Personal Profile: Jose doesn't say much; mostly "yes", "no" and "maybe, maybe not". He is also Lazlo's protector and will defend him at all costs.

Special Weapons: Always carries an old, Western-style rifle; 4D6 damage.

CONSUELA — Mutant Prairie Dog

Real Name: Consuela Delia Doraval Estevez Realto

Alignment: Scrupulous

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

Age: 19 **Sex:** Female

Size Level: 9 **Weight:** 138lbs **Height:** 5ft 2inches

Hit Points: 28 **S.D.C.:** 40

Disposition: Cheerful, self-confident.

Human Features: Hands — Full

Biped — Full

Speech — Full

Looks — None

Powers: None

Psionics: None

Level of Experience: 1st Level

Level of Education: High School

Scholastic Bonus: +30%

Occupation: Mistress of the hacienda

Scholastic Skills:

Flamenco Dancing 88%

History 78%

Business Management 70%

Natural Weapons: None

Weapon Proficiencies: None

Physical Skills/Training:

Gymnastics

Dance

Espionage Skills/Special Training: None

Secondary Skills:

Audio Communications 55%

Pilot Motorcycle 40%

W.P. Rifle, 1st Level

Combat Skills:

Attacks Per Melee: 2

No Bonuses to Strike/Parry/Dodge/Damage

Personal Profile: Consuela is dedicated to Lazlo. She finds his chivalry a little silly, but is flattered by it anyway. She is fairly resourceful, and will grab any opportunity to escape that presents itself. She's also not above attacking Hancho directly, if she feels that's what will turn the situation around.

Special Weapons: None

The Survivors

Typical Hacienda Survivor: Roll percentile for type 01-20, Prairie Dog; 21-30, Cow; 31-35, Pig; 36-50, Jumping Mouse; 51-60, Pronghorn; 61-65, Coyote; 66-75, Buffalo; 76-80, Vulture; 81-85, Dog; 86-100, random animal. Typically, they have Rifles (5D6 damage, single shot), Revolvers (3D6 damage, single shot) and ancient, hand-to-hand weapons like swords, machetes and knives. Average Hit Points is 20. Average remaining S.D.C. is 30. Most have slight wounds and are still bandaged.

The Bandito Characters

HANCHO — Mutant Coyote

Real Name: Hancho

Alignment: Miscreant

Attributes: I.Q. 18, M.E. 18, M.A. 15, P.S. 17, P.P. 12, P.E. 20, P.B. 13, Spd. 12

Age: 28 **Sex:** Male

Size Level: 8 **Weight:** 140lbs **Height:** 5ft 4inches

Hit Points: 47 **S.D.C.:** 39

Disposition: mean, vindictive and cruel

Human Features: Hands — Full

Biped — Full

Speech — Full

Looks — None

Powers: Advanced Smell

Psionics: None

Level of Experience: 4th Level

Level of Education: Grade School

Scholastic Bonus: None

Occupation: Bandit Leader

Scholastic Skills: None

Natural Weapons: None

Weapon Proficiencies:

W.P. Assault Rifle, 4th level Expert

W.P. Rifle, 3rd level

W.P. Revolver, 3rd level

W.P. Automatic Pistol, 3rd level Expert

W.P. Submachinegun, 2nd level

W.P. Machete, 2nd level

W.P. Knife, 3rd level

Physical Skills/Training:

Prowl 86%

Hand-to-Hand Expert, 4th level

Espionage Skills/Special Training: None

Secondary Skills:

Pilot Automobile (All) 98%

Vehicle-to-Vehicle Combat 100%

Auto Mechanics 87/72%

Armorer — Rapid-fire Weapons 96/81%

Combat Skills:

Attacks Per Melee: 4

+3 to Strike/Parry/Dodge, +2 to Roll with Punch or Fall, +2 to Pull a Punch



Personal Profile: Hancho is a driven mutant coyote. He's driven to punish anyone who offends him. Years ago, when he was a worker at the hacienda of Consuela's father, he was fired for drunkenness. Now he has returned to punish all the people of the region.

Special Weapons: Prefers traveling with 7.62mm assault rifle, 9mm automatic pistol, and, at least, three daggers.

RICARDO — Mutant Road Runner

Real Name: Ricardo

Alignment: Miscreant

Attributes: I.Q. 14, M.E. 12, M.A. 13, P.S. 15, P.P. 19, P.E. 16, P.B. 16, Spd. 24

Age: 23 **Sex:** Male

Size Level: 8 **Weight:** 145lbs **Height:** 5ft 1inch

Hit Points: 32 **S.D.C.:** 43

Disposition: Irritable, impatient and fast-tongued

Human Features: Hands — Full

Biped — Full

Speech — Full

Looks — None

Powers: Speed (45mph/+3 to Strike & Dodge/+2 to Damage per each 10mph)

Psionics: None

Level of Experience: 3rd Level

Level of Education: Grade School

Scholastic Bonus: None

Occupation: Bandit

Scholastic Skills: None

Natural Weapons: None

Weapon Proficiencies:

W.P. Buffalo Rifle, 3rd level Expert

W.P. Pistol, 3rd level

W.P. Knife, 3rd level

Physical Skills/Training:

Running

Prowl 90%

Espionage Skills/Special Training: None**Secondary Skills:**

Pilot Automobile — Automatic 43%

Pilot Automobile — Manual 33%

Combat Skills:**Attacks Per Melee:** 2

+3 to Strike, +5 to Dodge

Personal Profile: He is a loyal follower of Hancho and the most efficient killer in the group. Out in the prairies and desert he's particularly deadly, since he'll use his speed to put some distance (4,000 feet or so) between himself and his victim. Then he'll use the Buffalo rifle to kill the victim.

Special Weapons: Carries an ancient Buffalo Rifle. This is a single shot weapon (needs a full melee round to reload) with 5D6 damage. The main advantage of this weapon is incredibly long range. He can pick something off with accuracy up to 3 miles away. Requires special shells that he carries in a small pouch.

**Rondo**

Mutant Gila Monster who controls "The Dragon" (he calls it 'stupid'). He will stay behind the beast, usually on a motorcycle, and control its movements. If he is captured or killed the monster becomes harmless.

Size Level: 9; **A.R.:** 4; **S.D.C.:** 35; **Hit Points:** 24

Chain Mail Armor: A.R.: 14; S.D.C.: 45

Human Features: Hands — Full, Biped — Full, Speech — Partial**Driving Skill:** Pilot Motorcycle 58%**Natural Weapons:** Paralytic Poison Bite**Weapons:** .45 Automatic Pistol; 4D6 damage**Attacks Per Melee:** 2

+1 to Strike, +2 to Parry/Dodge

THE DRAGON

This is a *mutant Gila Monster*, but a twisted creature that does not have human intelligence, but immense size. Rondo, is a mutant Gila Monster with Animal Speech and Animal Control and forces the simple minded creature to attack. Bullets usually do no damage but they *hurt!* Without Rondo "The Dragon" would just wander back out into the desert.

Size Level: 20+ **Weight:** 40,000lbs **Length:** 45ft long**Hit Points:** 210 **A.R.:** 18 **S.D.C.:** 1200**No Human Features**

+2 to Strike, +30 to Damage, Claws do 4D6

EMANUAL

Mutant Armadillo who usually drives one of the two ½ ton trucks (Hancho always drives the other). He is paranoid about getting hurt and will likely surrender if things look bad. It becomes a sure thing if he's hurt or if "the Dragon" is taken out of the action.

Size Level: 10 **Hit Points:** 30

Natural Body Armor: A.R.: 10; S.D.C.: 165

Chain Mail Armor: A.R.: 14; S.D.C.: 48

Human Features: Hands — Full, Biped — Partial, Speech — Partial**Driving Skill:** Pilot ½ ton truck, 85%**Weapons:** 9mm Automatic, 2D6 damage**Attacks Per Melee:** 2

+1 to Strike, +4 to Parry/Dodge

Typical Banditos

Average Bandito Vulture: The mutant Vultures are the gunners of the Banditos. They man all the Turret weapons and avoid driving when possible. There are 8 of them. They are fierce fighters who will only surrender when it looks absolutely hopeless. Usually second level in experience.

Size Level: 11 **A.R.:** 4 **S.D.C.:** 42 **Hit Points:** 18**Human Features:** Hands — Full, Biped — Full, Speech — Partial**Driving Skill:** Pilot Jeep 60%**Weapons:** Either Rifle, Shotgun or Revolver**Attacks Per Melee:** 2

+2 to Strike, +1 to Parry, +3 to Dodge

Average Bandito Coyote: The 18 mutant Coyote followers of Hancho are all drivers. They will drive jeeps, and when all the jeeps have been taken they'll drive motorcycles. They like the bandit life, but they won't defend it to the end. If necessary they'll try to escape rather than be captured.

Size Level: 9 **A.R.:** 4 **S.D.C.:** 43 **Hit Points:** 30**Human Features:** Hands — Full, Biped — Full, Speech — Full**Driving Skill:** Vehicle-to-Vehicle Combat 105%**Weapons:** All use Submachinegun, 4D6 damage**Attacks Per Melee:** 3

+3 to Strike (for weapon), +3 to Parry, +5 to Dodge

THE BANDITO VEHICLES**12 Motorcycles**

Base S.D.C.: 100

Vehicle Armor: A.R.: 16; S.D.C.: 700

Passenger Armor: A.R.: 12; S.D.C.: 250

Speed Class: 8 (Maximum 120mph/Cruise 70mph)

Forward Swivel Mounted Light Machinegun: 5D6 Damage

4 Jeeps

Base S.D.C.: 450

Vehicle Armor: A.R.: 14; S.D.C.: 350

Crew Compartment Armor: None

Speed Class: 5 (Maximum 75mph/Cruise 55mph)

Turret Mounted Heavy Machinegun: 7D6 Damage

— No Turret Armor

Gun Ports Mounted: Open cab, none needed.

Description: A desert camouflage painted jeep.

2 Heavy Trucks (½ Ton)

Base S.D.C.: 600

Vehicle Armor: A.R.: 18; S.D.C.: 1,400

Crew Compartment Armor: A.R.: 16; S.D.C.: 500

Speed Class: 6 (Maximum 90mph/Cruise 60mph)

Forward Swivel Mounted Medium Machinegun: 6D6 Damage

Gun Ports Mounted: 1 Right, 1 Left, 2 Rear, 2 Front

Single Turret, Mounted on Cab Roof:

Armor: A.R.: 17; S.D.C.: 550

Heavy Machinegun: 7D6 Damage, 3,000ft Range

Description: An ex-army truck, still painted green. The back is an open flatbed for carrying cargo.

ROAD HOGS: GANG WAR!

Note: This is a Moderate level game that could take from two to four sessions to finish. Players should be experienced role-players, but need not know this game system. No special abilities, powers, or numbers needed. Player characters must be in the employ of either the State Troopers, a Ninja organization or some other group that can supply them with costumes and information.

PLAYER BACKGROUND:

The GM may wish to role-play the character's investigation of the Road Hog's organization. This can involve observations of an infiltration camp just before it's raided, or interrogation of a Road Hog prisoner. It's important the characters are provided with *Road Hog disguises*, and Road Hog-style weapons and vehicles.

Once the character have found out a bit about the Road Hogs they should be given a briefing. This will be presented by their contact in whatever organization they have affiliated with. Read the following:

“Your group has been selected for a sensitive and vital mission in the Road Hog camp. We expect you to disguise yourselves as Road Hogs, to join one of their expeditions and to make your way towards Pork Land.

“Once in Pork Land we have an address, 111 Washington Avenue, that requires careful investigation. It may be that one of them will yield some clues as the mysterious source of the Road Hogs' weapons and vehicles.

“The reason why the mission begins today is that we have just heard about a large mobilization of Road Hogs north of Whinnic Mucca. In such a large group, at least 500, a small group of strangers should go unnoticed.

“The main tricky thing will be to come toward the Road Hog camp from the north. That means you should travel to the far east, then head north, then west, then back to the south to join the Road Hogs.

“We've arranged for enough captured, Road Hog weapons, vehicles and outfits, so that you should fit into their camp easily. Their loose organization makes it really unlikely that you'll be challenged.

“For all our sakes, please be careful! Bringing back information on the Road Hogs' source for their strange devices would be great. You should also try to keep the Road Hogs from discovering your ruse — we may need to try something like this in the future.”

The briefing agent will readily answer questions, but doesn't know anything more than what's already been said.

INSIDE INFORMATION

Players with contacts in the State Troopers will be told that their mission is “crazy” and that they should “make sure their wills are made and their insurance is paid up” before leaving.

Ninja contacts, when asked about the Road Hog territory, will be told, “Pork Land is a dangerous place for a Ninja. If you find yourself there, be prepared to undergo a test of restraint equal to anything you have ever seen.”

Highway Engineers who make inquiries will find that they can get a pre-Death map of the Road Hog area (called “Oregon”) for \$100. This provides important information on Back Roads and reduces the characters' chances of getting lost.

GAME MASTER INFORMATION

The player characters should be provided with as many Road Hog weapons and vehicles as necessary (see below for specifics). This should be no more than one car (assigned to three characters) and one motorcycle each, for the rest of the group.

That address, 111 Washington, is the location of a large warehouse/garage. A fleet of 6, sixteen-wheeler trucks (standard Semi-Truck, no vehicle armor, Speed Class 8, driver equipped with .45 Pistol, guard armed with 5.56mm Assault Rifle) are based here. There are 60 mutant dogs (*all* dogs) who serve as guards, drivers, and warehouse managers. Only a select few Road Hogs know about this place.

Every week, 4 of the trucks are used in a convoy that travels 550 miles north and 80 miles east to a secret air base. The air base is manned by 24 mutant dogs, 12 guards, 2 aircraft mechanics, 2 automotive mechanics, 2 air traffic controllers and 6 Canine Rangers. Large, unmarked, cargo planes bring in assault rifles (usually 1,000), ammunition (48 crates of 288 clips each), 24 motorcycles, 2 cars and a special briefcase with coded communications for the Road Hog leader (Catsblood).

Once the characters get to Pork Land, all this will be fairly easy to discover. The difficult thing will be *getting* to Pork Town . . .

GM Tip: It's a good idea to get some road maps of the northern California, Oregon and Colorado areas. A decent road atlas is as close as your local library.

ENCOUNTERS

The following are all potential run-ins. The GM may, of course, skip over or simplify any of these steps.

Step 1: Getting There is Half the Fun. First the fake Road Hogs must go far to the east, through either the Imperium of Prairie Dogs or through the Stainless Steel Stallion Territory. Considering they look like Road Hogs, this means a certain amount of native resistance.

The trip north will be through Free Cattle Territory. The Free Cattle will be hostile to Road Hogs, but don't have vehicles with anywhere near the speed needed to stop the characters.

Cutting back west into Road Hog lands is where things get dangerous again. Road Hogs are very territorial and they will stop and question any strangers. A story about coming from the far north and making “a wrong turn somewhere” should serve the characters well.

Step 2: In the vicinity of the Road Hog camp, they'll start seeing patrols who will guide them right to the center of the camp. They will be welcomed, and questioned only to the extent of — “so, where are you boys from?” The characters will find the Road Hogs to be boisterous, loud, obnoxious and pushy. Fights will start over anything trivial, and will often end in bloodshed (fights to the death are relatively rare, about 10%). The camp is in a captured farm where the Road Hogs are using (and destroying) the house, barn and outbuildings.

Optional: Some of the farm family may still be alive. Since being held captive by Road Hogs is no picnic, the characters may feel moved to secretly help them.

Step 3: *Catsblood*, leader of the Road Hogs, will make a speech in front of the assembled crowd as bonfires burn. He will announce that the Road Hogs will attack a Stallion camp the following morning. The crowd will respond enthusiastically. The characters will be slapped on the back, offered terrible booze (smells terrible!), and offered bets on who'll kill more of the enemy. Later that evening, a mutant Bat will approach the group and ask them — "you guys wanna' be in the front line assault or you wanna' ambush the suckers, whatever suckers try ta' get away?"

Step 4: The Stallion target is a half-finished, walled fortress. About 200 Stallions will be defending against over 1400 Road Hogs.

If the players opt to be in the front assault they'll be assigned with charging through the gaps in the wall. Every player character will have to endure four rifle shots (+1 to Strike) and two arrow shots (+3 to Strike) without a Dodge before they make it inside the compound. Once inside, each character should be assigned an individual combat. This can be either with weapons or hand-to-hand. The fighting will be over very quickly, no possibility of a second fight.

If the characters choose to ambush the fleeing Stallions, they'll be lying in wait along a roadside. At some point, from 2-12 Stallions will come by on Dirt Bikes; usually 2 mutant animals to a bike. The characters will then be responsible for chasing down and killing the Stallions. Note that other Road Hogs are in the area and letting the Stallions go will be noticed.

Step 5: After a rowdy celebration and an invitation to the "victory parade", about 300 Road Hogs will head off to Pork Land. The trip will take two days (most of the Road Hogs will want to stop every hour for "refreshments"). Pork Land itself will be an incredibly rowdy town. There are bars everywhere, and each character should be challenged to a fight, at least, once.

Step 6: Investigating 111 Washington reveals a combination warehouse/garage with two large doors big enough for Semi-Trucks. The whole area is surrounded by a chain link fence topped with barbed wire. Mutant Dog guards in Road Hog outfits are on duty at all times, and will turn away anyone trying to get in, saying — "nobody comes in. Orders from Catsblood himself!" Since they're actually *New Kennel troops*, working for the *Empire of Humanity*, they wouldn't let in Catsblood himself. Characters with Ninja, digging, or other covert skills, should be able to check out the area. See *After the Bomb* for details on New Kennel and the Empire.

Step 7: The day after the characters arrive in Pork Land there will be a convoy to the secret air field. Characters could stowaway on the empty trucks or follow in their own vehicles. If the player characters are discovered, the dogs will use the radios in the trucks, or the air base radio, to alert the Road Hogs.

Step 8: Getting back to Americorp can be as easy as simply driving back, or as difficult as being chased all the way. It all depends on whether or not the character's identity is ever discovered.

NPC CHARACTERS

Typical Stainless Steel Stallion Vehicle:

Dirt Bike: 75 S.D.C.; no vehicle armor or weapons
Speed Class: 6 (Maximum 132mph/Cruise 90mph)
Fuel Efficiency Modification: 60mpg

Typical Stainless Steel Stallion: Roll percentile for type, 01-20, Horse; 21-30, Cow; 31-35, Pig; 36-50, Deer; 51-60, Pronghorn; 61-65, Prairie Dog; 66-75, Buffalo; 76-100, Random Animal. Typically, they have Rifles (5D6 damage, single shot), and ancient, hand-to-hand weapons. About 15% will be 6th level Bow Experts.

ROAD HOG

Typical Road Hog: The characters will be running into a lot of Road Hogs. Roll percentile for type: 01-25, Pig; 26-35, Vulture; 36-45, Dog, 46-100, Random

Animal. On the average, they'll be well armed, with at least +3 to Strike, Parry, Dodge and Damage. Average Size Level: 11, with 30 Hit Points and 48 S.D.C. Roll for animal. About 30% will have special, mutant animal powers; only 5% will have animal psionics.

VEHICLES AND WEAPONS

The following items are of origin unknown to the mutant animals of the West Coast (actually made in the *Empire of Humanity* on the East Coast — see *After the Bomb*). About one out of four Road Hogs have one of the Assault Rifles. The motorcycles make up about 20% of the Road Hogs entire fleet, and the cars are fairly rare with less than 500 in existence. The *Empire of Humanity* is supplying the Road Hogs to subvert the West Coast, mutant animal societies, making it easier for eventual conquest. The *Empire of Humanity* is a fanatical, human society (affiliated with the dogs of New Kennel who serve as their pawns in a greater scheme) dedicated to destroying ALL mutant animals.

Road Hog Assault Rifle

5.56mm, 4D6 Damage, 1,200ft Range

Clips are 30 rounds each.

Equipped with Unknown Sighting Device:

The weapon gives off a soft, "beeping" noise when this device is turned on. The "beep" becomes more rapid as the weapon is aimed at a living being or directly at an engine. +3 to Strike.

Road Hog High Tech Motorcycle

Base S.D.C.: 180

Vehicle Armor: A.R.: 17; S.D.C.: 900

Speed Class: 14 (Maximum 210mph/Cruise 100mph)

Fixed Forward Mount Assault Rifle: 5.56mm, 4D6 Damage, 800ft

Driver Console equipped with Deluxe Engine Readout

Unknown Diagnostic Computer Readout:

Mysterious device that does the equivalent of an auto mechanic's diagnosis at 92%. Displays vehicle problems within 2 Melee Rounds.

Also displays of sustaining damage or malfunction.

Radar Display with no outward antenna — 2,500ft Range

Unknown Fuel Efficiency Device: Runs at 320mpg

Oil Slick: Good for a single charge.

Description: Massive Street Cycle with oversized tires, strange white armor and digital displays that glow yellow.

Road Hog High Tech 2-Door Sedan

Base S.D.C.: 600

Vehicle Armor: A.R.: 17; S.D.C.: 1800

Crew Compartment Armor: A.R.: 17; S.D.C.: 900

Speed Class: 18 (Maximum 300mph/Cruise 120mph)

Twin, Fixed, Forward Mount Assault Rifle: 4D6 Damage; 800ft

Gun Ports Mounted: 1 Right, 1 Left, 2 Rear, 1 Right Front

Driver Console equipped with Deluxe Engine Readout

Unknown Diagnostic Computer Readout:

Mysterious device that does the equivalent of an auto mechanic's diagnosis at 92%. Displays vehicle problems within 2 Melee Rounds.

Also displays of sustaining damage or malfunction.

Radar Display with no outward antenna — 4,000ft Range

Unknown Fuel Efficiency Device: Runs at 110mpg

Unknown Computer/Robotic Auto-Pilot Device

Americorp scientists are baffled by this control. All the driver has to do is flip the switch marked "Automatic" and the vehicle starts to drive itself. It will avoid obstacles, dodge collisions at a +4, and do Control Rolls at 80% (standard penalties apply).

Single, Rear Mounted Turret:

Armor: A.R.: 17; S.D.C.: 550

Energy Cannon: 5D6 Damage, 450ft Range

1 Shot/Melee Round; Maximum/30 Rounds

Aiming Mechanism: +3 to Strike (see Rifle)

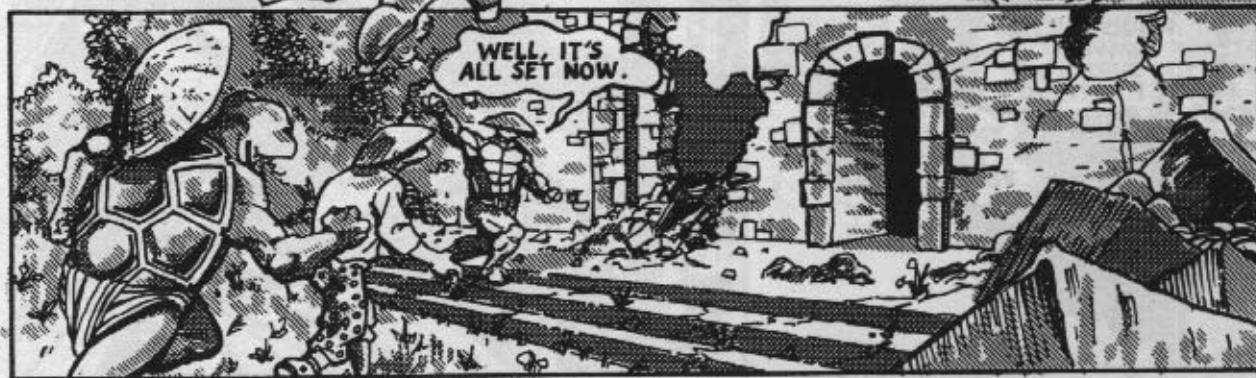
Description: Sleek car with gull-wing doors, strange white armor and console displays that glow yellow. Seats two (bucket seats) in crew compartment and one in weapon turret.

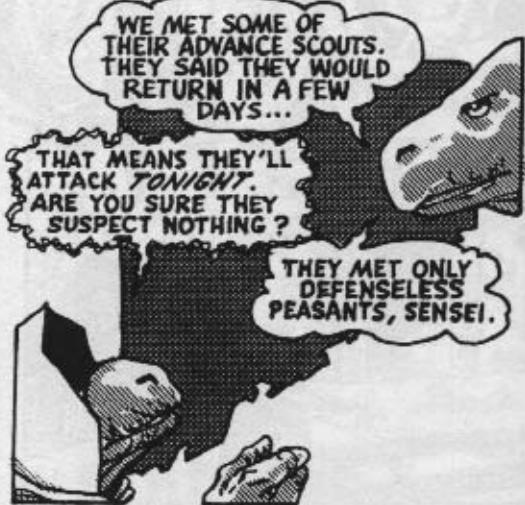
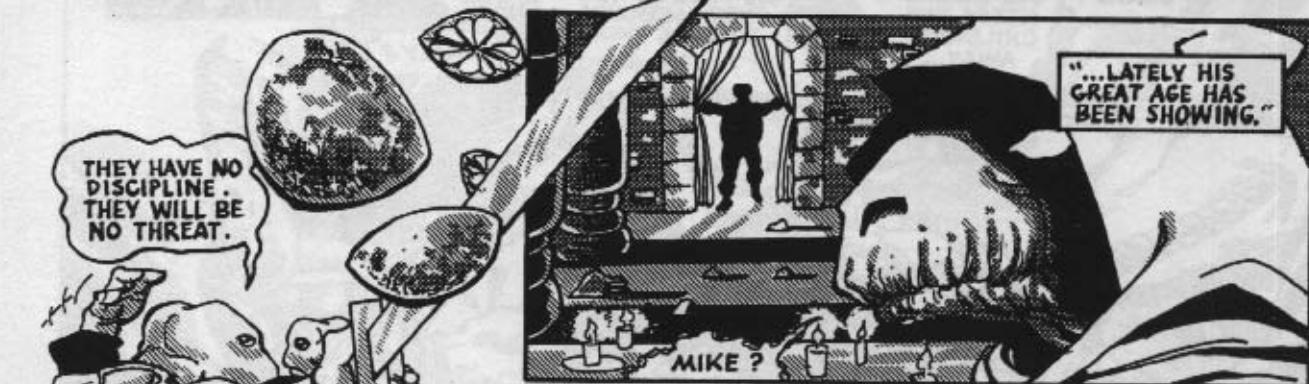


MUTANT ANIMALS
STAND TO INHERIT
THE EARTH OF...

ROADHOUSE



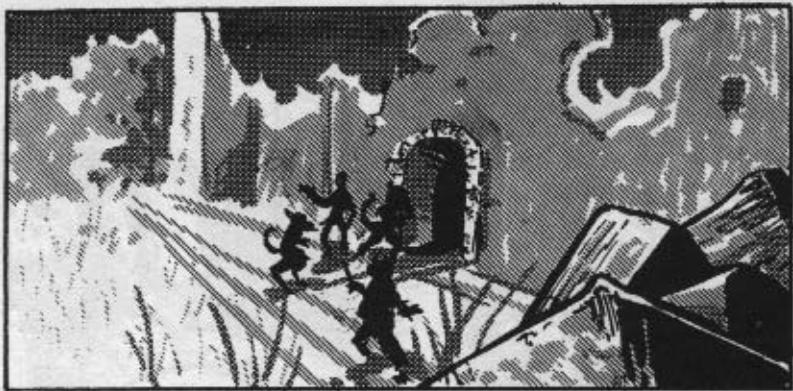


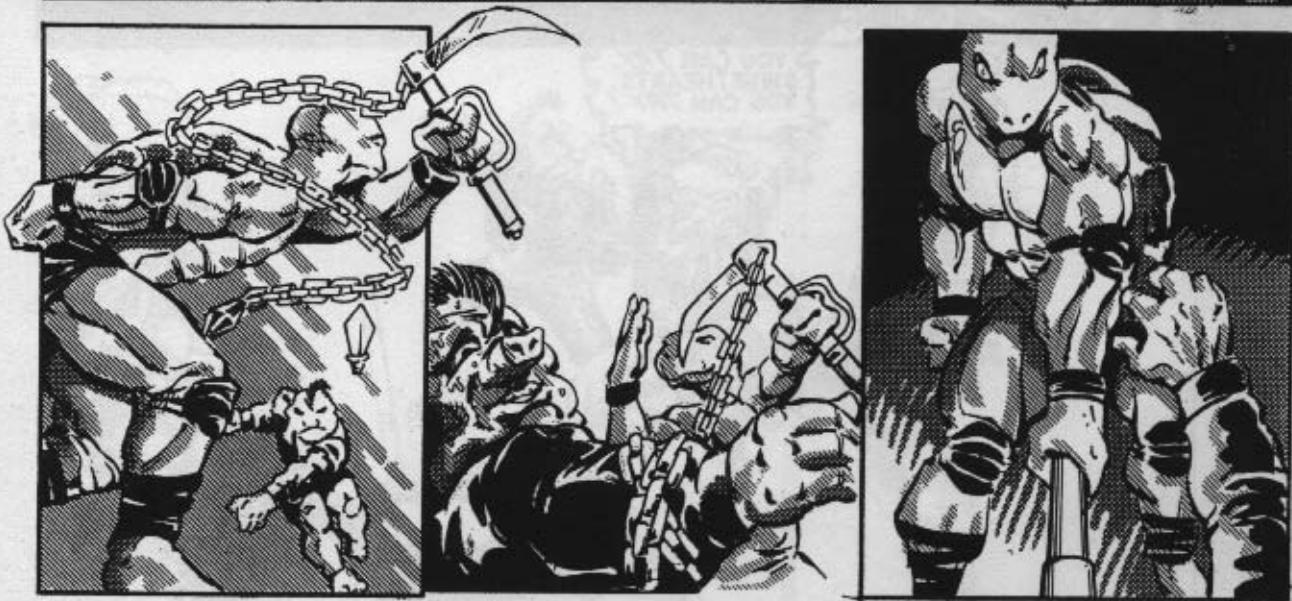
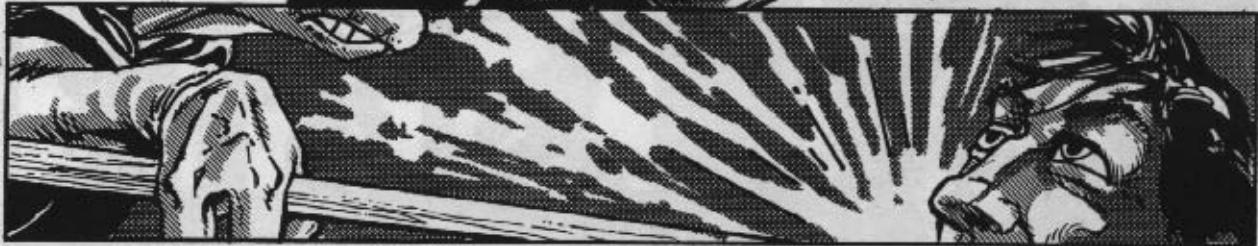


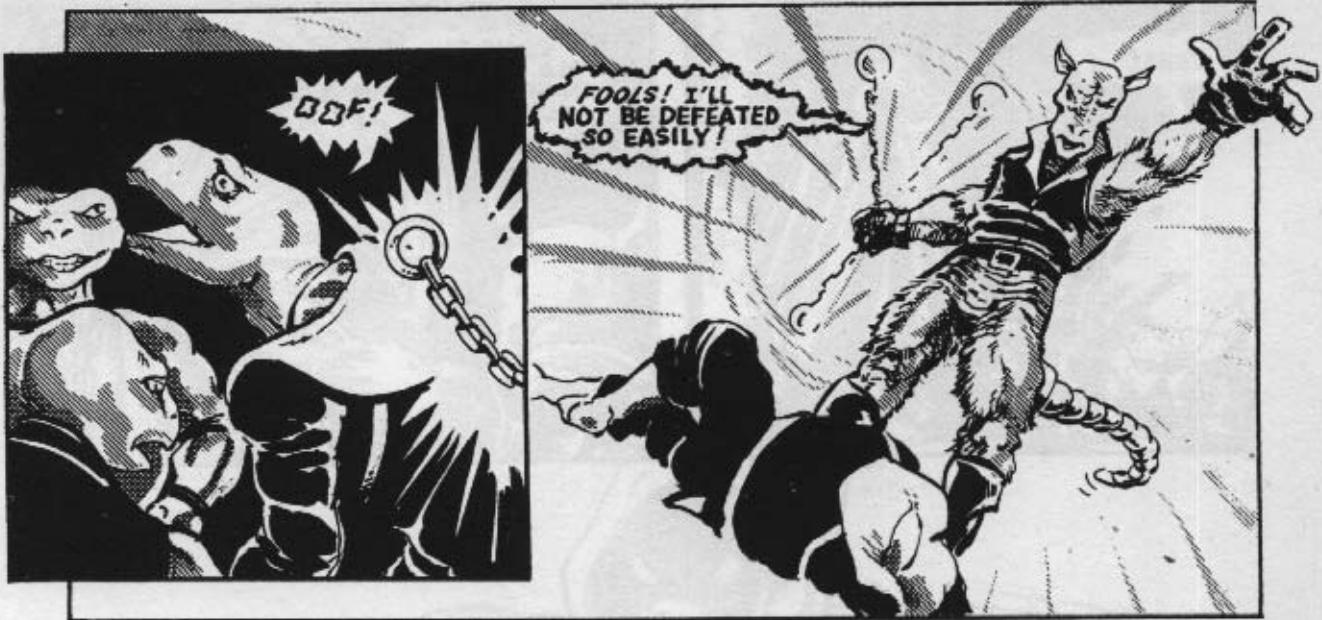
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THE WORK BEGINS...



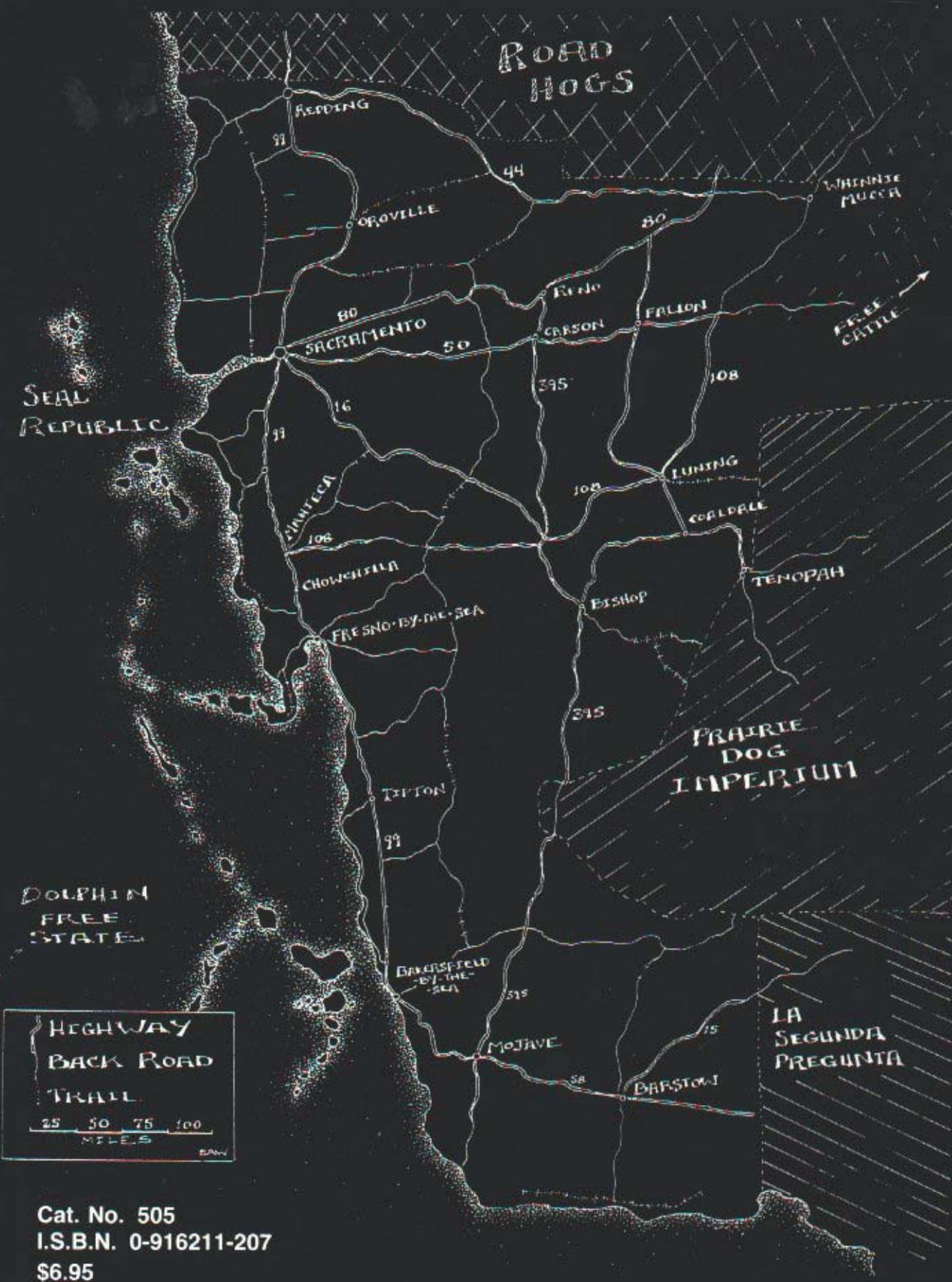












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