

# THE CITY - Badeeker

- ① - Central Park
- ② - NPP complex hill
- ③ - Southern hills
- ④ - Radioactive wastelands - hills, tunnel
- ⑤ - Flooded area - lake
- ⑥ - Ruined city
- ⑦ - Nostravas area
- ⑧ - Forested over - ruined city
- ⑨ - Lake formed in depression - very gross
- ⑩ - Swamp / marsh land around lakes(s)

① The whole park is roughly  $1\frac{1}{4}$  km<sup>2</sup>. Through the middle runs the river (Lampay). Most of the islands are concentrated in this district. (See map of area) The whole place is surrounded by an electric fence except for the river where the bridge crosses over & there are river-gates. The whole area is forested except for roads & over river.

The area used to belong to a peaceful human settlement (Fred + Tim) who lived only on the left bank because they couldn't cross the river & were afraid of the "guardian" of the tunnel. The islands were said to be haunted. Then a few months ago, a battle-group of the Iron Society. There were 200 of them.

Now there are 150 of them. They killed or drove off all the humans & set up camp in the remnants of the human village.

### Forces

100 mutated apes - gorillas. These stand 7 ft tall, are very hairy & strong but not very intelligent. They wear a uniform of dark brown & green w/ cloth field caps generally, but helmets in battle.

They are all armed with long knives - daggers and clubs of different sorts. About 50 have pistols or rifles in various conditions. These have little ammo. (8 hit dice each - 20 h.p. each)

25 - mutated humans. These are the "Sgt." of the force. These all have pistols & rifles in excellent condition w/ enough ammo. These have camouflage suits & plastic headware. They all have 1 stun, 1 tear gas, & 1 chemical explosive grenade. (10 hit dice each - 45 h.p. each) These all have 1 physical & 1 mental mutation each & are fairly intelligent.

15 - ~~25~~ officers. These came along because the H.Q. of the Apocalypse is so important.

These are various mutated humans & won't fight unless absolutely necessary. They all wear highly colourful & distinctive uniforms - all different. They have 8 hit dice each.

→ 25 h.p. each

For weapons they have ~~roll once for each~~

they all have pistols & stun whips & energy maces.  
9 bodyguards for 'Sacker' - the commander

These are all giants of different heights -  
enormously strong & heavy w/ full h.p.s 18 hit  
dice, (75 h.p.) They all wear metal armor  
[AC 6] in various bits, are abysmally stupid  
& follow 'Sacker' to the death. They all carry  
2-handed Maces which do 3-13 dam.

'Sacker' - The commander is in a unique  
position in the Iron Society becos he  
is a mutated Snake. He is a fantastic  
expert in sieges & looting expeditions.

He goes around wearing flowing black  
robes so that his identity is in question.  
He generally levitates around. He is

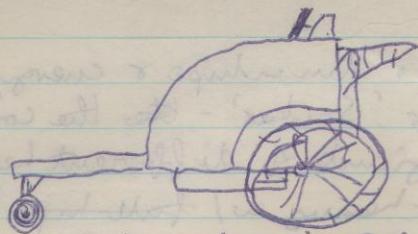
a Tactical genius and has Intuition  
as well Weather control & Force field  
generation are his other mutations.

He has no weapons except his teeth  
(Int. & poison) and his mutations. He has  
7 hit dice & 24 h.p.

All troops & sqts & It's are mounted  
on horses - heavy war.

The 9 bodyguards run & carry  
'Sacker' in a litter.

The Observers ride in a total of 5  
motor - chariots - 3 in ear. These Gangs are  
shown on the next page.



They have horn on front & can go up to 30 kph. They run on gas (carried in jerry cans).

- 3 to a chariot - 2 to a trooper. There is a control panel & steering wheel in front of chariot for driver & two observes hang on behind. These are used only by the Iron Society.

(a) - village - full of huts ruined houses except for the middle one where Sacer & his guards live. The apes & softs, & etc., & others live in ruined houses.

(b) - Ape out posts. One has one rifle the apes, one w/ a rifle or gun, the other without. These are in platforms hidden by leaves etc. These are all connected by paths invisible from the air. Occasionally, a soft or etc. is there (25%).

(c) - The pool stagnant pond where the animals often drink. Many insects around. There is a Serpent Box in here among S. Nant E.p.

(d) - The haunted island - an old vacation house is nestled surrounded by wreckage forest. Inside is a Mutilated Cat which tries to lure folks here to die. From a basement room like I can watch all that goes in the houses. There is a battle - are he

measures around with mind power. It does 1-10 when it hits & attacks all who enter here. It has killed 5 apes so far. It is all steel. ~~so~~ We can also control blast, has 10 h.p. & can open & close all doors & windows in the house. (detailed later)

(e) - under this island is the hideout for the Red Baron <sup>stalker</sup> - a over ruler - in an underground cave. (detailed later)

(f) - gate which the Iron Society originally came from. It was made w/ steel supports & concrete posts but all that lies twisted and torn after the Apes blew it up. Now, in its place between the battered concrete posts is a wall of trench and then 10' deep w/ wooden stakes in the bottom & behind that a 10' high wooden barricade w/ a cat walk and sharpened points. There is a gate in this on heavy iron hinges. All along the wall are slits for firing through. Behind is a ready-made gang plank to go over it. There are 10 apes & 2 sagas here.

(g) - the ex-playground. There are broken towers & jagged pieces of metal rising out of the underground here. This area has no real trees - only bushes used to grasses. It is all wrecked but provides

a base on the other side of the river  
for the apes - 10 apes are here & 20 softs.  
to 1 ft.

② An intact gate. As in ① only  
intact and w/ a toll booth in the centre.  
This is now reinforced and armoured  
and there 8 gorillas here & 2 softs.  
Inside, 5 more gorillas are about on guard  
The Iron Society here also has some heavy  
weapons in 2 covered carts pulled by Oxen.

There are in a back yard & hidden by hay  
marked by X. They are guarded by the 6 gorillas  
who live in the building & yards.

There are 2 flamethrowers (heavy & unserviceable)  
which have a 50% chance of failure.

Also they have 2 HMG's - resemble Kickers  
MG's - 20% chance of failure again. Needs 3  
man crew & can be mounted on carts.

There are 3 boxes of amos for ea. - belt fed.

There are 20 landmines in all -  
very poor manufacture. When placed there is  
a 5% chance of them going off.

Finally, There are 2 mortars w/ 10 shells  
ea., inc. 1 gas, 1 smoke & 1 mustard gas. 20%  
of these malfunctioning. These need 3 crew.

Certain Apes are trained to use these.

5-5  
57 51 21  
26 20

Out of 100 apes:

26 on guard duty ~~in~~ trees.

20 on guard duty ~~on~~ gates.

6 guard Heavy weapons

10 ~~guard the officers one to each~~  
~~as bodyguards~~ in playground

8 ~~12~~ - on patrols of 2 each around park  
searching for Intruders.

~~1 runner for Sacker,~~

30 in patrols of 10 - 3 of em  
outside searching for HQ of Apocalypse

25 ~~Scavengers~~:

3 = 1 w/ em outside patrol

1 - in park w/ apes

1 - guarding heavy weapons

2 - one on each gate

12 - going the rounds & patrolling

3 - attached to Sacker as runners

2 - attached to It's as runners

15 ~~officers~~:

9 on outside patrols w/ apes - 3 in  
a chariot.

3 - always w/ Sacker

3 - going rounds inspecting, laying around.

Sacker & his bodyguards are either  
at his HQ (details later) alone or w/ officers.



or occasionally going the rounds w/ a heavy escort.

### WANDERING MONSTER TABLES

#### In Park Playground or village:

"1" on D6

D6: 1-2 - 1-6 apes alone

3-4 - 1-8 apes w/ 1-4 softs.

5-6 - 1-3 lts. (softs) in chariot.

So far the apes have lost 50 men here. Saeben came w/ a small force b/c he had to pass thru every territory relatively unnoticed. He lost 50 men coming here as well.

If he loses too many more he will return as he doesn't want to risk his own life.

#### The outside patrols:

All apes & softs are mounted on horseback & the lts. are on in a chariot.

All are armed to the teeth and very wary.

The apes all have both rifles & clubs.

The others are as well armed as possible.

There is a 1 in 4 chance that a patrol will have a HMG, Flamethrower or Mortar.

They will generally carry 2 nurses around.

#### Sack's HQ:

It is a triangular st concrete building in the middle of the village.

All the glass is gone but the windows have iron bars in them. All around no all vegetation is cut down to 30 ft. The doors have been reinforced w/ Iron bands & strips & plates. all holes are plugged & dried mud.



There is a dome on top which is holed below & cracked in many places. These are braced w/ wood & covered w/ plant fibre & hides on the inside, except for the top one which is just braced w/ wood. all in all, it is 25' high.

Inside, the top floor is almost empty. There are mats & blankets for the bodyguards to sleep on & a fire place in the middle which is very rarely used.

There is one table in a corner where they occasionally sit and play simple games.

In one corner, there is a tunnel dug which goes down into the basement which has been dug out. This is where Sacker lives w/ 2 bodyguards always in attendance. There is a bed (folding), a thermal unit (for jungle warmth) and a table w/ maps all over it.

†

There is some gas ready to help destroy things in case retreat looks necessary. Finally, there is a tunnel dug to come up 40 ft to the S in a copse of trees. It will fit only Sacks.

## (2) - The NPP HILL

The hill rises up about 500 metres and has fairly steep sides. Generally, the lower portion is covered in ruins of the city - here and there crushed and/or eroded away. From about 300-400 metres up is forest - trees about 20 ft tall - twisted & weird. The forest is a tangle of undergrowth, deadfall, occasional ruins & soft spots. Then there is the sterilized area from 400-500 metres up. Nothing will or is growing here or ever will. It is rocky, steep, bare and sandy. Then there is the local forest around the fence. The only thing here is trees and they are normal & about 30 ft. tall. Then there is a rough 100 metres by 100 metres grass lawn in the very centre. This is kept constantly groomed by a robot. In the middle of this is the dome & the 3 traps opening for the air stuff. A road goes winding down the South, very broken up by occasional out posts.

There is also a small pond which feeds  
a small stream down the side of the mountain.

Key: 1. Food & 2. Rest 3. Defense 4.

① - System of caves set in side of cliff.

This is the home for a pair (mates) of  
Go Nutated cave bears. They have 15 hit dice  
and 53 hit points. They have wings and  
partial carapace (AC6) and can ascend by  
leaping around looking for prey. They  
do 1d6 w/ ea. claw & lung for 1-8 if  
both hit. 2d6 if better. They also have  
creepers pyrokinesis.

② - This is the home of some harriers  
Greens (11 d<sup>20</sup>s). These look like PSH's  
only w/ deep green skin. They wear tunics  
down to their knees & light green w/ a brown  
belt. They also wear cloaks of brown & greens.  
They carry staves of polished wood & stings  
w/ hard rubber bullets. They live  
in a peaceful glade w/ a spring nearby  
feeding a small marsh. Very idyllic.

They have 67 hp,

③ - Small pond of clear water. Most  
around the edge are trees akin to weeping  
willows. In a large hollow tree  
nearby nests a Blight w/ 12 hit dice  
& 36 hp. It will attack any noisy things  
at water's edge.

④ - There is a closely set bunch of trees on the inside of which is built a huge hive complex. In it are the hundreds of mutated bees (up to 4" long). These are slightly more intelligent than today's bees and a hell of a lot bigger and more powerful. Their sting is Int. 3 poison. The hollows & caves dug into the trees themselves ~~which~~ live about 100 of lit - little humans about 2' tall, very finely featured who wear white tunics, ride the bees and carry swords and bows. ~~They have~~ They can talk but it is hard to understand. They have 1-6 hit points each as do the bees.

⑤ - This is a similar community of Wasps. There are several hundred who have 1-6 hp. and who live in a large hive built in the hollow stump of a blasted tree. Around them live roughly 100 wasp-men. These and the wasps have roughly the same dimensions as the bee-men only these wear black and carry lances & stings. The wasps' sting is ~~Int.~~ Int. 3 poison.

These 2 constantly war and fight ~~constantly~~ but is one ever wins. They both feed on certain plants in both forests over which they constantly war.

## WANDERING MONSTER TABLES

"1" on D 10.

- roll D 12:
- 1- Lizard men (3-30) w/ 3 hit dice, clubs & spears
  - 2- Ghouls (1-4) w/ Staves & stings.
  - 3- Bee patrol (2-20)
  - 4- Wasp patrol (2-20)
  - 5- Androids (1-6) - roll D6 - 1,2, workers, 3-4, fighters, 5+, leaders
  - 6- Rat-men patrol\* (1-10) leaders
  - 7- roll on "forest" on encounters table, p. 22.
  - 8- Blight (near pond)
  - 9- Iron Society patrol.
  - 10- Mutated bears out hunting.
  - 11- Zoo predators patrol #†
  - 12- roll on "village" encounters table, p. 22 etc.

\* - Rat-men live in ruins and constantly Scavenge and Steal. They rarely fight openly. They have an uneasy truce w/ the lizard men. They have 6 db, look like upright rats & generally wear rather rather baggy clothes & rags. Their pockets are filled w/ stuff they've scavenged or stolen. They generally have IV and generally carry the following:

- 1-6 Daggers - usually twisted & rusty
- Spear-guns - like a rifle, only it fires a poisoned (Int. 7) dart. Hits as a spear, does 1-8 dam.
- 1-6 extra spears for gun.

- Some sort of club-like weapon such as a lead pipe or greased staff.

### 1-18. Demons.

These are rarely surprised and are very fast & slippery. They can bite for 1-4 dems & can hold weapons w/ their scaly tails.

The two preists (③) patrols are detailed elsewhere but an outlet will appear to the General.

### ③ - Asfar Hill

The two preists (whose main base is much closer than the Iron Society's) also heard rumors of the HQ of the Apocalypse. They have arrived in considerable force but consequently have taken a lot of time checking setting up their elaborate base & clearing out the hill of danger. They are just now sending out patrols. They are not aware of much in the city as of yet. Becos of Sacko's info, they don't know yet of the existence of the Iron Society or else there would be quite a fight. The

The two preists are very arrogant and fight Lizardmen & Rat-men wherever they see them.

The main

## ACTUAL FORCES

There are 3000 EW premnts here.

Roughly 2000 are ordinary troops. These are almost exclusively mutated Cats-Lions, Tigers, Panthers, ordinary Cats.

These stand upright and range from 4-7 ft. tall. Their uniform is as follows:  
Heavy leather boots,  
Stainless alloy Breastplate,  
Arm & leg Greaves.

Steel helmet w/ chin & eye protectors.

They all have a raised crest.

They wear a yellow tunic & breeches.

Many of them wear red croaks w/  
Imprint insignia and also on their tunics.



They wear belts & often a backpack.

All have 10 d6 and ~~less~~ some are  
very strong (strength cont.). They are  
fairly arrogant and not all that bright  
but make excellent fighters.

They all carry: Backpack w/ food, rope  
& other odds & ends.

A sword short sword in a scabbard on  
their belt.

1-10 Dollars in a pouch on their  
belt.

Their main weapons are 20% 8840 Automatic Rifles w/ 1-10 clips on belt & in pockets.

20% machine carbines w/ 1-10 clips on belt and in pocket.

These ~~do not~~ <sup>about</sup> make up all the arms

They brought w/ them many extra

About 90% of these marched here, &

however 10% are on horseback. These

carry lances & extra equipment in horse bags.

500 Non-Coms. (not included last)

- These have basically the same uniform as the troops but have a plume on their helmets which is purple. They also carry whips at their belts and have on their epaulettes ~~a~~ <sup>purple</sup> stripe. These carry machine pistols w/ 1-10 clips & ordinary pistols w/ 1-4 clips. These also usually carry 2 grenades (6d6) and 10-60 Dollars. (12d6)

These are all on horseback.

- There are 150 lower offices - Hs. & Lpts.

These are all on horseback & have the

same basic uniform but have red plumes & red bands on their epaulettes. These

carry 10-10 Dollars, an ordinary pistol that

can fire flares, 1-3 flares, a single & a

gas grenade usually carry in their

backpack a field radio - usually rather

small - with which they communicate w/

the base. (12d6)

There are 50 top officers here. These are all wanted. These all have field radios, pistols & a smoke grenade. These have a blue cloak, blue bands & epaulettes, a blue crest plume & a blue band across the breast plate. (12d6)

Finally, there are 300 special forces troops. These all have 10d6 and are generally smaller and snarter kids of cats. They do many various kinds of jobs as detailed as follows:

6 pilots. These fly the 6 gladiators

## INPUT

Bok, the surviving bodyguard of M.O.T.H.E.R. left to make a deal w/ the Rat-men (and the Li gardmen). He gave them the entire plans for the complex. He will lead them into it to help them take it over on 2 conditions; The M.O.T.H.E.R. complex isn't touched and the characters are delivered to him. The Rat-men agreed and will attack on Jan 2<sup>nd</sup>.

[See map of hex] - 2000 Li gardmen will move from main island to swamps & shores of lake nearest NPP will. There are tough marauders and are armed w/

3d6

Scimitars and spears. ~~These~~ These  
lizards will fight and die for their Satrap.

They are ready at dusk to move in.

From the area & the city around the NPP hill,  
the Rat-men scavenges are being collected  
and pulled in while Headquarters sends 3  
detention units. These will number 1000  
and are ready around the edges & the forest  
at dusk. One Demo. group + 100 men are ready  
at the bottom of the road. 20 men.

At 8:30, this above unit The average  
Rat-men are armed w/ spear-guns (poisoned)  
& clubs. The Demo. men have machine-pistols,  
smoke, gas & explosive grenades, & explosives.  
They all have Sd6.

At 8:30, this unit will start moving up  
the road at top speed, clearing out ~~last~~  
post on the way & leaving 10 men at each.

At 10:00 They will reach the last post before  
going down the tunnels. At 10:20, the  
word will go out to ready and at 10:30, the  
main attack will begin. By this time the  
lizardmen are just behind the Rat-men.

By 11:00 Also, 150 lizardmen are travelling  
up the river to the late & holding it.

At 11:00, the troops are all around the  
dead forest. At 11:10, they start moving thru  
the forest & down the tunnels. At 11:30, they  
are just in the tunnels, just in the forest

and all set to attack)

~~See~~ D Group I:

Dome tunnels (14) w/ 1 Demo. group (20 rat-men),  
100 rat-men & 400 Lizard men,  
20 Lizard-men take & hold 15, 16, 17, 12 & 14

B. The Demo. group lays charges at black door  
& blows it at 11:05. Then they fill the  
corridor w/ gas & smoke & charge dome  
wearing masks. An man w/ red card takes  
room 18 & 15 rat-men are left to guard it.  
All cameras are taken out along the way.  
Once the elevator is reached at 11:10, They  
will take & hold it and see how the other groups  
are doing.

At ~~cross~~ 2 consisting of 1 Demo. unit (20m)  
, 200 rat-men & 500 Lizard men rush the  
dome opening (7). At 11:05, charges are placed  
and the Dome is blown open. Immediately,  
gas & smoke is dropped & 7 ladders are  
let down and a shock unit & rats are  
run down. Meanwhile 50 Lizardmen  
are set-up outside to guard all-in-all,  
70 rat-men go down until 100 Lizard-men  
are let down & the Demo-unit follows.  
All cameras are taken out. The white area  
is secured and 73 is then opened and S  
& 6 checked before the blue door to 4 is opened  
& gas & smoke fill the hall-way.

20 rat-men are left to guard the area.

The rat-men go down to the lower yellow door unit and lay charges at 11:10. Here they check to see what the others are doing.

Group 3:

at The 3 tubes are rushed at once.  
at 11:05 charges are placed on the first covers. These are then blown & charges are then placed on the next covers which then are blown. Magnets & clamps are then lowered and all 3 hover-pads are drawn up and a rat-men unit is lowered into ea. to place charges. At 11:10 they blow them & see where the others are.

11:10 Group 1 sends 10 rat-men down to the next level, then 10 lizard-men, then 10 rat-men every minute until 40 rat-men and 100 lizard-men have been sent.

This is done w/ the help of MOK.

The remaining rat-men & 100 lizard men go down the corridor & 10 rat-men go to link up at 19 while the remaining 35 rat-men and 50 lizard-men go north. 25 lizard-men go to 19 & 25 stay at the junction.

At 11:15 they are up to the north junction, there to wait news.

Group 2 blast door 19 & fill the corridor w/ gas & smoke. At 11:15, they are up to south door 19 & charges have been set & elevator

has been blown open and lizard-men  
are beginning to descend by rope. 10 rat-men  
have been left at 3.

Group 3. Smoke & gas fill the corridors  
Command Central & Room 26 is fully taken  
while under cover of the smoke, 20 rat-men  
rush room 26 and ~~a~~ a road-block is  
set-up and 19 to North is opened. At  
11:15, there are 25 rat-men & 10 lizard-men  
& both room 26 & 28 & 10 rat-men in  
the corridor. 19 is opened & lizard-men  
are about to go thru.

11:15 Group 1: 15 rat-men & 20 lizard-men  
rush the security complex & take complete  
charge of it. The remaining 20 rat-men  
& 35 lizard-men go up to next intersection  
& set-up a road-block, take-over 35  
(5 rat-men) and await reinforcements.

Group 2 - Go through 19, leave 20 rat-men  
& 25 lizard men & link-up w/ other  
groups. These then wait here for further  
instructions.

To Group 3: More smoke & gas fills  
the place & the E & W corridors are  
rushed & opened. The road-block is  
wound-up to just in front of 23 & 24.  
Meanwhile 100 lizard-men led by 5  
rat-men now thru N to the elevators.  
More lizardmen bunch up at E & W,

Here they await orders.

11:20) Comp 1 receives outside re-inforcements of 50 rat-men & 100 lizard-men. 100 more lizard-men go down to level 5 via. elevator. Also 20 more rat-men. Then, the roadblocks are moved to last corridor N to the W and the Command central is charged as well as the maintenance robot sets being cleared, 10 rat-men are left here. By 11:25, There are 40 rat-men and 100 lizard-men ready to go thru to Command Central's link-up.

Comp 2 stays at 19 unless they are needed.

Comp 3 - 50 lizard-men & 20 rat-men are open out behind the road block E & W to rooms 37 & 33. At 11:20, doors at 37 & 33 are ready to be blown up and all corridor are filled w/ lizard-men. Also elevator doors are blown & rope ladders being let down to next level.

11:25) Comp 1 & Comp 3 - on signal, 19 is opened and a concerted rush through fresh gas smoke to 23 & 24 is made by all together 50 rat-men & 100 lizard-men. Also on lower level lizard-men flood the level & all elevator doors are blown to let people down shafts in. Also ropes let down to next lower level.

Also Group 1 rushes up N to link-up w/ lizard-men coming South. Room 36 is taken by 10 rat-men & doors at 30 are blown.

11:30 Operation over on this level except that rooms 28 & 29 are taken & 10 rat-men installed in ea.

In lower levels - Contact is made w/ M.O., T.H.I.R. - systematic checking of rooms is set up. Checkpoints of 5 rat-men & 25 lizard-men are set up at strategic points. Rat-men shock troops go down to lower level via elevator to blow doors open for lizard-men climbing down rope.

Also, 200 more lizard-men enter the complex and 100 more rat-men and victory is made sure of.

Prisoners are to be taken & will be put in ex-armaments rooms on 4<sup>th</sup> level by M.O. Outside guard of 10 rat-men & guarded inside by the Securi-CDS's.

After this the rats take over the top 3 levels and put their captured cold weapons in the command central which becomes the HQ for the Demo-squad, who take over as many machines as they can. They start to

Study the hover-pads & helicopters + all the  
cool machinery they have captured. There  
will be 2-30 rat-men in ear room.

The lower 3 levels (inc the 2 flooded ones)  
are taken over by the lizard-men who  
connect it up w/ the captured servers, thus  
providing an almost inexhaustible supply  
of lizard-men

However, there isn't much traffic  
between the rat- and lizard-men.

The lizard-men want to flood the  
3rd level and the rat-men don't want that.  
They also want to destroy the huge  
machines which the rat-men also don't  
like since these ~~don't~~ power their

own generators in the 3 basements of  
the 3 wrecked buildings shown as points  
of light on the M.O.T.H.E.R. screens.

M.O.T.H.E.R. sent MOK to get allies but not  
these and she is mighty pissed and is  
considered of springing at the characters  
+ making a deal. For the moment her  
complot remains secure and robots  
& MOK constantly patrol. MOK now wears  
anti-grav + circles, plastic armor + a  
oxygen mask w/ IR goggles. He is armed  
w/ a smoke + gas grenade, pistol in  
belt + a ~~MP~~ machine carbine (AK-47)  
like the rat-men w/ 10 clips.

Meanwhile: living far and wide

Under the city (one of very few who stayed somewhat above ground) are a trilogy of men, = The Rat-men, The Lizard-men & The Mole-men. The first 2 have already been discussed but the mole-men haven't. These live in tunnels & caves everywhere underground. They look like lumps of rock & gnarled root w/ green bright eyes. They are between 3 - 5 ft tall & have very long, tough & sharp claws for digging - like a mole. Their body is very tough but this helps make them rather slow. They are very strong.

AC: 3

Dex: 7-13 or 8-10 They have 6 hit dice

Strength: 14-17 and their claws do

Consd: 14-17 1-8 ea.

Mental Stren: 5-11

Fits: 5-11

These hate the rat-men violently and dislike the lizard-men. There are constant fights & skirmishes between Rat- & Mole-men in their respective tunnels & subways.

The mole-men can dig very fast through the earth & can be able to dig slowly through rock. They have an uncanny ability to sense weak spots in rock & take advantage of them.

They are not particularly ambitious as a society but will do anything to stop rat-men becoming more powerful & kill lots. Thus they know all the Rat-men plans & have decided to do something about it. They have dug tunnels to the top level & ~~base~~ (as shown) and have massed warriors for a sudden attack. Meanwhile they just watch. They were there before the attack & so know the characters & find nothing offensive about them & would probably aid them in escape if it would help their plans. The Mole-men can't talk because

I think malformed lips & tongues & vocal chords so they are 90% telepathic.

Thus they can communicate w/ anyone.

Their basic plan after a successful attack would be: a sudden attack on the

the security level to divert attention & kill rat-men (there would be complete

surprise) & free the prisoners, take them up to Command Central (which they will blitz and cut off) => kill all the Demon-men and set the destruct to go off in 5 mins.

Then they will take all the equipment, destroy all they can't take, take the prisoners & go back down the tunnels, sealing them off as they go. in 5 mins. They will

be at the bottom of the hill and heading along the main axis of the tunnels. Then the place will blow, causing massive earth tremors & totally destroying the top of the hill.

## RESULTS

After killing 3004 Lizardmen and 648 Rat-men (80 of them dens.- men) the characters self-destructed the complex. All is choked w/ rubble except for Command Central which escaped damage. The lizard-men are pissed and have returned to their holes & swamps & withdrawn all protection of the rat-men. The rat-men's generators have broken down, and most of their heavy equipment is destroyed however they did get the super-nuclear weapons of the characters and the complex equipment of the Command Central, problem is they don't know very well how to use it. The characters are in the deepest rat dungeons all in separate cells. They have all (except John) agreed to help train rat-technicians to use the computers. Tim is holed up w/ a mind-blown kook electric guitarist who entertains the rat-duke in

return for the damage he is addited to.  
The rats predict that in 5 years they  
could re-set up the complex to its  
former level save for the machines.

They have immediatly started to do this.  
In fact, it will only take 2 years.

The out posts along the road are  
all rat manned and there are  
rat out posts of 3-6 hidden in the forest  
& ruins around the base of the mountain.  
Also there is a cordon around the electric  
fence. The whole helicopter room which  
has been ripped out as has the tube  
room in the central command. There  
are roughly 100 rat-men in here, guarding  
nothing. There are also roughly 200  
lethal & mutant slaves of various kinds  
being worked to death clearing.

- Among the rat-men there were  
150 deaths (a sizeable no. for them)  
and they have given up on the hill.

However, a mysterious man has  
contacted them, a man with considerable  
influence, he has asked the rat-men  
to break out the characters top-speed.

They have started on Jan 3<sup>d</sup> & will  
arrive on Jan 6<sup>th</sup>, in the meantime,  
a message has been slipped into

the rock & missives coat. Tim  
sees it the night of Jan 3<sup>rd</sup> as it falls  
out when he turns over in his sleep.

It is addressed to Scarin and simply  
says; "Keep the faith. We come." It  
looks hastily scrawled. <sup>Signer</sup> "New York

In Jan, 6<sup>th</sup> Fred hears a scraping  
sound all around them and first  
Fred, then Tim, then Kevin, then Sam,  
then Daryl, then Ewan, then Chris  
are broken out, ear within 10 minutes  
of each other. At this time there is a 1 in 10  
chance that the attempt will be discovered.

They are all brought by mole-men  
to a winding path to a too huge  
natural cavern glittering with  
diamonds & semi-precious stones to  
where the King sits on his rough-hewn  
giant throne, surrounded by his  
toughest mole-men. In the shadows  
beside the throne stands a no tall,  
but large man who is enveloped in  
a dark cloak - his identity unknown.  
He is in fact, the Rider from New York.  
The King tells them by telepathy  
that a certain man (and he points to  
the Rider) has a mission for them  
if they accept they will be given weapons  
& he will escort them to their destination.

if not, they will be set free on the Subaee.  
The mission is to recover something for  
New York in ~~the~~ ancient ruins of  
a "tomb of the ancients" outside the  
city. If they agree they are given -  
a spear gun w/ 12 spears in a quiver  
ear (but, 7 poison) captured from Rat-men.  
a Wigand-war scimitar & scabbard ear,  
& a Wigand-war spear ear. Also heavy  
clothes to protect against the cold - a  
great coat and/or cloak ear + boots  
& gloves - all rough. They are given  
2 weeks food for the journey and  
a sack.

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They are to recover from this place  
a very valuable artifact - a "key"  
he says to a great secret of the ancients.  
He describes it as a ~~Cross~~ Cut Crystal  
on a metal pin, about 6" long:  
We will not tell them anything  
more. They can keep anything  
else they find.

"The place is about ~~20~~<sup>16</sup> km kilometres  
from here" he says and also they  
should be relatively safe from  
attack as their escort is one of the best.  
& if they agree, they are led thru a

way of tunnels to a room w/ the  
aforementioned stuff in it. Also, a  
keen observer will notice a small rat  
hole in the corner w/ a small ball of  
chewed-up paper just inside. The  
majority is unreadable but at the very  
end there can be seen the words  
"and then ~~they~~ kill them".

After about  $\frac{1}{2}$  an hour the Rider  
comes (and they can see he is a rider)  
and w/ some men and they  
set off along a long, relatively  
unused tunnel until it joins up w/  
a very old man-made concrete tunnel  
full of muck. They splash along this  
for a while until they come to a  
manhole. This is pushed up w/ difficulty  
by the Rider and they come out onto  
into the ruins of the city. The man-hole  
is closed & covered over w/ blocks to  
hide it and the Rider leads the  
characters along a winding, intricate  
path thru ruins to a relatively whole  
building. They go inside and there  
is the Rider's horse. He then leads  
them a short ways onto the road  
and off towards the airfield.

## THE RIDERS FROM NEW YORK.

These operate along all serviceable roads in a certain radius from New York. They generally are about 3 days between.

They ride real horses (very rare in GAMMA WORLD) and which have 10 d6 hit dice and are war-trained & and can do 1-6 / 1-6 / 1-3 w/ horses & teeth.

They can ride very fast because of their great horses but still travel rather heavily.

Their attributes are as follows;

<u>Phys</u>	<u>Str.</u> 15-18	They are almost all pure strain human and if mutated
<u>Inti</u>	10-18	
<u>M. Stren</u>	12-18	will look exactly like pure strains.
<u>Persev</u>	8-18	
<u>Dext</u>	15-18	All have +2 to hit because of
<u>Courte</u>	15-18	experience.

Their hit dice range from between 15-18.

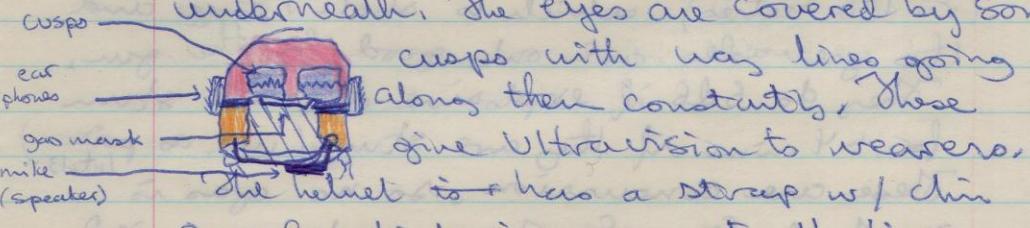
Only 1% will be mutated.

They will carry the following equipment, unless on special missions or on special areas;

They wear an armor made of arrows; made of flexible highly resistant wire mesh. This is very light and noiseless

and gives AC 5. ~~This~~ This ~~cool~~ covers from neck to above knees and above elbows. Looks bulky underneath cloak.

Helmet is peculiar to Riders from New York - It is Red, Black & Yellow w/ no actual eye openings; It is made of a light, rolled steel & is padded underneath. The eyes are covered by some



cups  
ear phones  
gas mask  
mike (speakers)

cusps with wavy lines going along them constantly, These give Ultravision to wearers.

The helmet ~~is~~ has a strap w/ chin guard which is worn at all times.

There are two earphones which, along w/ speaker, connect have a 50-mile radius to contact all other riders within that radius. Also anyone else on that frequency. Also, when hooked up to the powerpack it can contact anyone within 1000 miles (and thus anyone on that generally New York itself) There is also a gas mask to pull down over face and mouth. This takes 20 min. oxygen from inside tubes in helmet ~~& ~~it's~~~~

#### ~~Weapons~~ Weapons

Flame-gun - ~~can~~ is shorter and bulkier than AR and any character would have to figure out how to use it;

It has a slot for a gas clip, it can fire 2 bursts from this clip. Range: ≈ 30 metres. It does 5d6 dam. and catches anything flammable alight. The Rider generally carries 20 of these clips on his belt and 20 more in saddle bags.

Below this is a grenade launcher (vr 108 metres) which is short range and the grenades are only good for the gun. They do 6d6 if explosive or will stun for 6-4 min if they are stun. (use as poison)  
(Int. 13)  
These are concussion, so no gas is involved. Gas & Smoke are also carried.

The Rider generally carries 5 explosive, 5 stun and 2 poison gas, 2 teargas & 2 smoke & 2 colored smoke grenades.  
 $\frac{1}{2}$  on hooks on belt & other  $\frac{1}{2}$  in saddle bags.



They also carry crossbows, but not any ordinary. These are powered and will fire machine-tooled bolts doing 1-10 dam.

Not only that, but they also fire grenade tipped bolts (4d6) and shock-tipped bolts. (Int. 10). The riders generally carry (in a quiver strapped along one thigh) 20 ordinary bolts.

or 10 ear of grenade or shock. Range is 300 metres.

The riders carry flare pistols w/ 5 flares ea. These do horrible dam if they hit (10 db) but generally are used to signal other riders. They are red w/ a range of 1000 metres for flaring in the air.

Also carried is a Vibro-dagger (~~normal~~) and a normal sword except this kind consists of 2 <sup>together</sup> bladed blades moving up and down, parallel at a horrendous speed (+ back & forth). These do 1-10 dam.

They also carry a very fine normal long broadsword in a scabbard at their belt.

They wear electro-gloves - black, sleek gauntlets which are radiation & electrically resistant. They are attached by magna-contacts. They can also deliver 1-6 dam. by touch using electricity.

Finally, normal grenades are carried - on belt & in pack - 5 explosive, S gas, & S smoke.

A normal pistol is carried - (3db) w/ 20 clips on bandolier. This in holster.

Finally, Slug on horse is a small triangle of metal w/ straps & some components on back. This is a force-shield, which when turned on increase AC to 3. The

Riders generally wear it strapped to their arms.

The riders carry a power pack & a recharge for batteries & pack. Batteries are solar as is recharge.

They carry 10 weeks food in pellets & juice. They carry stuff to live on & cloth & extra clothes.

They wear light grey tunic & pants breeches & high leather boots. A grey cloak is worn overall. They carry a recorder for the days journey as well.

The riders are known well and respected & feared so an attack on one is rare and usually comes from an animal or plants. The rider is very loyal to his horse and will almost die for him. All riders will come to each other if help is needed and if a rider is killed an all-out search is conducted using many riders & other agents of New York. Also all allies will be used.

The riders usually patrol a set section of road for a month - they are always well briefed & know the area well.

The mission of the Riders is to keep the condition of the roads up, report new info. to New York & to stop fighting on the road - to keep the peace of the road. They guard the roads. They

They generally carry around a sheet of agreements for people to sign to "keep the peace of the road". These are considered binding by the Riders and New York and if violated the violators will be hunted down ruthlessly and brought to justice.

### THE ROAD (IN THE CITY & SURROUNDING AREAS)

It is in most cases an 8-lane highway - 4 lane car way separated by a grass ~~or~~ partition. It is generally in  $\frac{1}{2}$  decent condition. They are cracked & moss & plants grow everywhere. In some places they are totally destroyed.

Generally, ~~the~~ on either side of the road is a cleared strip, so mines rarely have fallen actually on the road.

### WANDERING MONSTER TABLES

"I" on D8 to meet anything

roll D 10

① Rider from New York

② Zoo premium patrol

③ Iron Society's patrol

④ Band of kalkars (40-400)\*

⑤ - Tribesmen, human mutants\* (1-100), (1-20)

⑥ - Ghouls (1-10)\*

⑦ - Rat-men (1-10)

⑧ - Lizardmen (4-40)

⑨ - roll on "forest"

⑩ - roll on "ruins"



Kalkars (40-400); These are humanoid, roughly 7 ft. tall, and extremely brutish. They are hairy and immensely strong, though not particularly dexterous. They wander in tribes or in bands, etc. w/ some sort of standards: an eagle head on a pole, a flag or something.

Phys Str: 15-18 Con: 3-18 3 hit dice,

Dext: 3-12 M. Steer: 3-12

Int: 6-8 Chri: 3-18

These generally (80%) carry clubs & knives and sometimes (20%) carry rusty swords, spears & spears. They generally forage and thus are constantly on the move.

They wear fur skins & raw stolen clothing w/ helmets, boots and bits of armor. They generally are AC 6-8.

Tribesmen (1-100): There are human tribes in the desert to the south-west which occasionally wander up through or there are cavemen-types in the hills around the city and lake.

Desert: These never show their faces to strangers and are very secretive & hostile. Roll for all characteristics or as normal and hit points. They have mutations - physical & mental.

They wear white & ~~dark~~ light brown & yellow cloaks loincloths & tunics and black hoods over their faces & heads w/ holes for ears & wide slit for the eyes. Under this they wear as armor: leather & copper breast plates, greaves and bracers. These are light and don't inhibit movement. They use copper & bronze & carry bronze shields w/ intricate markings, & bronze curved, short swords & daggers. 20% carry short bows made of horn & tough leather. They generally carry belongings in travelling bag which include 10-20 bronze & copper coins, They ride weird beasts, called M'laks. These are ~~cotted~~ huge, roughly elephant-sized beasts covered in rough hair. They have huge, flat teeth & large

curved teeth. They walk on huge soft  
two-paws. Horses hate the smell of them  
but they are quite swift. Only certain  
men are able to ride these, so that only  
20% of the men in a group will be riding  
these.

Generally 1-4 men ride a Mîlak, who  
sit in saddles or harnesses on the sides.  
Mîlaks do not fight ~~but~~ & are but wild  
they do.

They have 20 hit dice & have AC7,  
Cavemen: (1-20)

These operate in bands hunting groups  
very unorganized. They have normal cont.,  
& hit dice but low ht. & Mkt. Stren.  
They carry crude clubs & knives only. They wear  
skins & furs and have the AC8,  
Ghouls: (1-10)

These are also known as the "gray ones"  
and "beast men". They are like men,  
only tall & thin ~~but~~ almost like skeletons.  
They have drab gray skin & use clubs &  
darts which are 20% poisoned w/ ht. 6 poison.  
They have ~~normal~~ very long hair which  
could be called claws which are occasionally  
used in fighting. They wear no clothing  
and because of their twisted tongues &  
wrists, can't speak any language.

As for every band there is a  
leader of some piece of clothing or  
ornament on him. While he is alive,  
they will fight coherently, but if he  
is killed, they will drop on all fours &  
charge like animals.

They have IS-18 Str. & IS-18 Dex,  
7 hit dice & all the rest should be  
rolled for, save Charisma.

These are hostile to all life & there  
is a limited no. of them in this area.

## \* DUNGEON # 2 \*

### KWANAS AIRFIELD

This is an old Security complex.  
It incorporates an airfield,  
ballistic missile site; arsenal, hospital,  
area resistance centre, and resistance  
and experimentation center.

It is in  $\frac{1}{2}$  decent condition,  
~~except for~~ because it was meant  
to resist attack & destruction.  
However, it is also damaged.

There are 2 main groups inside:-  
The madmen & the Ghouls.  
The madmen are holed up in  
the main centre and the ghouls  
range most everywhere else,

Feb. 1st

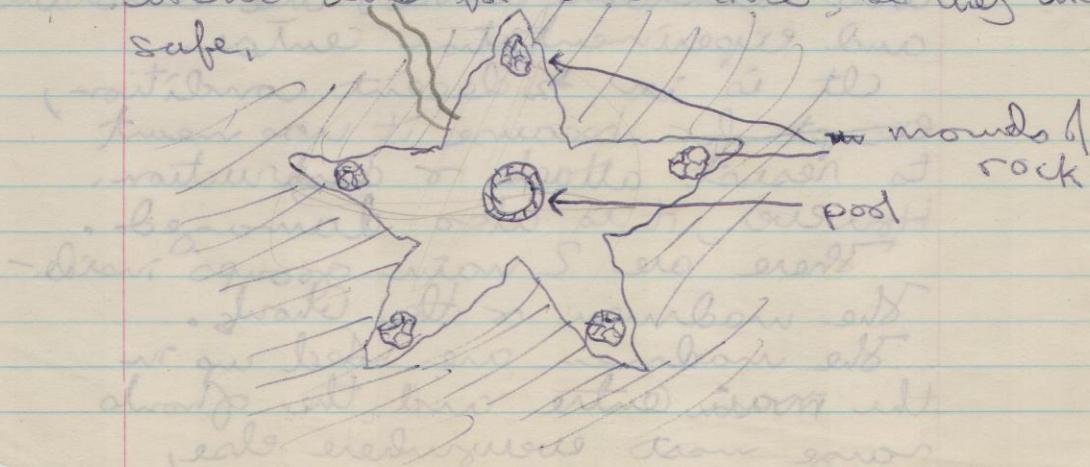
Feb. 4th

Instead of being just one complex (as in NPP), it is made <sup>up</sup> of numerous smaller places of interest:

(B) - Hiding place for the characters & Rider: A small, hidden path leads from the road up a slope to a hidden clearing. This is the place he has chosen to hide. It seems man-made and the grass is cut fairly closely, only now it begins to grow.

It is in the shape of a 5-pointed star - roughly with a large mound of rock at each point & a round pool of water in the centre fed by an underground stream.

The Rider tells them that the occupant aren't due for some time, so they are safe.



Actually this is ~~the~~ a place of worship  
for a sect of the APANDI cult.

Inside if ear or rock word of  
rock is leaved away, ~~so~~ the  
top of a plexi-glass tube is uncovered.

It is the top of a cylinder w/  
machinery on the bottom from  
which wires protrude. These attach  
to different parts of the body of the  
figure filling the tube; it is  
totally wrapped in fibers (like a  
mummy) and looks short & stocky.  
Nothing else can be told.

The glass cannot be broken by  
ordinary means & will only open  
at the appointed time by the  
machinery.

The same machinery will at  
the appointed time, cut off the  
flow of the underground spring  
to the pool for 5 minutes ~~long~~  
enough for the ~~is~~

There is a ladder going down the  
side of the pool starting about  
10 ft. down. (This can't be seen  
because of the constantly moving  
water. This goes down 50 ft. To  
a hatch. Beneath this is a

Kalibos  
Wardiner  
W. Rotner  
W. - ner  
wrote

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small, sealed chamber w/ a metal  
box in it. In this is an old very  
battered ver edition of the AD & P  
TOM's guide. This is the "bible" of the  
cult.

Incidentally, the "appointed time" is  
June 21st - the summer solstice.

Wandering monasteries should be  
checked only once a night or day  
here - it is so well hidden.

\*

(12) - The ground around buildings  
~~& runways & strips.~~

While the building & strips are  
damaged, the ground around is  
ravaged badly.

There are old crates & woods  
to shell-holes everywhere. Generally  
the ground is rough lumps, hilly  
and very wild. Making excellent  
cover.

There are high grasses & bushes  
& stunted & twisted trees & ferns everywhere.  
In old crates & shell-holes there  
are stagnant pools w/ lily-pads  
in center top. It is all very  
wild. There are occasional tracks,  
but these run or go only a little

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60  
-7

ways twisting this way & that  
until they stop.

There are occasional wandering  
monsters here; "1" on D12

Roll 08

1

1: 1-10 Ghouls

2: 8H on "ruins" table

3: 8H on "forest" table

4: Assassin patrol (M4)\*

5: Hunting cats \* (1-4)

6: 1-10 Ghouls

7: 2-20 lizardmen

8: Mad men\*

st  
-10

Lizardmen lie in ponds & occasional  
swamps.

Assassins: are sent by mad men  
on the hill to try & control wildlife.

They are created & have a mechanical  
brain which is programmed and  
a flesh & blood body. They look  
like men... somewhat. They are roughly  
1 ft. long & have but one-eye in  
the middle of the forehead. They breathe  
through slits in the neck & have  
no nose. They have but 4 large  
tusks & their mouths are over-  
large. They have claws on hands  
~~& feet (retractable).~~

They can't talk and ~~can~~ have somewhat slimy skin. Their skin is a pale yellow. They wear alloy armor around the head & neck leaving slits for gills & a hole for the eye to see through. They rest wearing leather armor over the rest of their bodies w/ bands of steel here & there. They carry ~~or~~ battle-axes made of all-steel, & have an emblem on front & back - a circle w/ 8 arrows radiating from it in all directions. They have 8 hit dice and are AC 6. They attack all who pass by & regard them on sight.

Hunting Cats: These were cats which lived on the complex when struck. They have evolved into huge saber-toothed tigers which are barely intelligent. They have 10 hit dice each and are AC 8. They have huge teeth & claws & have a horn on top of their head with which they gore.

Attacks: Claws: 1-6 / 1-6

Horn: 2-8

Teeth: 1-10

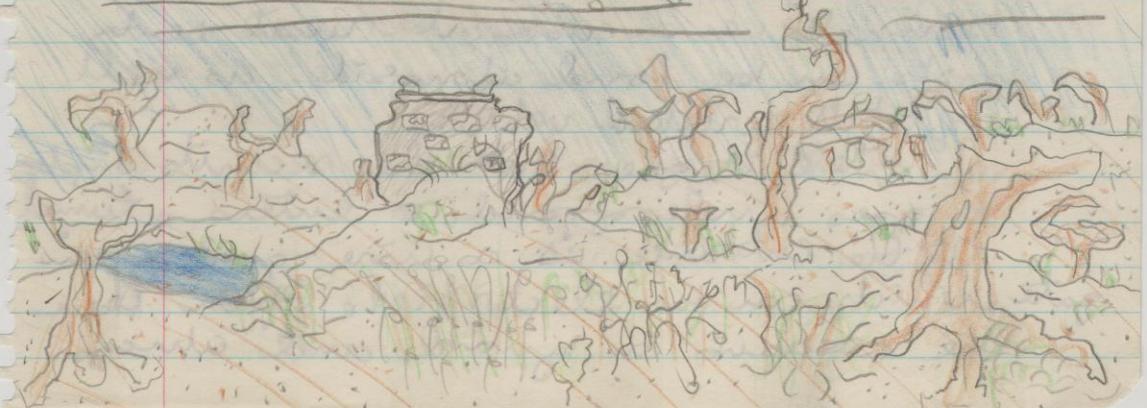
If an 18 is rolled when a character is charged w/ claws, he is bounded over onto the ground and is pinned.

These hunt in packs & are very crafty.

Mad men: Occasionally, madmen come out alone (being mad) to hunt, kill or whatever. Their reactions are up to the DM, Particularly later.

B: The whole area is slightly radioactive and occasional ruins are here & there. (such as vehicles, posts) These are favorite hunting grounds for Ghouls.

REMEMBER: Because of the height & density of the wilderness, the only thing to be seen is the building at ⑤, ③ & occasionally some hangars. Also seen are the ④'s - defense towers. Other than this, only Fred can see for any distance & even he not very far.



⑪ The security road: This paved 2-way road circles the inside of the complex, it was for security vehicles to check the perimeter. Now it is cracked and weathered, but is still useable. It has some weeds & grasses growing in the cracks. It is There are no major plants growing here so that visibility generally goes for as far as the road is straight. Since this is so, some monsters "1" may be met along it "1" on D10

#### Fall D 6

"1" - 1-10 Ghouls

"2" - 2-20 Lizard men

3 - roll on "ruin" table

4 - assassin patrol (4)

5 - Madman (new) - 1-4

6 - hunting cats (1-4)

It goes all the way round the perimeter & occasional ruined sentry posts can be found alongside, as well as totally wrecked vehicles.

Where it goes into the security complex it goes underground & enters a tunnel. At the entrance is a wire-grid screen gate which can be electrified. Often there are assassins on guard and always

there are TV monitors around which watch & if strangers approach, something usually is done.

(14) Defense towers: There are four of these on the grounds and they escaped major internal damage from during attack becos of their defense systems and sturdiness.

They are not attached by road, merely by underground tunnel to the central complex. These are in varying condition and so are numbered A, b, c, and d.

These are towers roughly 70 ft. tall. It is one cylindrical tower except for there is a metal tubular support on one side and an ~~bunker~~ attached to ~~bunker~~ on the other. On the ~~top~~ top of the tower seems to be a revolving ~~station~~ station done with another tower on that. On the ~~side of the tower is a~~ Around the top of the tower is a line of observation windows. ~~portals~~.

There is a door set in a heavy portal - made of 2 steel plates.

These can be forced by someone w/

is strength - 25% chance. There is a button by the door. When this is pressed, the people inside are alerted & a previously hidden green block is shown. If the person has a green card, the door will open.

In the bunker is a revolving door w/ a large black area on top. All the towers & bunker are made of steel-supported concrete. The rest is steel.

See graph paper for map  
5<sup>th</sup> floor: Its made to be indestructible from ground level. Its is mostly concrete & steel.



①: The corridor is hexagonal & has pipes & wires going along top & sides. There are lights along top too and all are on save in a. At ---, steel walls will fall to trap "the library" if they are intruders. Also plane-guns are hidden in the walls to blast intruders (4db damage).

②: Solid Concrete & steel.

③: Pneumatic elevator w/ blue door. There are 7 levels. There is a handle that can go UP or DOWN. There is

a row of no.'s from 1 to 7.

There is a light on 5 and whichever floor the elevator goes to, the light will go on that. 7 is lowest, 1 is highest.

④: A ramp going up and around to door on level 4.

4<sup>th</sup> Floor

⑤: elevator

②: set of doors leading to bunker

③: In this room are 3 machines. One is a computer terminal, one is a direct two-way TV communication set up to central complex. The last monitors security around and in the tower. It watches the TV camera in elevator, in corridor on 5<sup>th</sup> level, on ramp and outside TV cameras. There are only 3 TV cameras. It can also operate the steel doors & plane guns & lock any door on 8<sup>th</sup> or 4<sup>th</sup> level. It also watches 7<sup>th</sup> level. There are also plane-guns on outside that can hit anywhere in the clearing.

3rd floor:

①: elevator

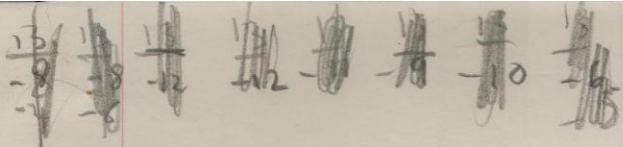
②: This is the "planning" room. There is a link here with Central (not TV), a large radar screen over maps of the area showing any approaching or flying objects.

There finally is a machine which checks status of the Tower. (on TV screen) There is also a station machine which check other towers and central, on the which sees which of them planes are flying and finally, ~~is~~ check on missiles & lasers.

2nd floor:

①: elevator

②: windows, 8 in all. They have wire-mesh grid centres & are thick, anchored plexi-glass w/ metal shutters. However, becos of the the have become scratched & weathered so that one cannot see much further than the cleaning around the tower.



③: A large table is in the off-centre w/ four fixed chairs neatly. In front of the chairs are a TV screen ear. and a list of buttons, ① to ⑯. Some ~~but~~ There are actually 18 buttons becos some are split up into separate ones. whatever number you press, it gives a read-out on that station. On the table is a large map of the ~~base~~ base down in plastic colours.

#### 1st floor:

①: Overhang of ~~level~~ steel shield. Shutters can be set put down around the gaps.  
②: Elevator

③: ~~The~~ Too One can see quite far from here with the shields up. There are 4 sets of controls here - ear can move the tower quite fast in any direction. Ear has a small radar screen & TV screen. Ear controls a 16-barreled gatling gun as a last defence against incoming whatever. These can also traverse the ground & they pack incredible power. However, becos of lack of replenishment & grass

rate of consumption, the battles arms  
is used up very fast. The gun barrels  
are set into the walls & are relatively  
hidden.

### BUNKER

The whole purpose of the bunker is the  
firing of the laser cannons & rocket batteries  
in the turret.

① The turret. From the underside  
there ~~are~~ <sup>is</sup> 2 seats to climb into but  
only one can be used. Once in the seat,  
one is in front of many controls. There  
are firing buttons & buttons to move the  
turret & laser cannons. There is a  
radar screen & grid & a read-out  
on altitude & stuff. The point is, you  
get in, get ready and raise the  
turret. Once up there, you can open  
the slits and move the carriage  
forward to let the cannons through.  
The idea is to see the dot on the  
screen & get in the cross-hairs of  
the sights. Then push the firing button.  
Most is done by using 2 hand  
grips w/ the 2 buttons.

There are 2 sets of triple lasers

packing quite a punch. They can fire across the tree tops but that is as low as possible.

②: doorways to 4<sup>th</sup> floor and stairs down to corrugated iron floor.

③: Controls to firing rockets and rockets themselves. They are guided and it's like S of them. There is a radar screen, and all other crap. These are identical to the ones in NPP.

### 6<sup>th</sup> floor (Underground)

①: elevator.

②: barracks. There are 10 cots w/ lockers beside them here. All are empty and unused & unless by assassins.

③: Dining room w/ tables & chairs here & there.

④: kitchen - All basic - Stove, fridge, cupboards etc.

⑤: bathroom.

⑥: Security room between 2 yellow doors.  
Identity is needed & none of the  
characters have proper authorization.  
Because of this the sec. robot will be called  
& the offenders taken away.

⑦: Weapons Room. There are 12  
AR's here in Excellent (80%) condition  
w/ altogether 5-30 clips, none W.O.W.  
There are also 1-6 netto-whips (50%)  
and (80%) 10 grenades - smoke, explosive  
& gas. There will also be 1-6 suits  
of sheath armours.

⑧: Single Security robot in pit.

⑨: Single cell w/ bench & force-shield.

7<sup>th</sup> floor

①: elevator.

②: Platform for (ill-lit) subway.

③ Monorail line in tunnel to Central complex. Tunnel is circular and there is a light every 50 ft. Monorail is electrified.

④ i 10' by 10' room w/ one seat & table. There is a 2-way TV connection to central. The only way to get a sub train is by asking for it.

These towers are surrounded by a cleared area of just grass. This is about ~~to~~ 40 ft. wide & can be reached by flame guns & gatling guns.

They look weather beaten & beaten-up on the outside but inside they are basically like new.

Each one except for a. is manned by 1 madman & 2-20 assassins.

The madman is always moving about & will often play games w/ my characters - He will not risk his life.

They generally wear gaudy colors & fantastical armor.

3 helmets w/ plumes. They can have one  
can physical & metal mutant & normal  
roll for abilities & h.p. They carry  
swords & neuro-whips & a heavy  
pistol on duty. They are ACS. After  
they will carry some sort of extra weapon.  
(roll on table)

If in danger they will call for reinforcements and help and will not fight unless forced.

The Assassins will be forced using  
fire-sticks (?) - rods w/ power-packs  
at the ends. When a button is pressed,  
a flame licks out, doing 2d6 dam. They  
can also be used as clubs. The power  
will hold out for 10 licks. The rest  
will use battle-axes.

In Ch. A. the ghosts reign supreme  
w/ all doors forced open and the elevator  
buttons at the bottom broken & crushed.  
The only room not broken into is the  
weapons-room. There ~~are~~ will be  
5-6 ghosts living in the place all over.

They will fight to the death for it. Most  
machinery can be forced w/ a lot of  
help & equipment. There is dirt or  
broken equipment everywhere.

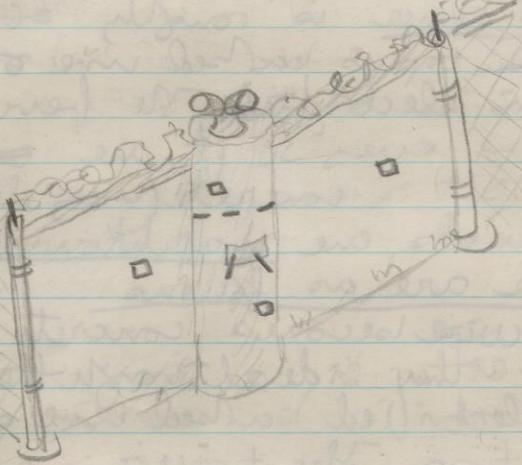
⑩ Around the perimeter is a 100-metre per space where, like the NPP, the ground is sterilized so that nothing will grow there for a long time. Beyond this is total tangled forest.

The fence is roughly 20 ft. tall. On top is barbed wire & the inside is electrified. The fence is thick wire & every 30 ft. are 2 steel posts set in concrete (very deep). At intervals are watchtowers:

These are as follows: The wire becomes concrete for 10 ft. on either side although there is still electrified barbed wire on each side, top. The towers are cylindrical and have slits w/ metal shields w/ all-round viewing. They have TV cameras on the concrete wall & around the tower in general. Also there is on top a very powerful searchlight. Also, on moveable mounts are 2 plane guns w/ range 40 ft. The entrance is on the other side of the hills wall & is a steel door. It is opened either from inside or by remote control else a button is pressed,

Alerting the occupants or opening a compartment  
is a green button. (The button is by the  
door). Also it is opened by remote control.

Inside is the controls to flame  
guns & searchlights & measurts  
Contact central centre. The slits are at  
eye-level for inside & about 10 ft,  
off the ground on the outside. There  
is also a TV monitor on the wall.



There is a 25% ("1" on D4) chance  
that there will be an assassin in  
the 1<sup>st</sup> grand tower since they are  
constantly shifted about. If they  
are free there will be 4 of them  
(they always operate in 4's) and 2  
1 will have a flame-rod.

At gates in the fence there are  
always 2 towers. The gate itself

is not electrified but it's there.  
There are 2 very strong posts holding it  
up & it's made of steel & wire.  
20' ft tall w/ barbed wire string  
all over it.

There are no branches over the  
fence big enough to support a car's weight  
and no breaks in the fence.  
Characters will have to rely on their  
ingenuity to get in.

Plants do grow very close (but  
don't actually touch) on the other  
side. Damage from electrification  
is 200 per turn and by touching loses  
muscular control. Alerts go off  
everywhere if this happens.

⑨: VTOL hanger + runway + pad,

The runway/pad is concrete  
and is in fair condition although  
here & there it is cracked or  
melted & tiny plants are growing.

Very faint lines of paint can  
be made out but to the characters  
they defy explanation. There is one  
abandoned VTOL craft on the  
middle of the runway but now it  
is just a pile of rusted junk.

All along the edge of the runway/pad are lights, about  $\frac{1}{2}$  of which will turn on and went border or run out. These are for night time.

#### HANGER

Is very large building w/concrete walls & metal roof. There is a huge set of doors opening onto the pad which have buckled in the middle, allowing people to squeeze through. The walls are scared & pitted & the doors are holed & buckled. The Roof Saggs in the middle and is almost ready to fall in.

The whole building is about 28-35 ft. tall & can be seen from certain areas of the wilderness or base.

See Crash Paper for interior  
HANGER INTERIOR:

- ①: Supplies rooms. There are two sliding doors (10' by 10') made of alloy opening here. There is a place for a lock, but it is opened - hanging on a chain. The roof here is only 20 ft. high and there is a 15' gap between the 2 ceilings. The walls are made of concrete and the ceiling corrugated iron.

Inside is full of crates, drums, boxes, etc bottles etc. There are; ~~also~~  
a: 72 drums of fuel - stacked up on top  
of one another taking up a hell of a lot  
of room. Only 2 have fuel in them. The  
rest have evaporated, were empty,  
or were holed & emptied.

On a rack are 2 pilot's suits and  
in tables around them are all the  
pilot paraphernalia - gloves, oxygen  
mask, radio, boots, helmet etc.

There are 5 huge crates full of  
spare parts for planes & helicopters.

There are also tons of miscellaneous  
stuff such as cooling liquid, tubing  
etc.

In ch 5, are altogether 37 drums of  
fuel, 4 of which are still sealed & full.

On a rack are 2 pilot's suits &  
paraphernalia. There is one crate of  
spare parts and again much miscellaneous  
crap.

Ch a) There are 3 lizardman  
skeletons, all stretched out in  
twisted positions. In the roof (unseen)  
are 4 kreegahs. - These are about  $1\frac{1}{2}$  ft.  
long and look like flying manta rays w/  
outstretched, long tail & big flapping

11  
a

members. These are AC2 and have 4 hit dice. They are totally resistant to laser & sonic attacks. In their tail is a sting w/ Int 12 person which paralyzes if not saved against. It then behaves like the 20 little "claws" on its underside & dig them into the persons chest or back. These do 3d6 dam. per turn and shred the flesh off the person. These are the reason this place has not yet been properly looted.

②: These two huge double doors are operable only by the inside & are for escape only.

③: The weapons room: At the entrance Steel trap doors can be brought down (---) There is also a TV camera & flame gun at ear. There is a largish machine in one corner that arms missiles & bombs. This needs a green band to operate it or the key (not around). This will not work unless power is turned off & at the moment all is turned off. It can be turned on at the generator building & central command.

a) There is a low bench along the N side with a row of (9) bombs along it.

None of these are armed. These are fragmentation bombs (100 points in 50 meter radius). There are 66 cylinders of various sizes in the room, packed in styrofoam walling in racks. Some cylinders are empty & lie on the floor. In these are (unarmed) 27 frag. bombs, 18 concussion bombs, 12 negation bombs, & 14 rocket packs. There are 5 skeletons around, but they are not twisted as in ②.

b.) This is the missile room. There is a machine in the SE corner for arming the missiles. In a bench to the N there are 9 AS missiles - TV guided. There are 34 other missiles packed in cylinders protected by padding. There are some empty cylinders here also. The 34 missiles are; 10 AS TV guided armor piercing. There are 8 AA missiles w/ infra-red tracking. There are 12 guided missiles for AG use - just explosive. In here are 2 keegaths on the ceiling in one corner, hidden. The ceiling of these are 25 ft. high so slightly higher than ①.

④ walkway to higher offices. This has a 3 ft rail & is wire gril & reached by stairs going up near front doors.

⑤: Wagons: These are used to transport pilot & equip. - oil, weapons etc - to planes. They have 4 balloon tires & have a flat-dom back & a wire fence about 1½ ft. high. They have attachments on the front to work up to tractors. These particular ones are waiting and empty.

⑤<sup>a</sup> has a tractor attached, ⑤<sup>b</sup> doesn't. Tractor is about 10 ft. long and is on tracks. It is armored and can go top speed of 30 kph. It is somewhat bullet shaped. There is a very strong set of plate glass window on front which is now somewhat weathered. There is a strong light on front & lights on back. There is also a fire-extinguisher attachment on front - although now it's mostly empty. All fuel tanks are totally empty now.

There is a set of double doors on back & a hatch on top w/ a small shield. In the inside there are a driver & co-driver seats & a rear space where 4 seats can be pulled down from the wall or else can be used as cargo. These 2 compartments can be met off by a light metal screen.

There are 2 slits in the back doors & walls w/ limited viewing. Also, a movable periscope in the hatch.

⑥ i: The front doors: These are bent & twisted but can be pushed back about 4". There is a space large enough in the middle to squeeze through.

They are made of metal & can't be bowed out or in by sheer force. There is a lizardman skeleton wedged in here

⑥ ii: In a gross position clutching at his back.

⑦ i: 3tractors serving the planes:

TRACTORS & carts have already been described but these have something on them.

a: A drum of empty fuel or a crate box of ammo for the 30 mm's in the planes. This is on belts. There are arrows pointing bullets for AA or AG. This is all. A skeleton is lying on the cart.

b: There is an drum of fuel on the cart and 3 armed missiles wrapped in padding. There is also some miscellaneous stuff for repairs.

c: There is a box w/ a belt of arms for the plane, some spare parts &

to rocket pods (armed). There is a skeleton here also.

- ③ The planes themselves: They are like Hawker Hawks only are slightly larger & much more complex. They have folding wings & the engines & lift-off units are actually in the wings. All functions on these planes have a 60% chance of working. They are 2-seaters and have a max. speed of Mach 2.5. There are 2 30 mm canon in wing pits. These are for A-A or A-G use. There are places on the wings for 2 (or each wing) weapons groups (3 bombs or 1 missile). All cockpits are open & there is a ladder up to each ea. w/ TV, radar & all sorts of sensors except. The front is for pilot, the back for co-pilot & gunner. These planes are all resting on 3 sets of wheels.
- a) Has 4 packs of frag. bombs on it & guns not fully armed.
  - b) Has 4 AA missiles on it and not full guns.
  - c) Has 2 rocket pods & not full guns. Here there are 2 skeletons in full pilot gear. These are 40% workable.

⑨ i: These are 2 b workbenches. These are cluttered w/ stuff all over. There are 4 seats on each.

a: has piles of stuff to fix & 2 skeletons at seats. There are 2 full tanks of acetylene. There is glue, hammers, nails, saws, files, torches for acetylene, flashlights, 3 batteries. b: has 1 skeleton. There is no acetylene but there is much cleaning fluid, hammers, screwdrivers, screws & an arc lamp & a used power pack. There is also all sorts of junk.

⑩: The floor is cracked concrete w/ here & there a plant or some grass growing up. There is all sorts of dirt all over.

The ceiling is a mass of twisted beams & buckled & bent girders and here there is a shaft of light cones don't illuminate the scene. Among this crap live 5 kreegahus. These will swoop at an opportune moment.

⑪ i: Bathroom for pilots & other officials. 1 skeleton here w/ yellow band.

⑫ i: office for commander. There is a desk carpet, one or 2 paintings & some files full of pressed-out paper.

⑭ Briefing for pilots. There is a map on far wall which has yellowed beyond worth. There are also other maps around which are grossed-out. There is a large desk before these and other seats in front of this. There are 2 skeletons in ~~the~~ complete pilot suits sitting in chairs and a skeleton at the desk w/ yellow band. On the desk is a pistol w/ 1 clip in it. This is light.

⑮ ⑯: Corridor (scary) to briefing room. There is a crouched skeleton in the middle w/ a military uniform & an Automatic rifle w/ 5 clips. This is 10% working.

⑯: Bathroom w/ 1 skeleton in it.

⑰: This is an office w/ 5 skeletons in it. There is machines as follows; remember no power. Computer terminal, large machine w/ headphones for contacts home, TV screens for viewing what Pilot sees, desks for accountants files & m R-way TV-radios to central & Terminal tower.

(8): Runways for the p high-speed planes in (8). These are about 150 ft. wide or 50 metres. They are made of concrete and reinforced w/ steel. Here & there there are melted and cracked parts. In places there are small craters or wreckage. These are still usable as runways. Occasionally these are used as pathways and patrol ways by the various things.

### WANDERING MONSTERS Roll "1" on D10

If "1" results roll D

- 1: Ghouls (1-10)
- 2: Assassins (4)
- 3: Lizardmen (2-20)
- 4: Roll "Forest" table

### UPDATE / INPUT

DATE:  
JAN 16<sup>th</sup>

So far 8 madmen out of 51 have been killed (15%) and 100 assassins out of 425 have likewise been killed (roughly 23%). Also, 3 out of 4 helicopters have been destroyed and 2 ~~3~~ out of 5 APC's. Also the characters have rendered temporarily inoperable the 3

defence towers. They have also taken over the VTOL hanger and its planes. 2 have been destroyed but a third remains. They have however, captured a character which offers limitless possibilities.

Since frontal attack has so far failed dismally, the Madmen have decided to concentrate on rebuilding the defence towers and keeping the characters on the go. Also recovering stocks of Assassins. Thusly, all assassins have been taken back from the perimeter towers except around the central complex where all towers are manned at 4. There are no casual patrols and the battle groups vs. the ghouls have been recalled. Defences have been doubled on the complex itself.

There are 50 assassins at helicopter pad A where the remaining helicopter is stashed. Also 5 madmen w/ 1 APC. There are likewise 50 assassins at at defence tower C w/ one APC + 10 madmen. These are working round-the-clock on repairs. These should be completed in 3 days time.

2 tractors from the complex are also creating roads as shown on the main map (no longer shown for players). This is for the Devil Car - see later.

20 assassins & 2 madmen are involved in doing this. Also 10 madmen & 50 assassins have gone to hangera. To conduct a one day, feasibility study on refurbishing interceptors ~~for~~ to ~~the~~ challenge air supremacy of characters.

- FRE D - will witness some road-making and activity.

Also - long ago <sup>(?)</sup> the master created the beginning of a race of supermen and machines to take the place of the assassins as servants. He built 4 of em and was successful except for the fact that they were unstable and em. how there was a 1% chance of them going berserk. He put them to sleep in case of future need. He considers that now is the time.

1) Hanglider Sam:

Phy Str: 18 Men Str: 12 Dex: 18 Con: 18

Dex: 18

Char: 14

Int: 12

Hit points: 69

(+3 to hit, +3 dam.)

-3 -5 67

-3 -14

Hanglader sam is dressed in a black skin-tight overalls body suit. This reflects laser & sonic attacks, gives -2 on radiation intensity, gives AC7 and reflects ~~radiation~~ <sup>(partially filtered)</sup>. He wears magnetic gloves & boots which turn on & off whenever he wants.

With these he can climb any surface & also make a perfect landing. He travels light w/ a temporary jet pack on his back which lasts for 5 minutes & w/ this he can go up to 50 km/h.

This is thin & light. He also wears infra-goggles & an oxygen mask. No part of his skin is open to the air. ~~He~~ He has a 2-way radio beside his left ear and a speaker in front of his mouth. He carries a light belt around his waist w/ a holster and spaces for tools & clips etc. In his holster is a paralysis needle w/ a clip to it. (Int. 12). He has 5 extra clips. He has

③ vials of acceleration-dose, ① anti-radiation dose, ④ cur-in, ② sustenance dose, and ① suggestion change. He also has 2 vials of acid (2-12 dam). He also carries a vibro-dagger at his belt & 3 extra batteries.

On <sup>right</sup> his index finger glove he has a sleep gas generator (Int. 15) w/ range 10 ft.

In 2 pouches on the back of his belt he

carries a small selection of fine tools, a cyanide capsule, some soma & some padding - for knocking out people. Also a small spray-can of white paint & a very small sonic-torch. Lastly he carries word around the inside of his belt 50 ft, of fine wire.

His hang glider is made of the same reflective material his suit is. It is very light and can be retracted and folded-up to carry easily on a back. It has a small compressed air director to speed up at change direction and also a mini-laser w/ 10 shots (to 4d6 dam). This can be taken off & used personally. It also has automatic controls so that it can or be timed to come down or circle. It also has a hidden pouch for stuff.

## 2) DEVIL CAR-DAN

Str: 12 Men Str: 16

Dext: 18 Const: 16

Char: 16 Int: 16

Ht. pts: 54 (+3 to hit)

Devil-Car Dan wears light grey overalls and a leather cap w/ infra-goggles & oxygen mask. These reflect radiation & sonic attacks.

His high boots & driving gloves are magnetized for continuous grip and total control over the car. He wears a belt around the waist w/ 2 holsters w/ 2 stun ray pistols w/ 5 shots ea. He has 3 extra power packs. He has a radio by his right ear & a speaker in his mask. He has 50' of wire around his waist. Also around his belt are a series of vials. - 3 accelerators, 2 truth doses, 1 cure-in, 1 radiation resistor & 2 sustenance.

However the thing to watch here is;

### THE CAR

It is a 2-seater w/ the engine in the rear. It basically looks like ~~a~~ a Trans-Am. very sleek & powerful.

The wheels are puncture-proof & self-closing. The car has 4-wheel drive & a very powerful Turbo-motor (V8). It can go up to 200 km/h and can traverse any terrain. The wheels can fold up so that it can go underwater. The whole car is sealed so no radiation can leak in or out. There is a 2 hr. oxygen supply. (The car) can make almost no noise or a hell of a lot.

There are twin MG's under the head lamps (these very powerful) with 2 belts of ammunition ea.

The exhausts can pour forth a tremendous volume of smoke. In 6 seconds the whole area will be down to vis. 0 & coughing. The windows are bullet & 20 mm proof & are self-heating. They can melt up so that the inside cannot be seen. The doors are self-locking and the entire outside can be electrified so that any toucher take 3d6 dam. touchig. There is a micro-missile launcher under the hood along w/ a .50 cal Ma w/ 2 shells. The missiles (launcher has 20 missiles). There is a grenade launcher in the rear (high trajectory) w/ 50 grenades - 20 explosive, 10 gas, 10 smoke, & 10 stim. There are 2 flares under the bumper for travelling cases counts to 4d6 dam. There is a small propeller between the exhausts. At 80 km/hr over or under water traveling over land. The exterior color can change from grey-white to grey-to black w/ a change of a button. The car runs on high-octane, turbo-fuel & a very high-power battery-power pack. There is limited fuel in the complex.

but it can run on ordinary fuel w/  
deteriorating performance.

This car can do anything & has  
acceleration 0-100 in 6 sec. as well  
as it can stop on a dime w/ its brakes.

### 3.) FLYING GRID WATCHER

{ Pd

3 Phy. Stri: 16

4 Int: 16

5 Mem. Stri: 16

6 Ht. pts: 69

7 69

8 22

9 21

10 12

11 11

12 2

13 1

14 1

15 1

16 1

17 1

18 1

19 1

20 1

21 1

22 1

23 1

24 1

25 1

26 1

Dext: 16

Char: 12

Const: 16

(+2 dam., +2 to hit)

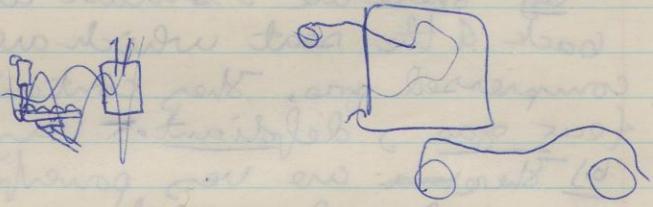
This man wears skin-tight flexible  
steel armour all over his body except  
his head, hands, & legs. This is AC 4.

It changes color to suit terrain - camouflage.  
He wears magnetic gloves & boots & no  
helmet = only earphones w/ a speaker attached.  
He has intra-lenses put into his eyes.

His suit can be electrified for 3db dam.  
He wears a belt around his waist  
w/ vials & a holster. He carries a stun  
ray pistol w/ 3 batteries. He has 3 acceler-  
doses, 1 truth serum, 2 suggestion doses,  
& 2 sustenance doses.

He also carries 3 grenades - 1 explosive,  
1 smoke & 1 gas.

~~It is somewhat like the heli-pads  
in the NPP complex.~~



### FLYING GRID

This is basically a heli-pad w/ some changes & improvements;

It is slightly larger but retains the same shape & basic controls.

1) The machine guns (twin) have 100 rounds ea,

2) The power pack will last 5 hours instead of 3

3) The max. speed is 150 km/h and the controls are more refined to allow more sophisticated control.

4) The lift unit can be positioned at any angle, instead of a choice of only 3 positions.

5.) There are 3 tanks at the back of the seat which

There is a fold - down arm which has controls for the following on it;

a.) There are 3 small tanks on the back of the seat which are full of compressed gas. They contain; smoke, fear gas, defiant ← very powerful stuff.

b.) There are very powerful head lights on the underside which can be turned on or off here,

c.) There are some very basic ECM & jammer systems.

d.) Under the MG's is a small complex, from this can be dropped ② small bombs, equal to grenades. Also there is a micro - missile launcher w/ ⑤ rounds,

There is also an auto - pilot to bring the craft back home directly if needed, (This works immediately after pressing the button)

The flying grid ~~is~~ also has a TV camera w/ a relay back to central command.

This is built much tougher than the normal heli - pad so that ordinary bullet won't even likely to damage it, (or the pilot.)