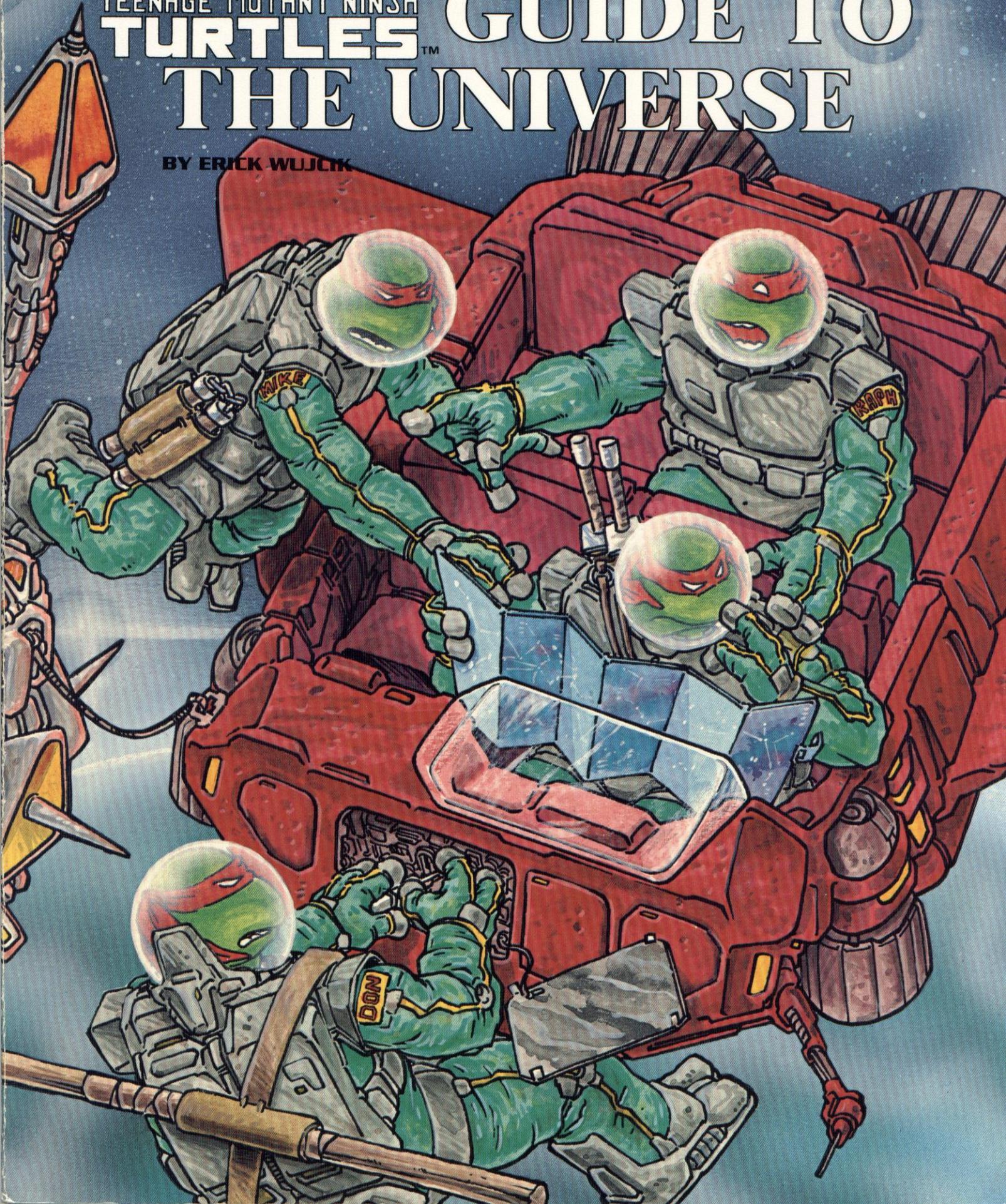


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EASTMAN AND LAIRD'S
TEENAGE MUTANT NINJA
TURTLES™

GUIDE TO THE UNIVERSE

BY ERICK WUJCIK

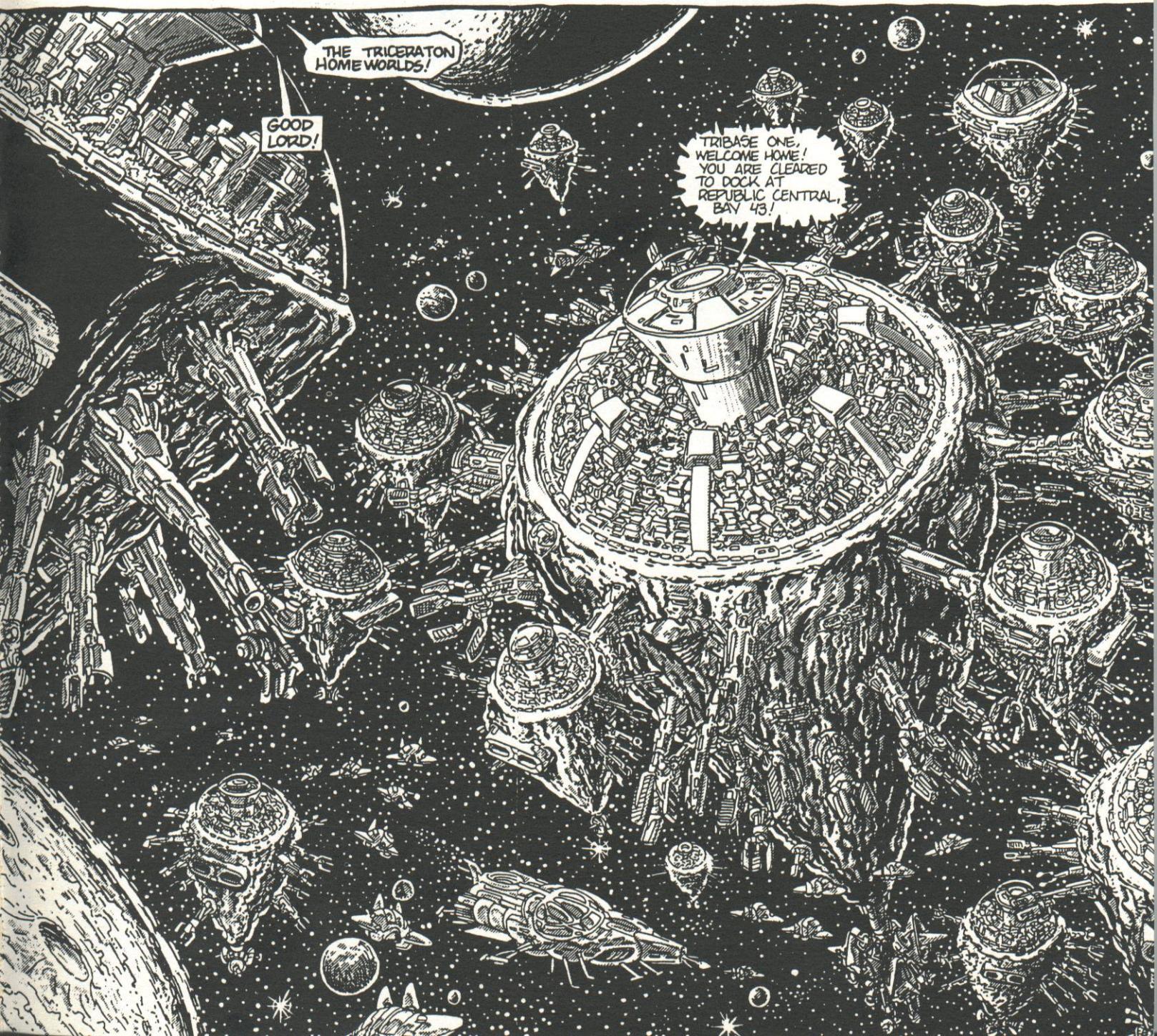


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Dedication: The transition from innocence to adulthood, from naivete to cynicism, is a lonely business. I was lucky enough to share the experience with a few good friends, all people from a science fiction club called the Wayne Third Foundation. This book is for my inner circle of confidants, Dan Kurtycz, Paula Layton, and, the only mentor I've ever known, Dan LaFleche.



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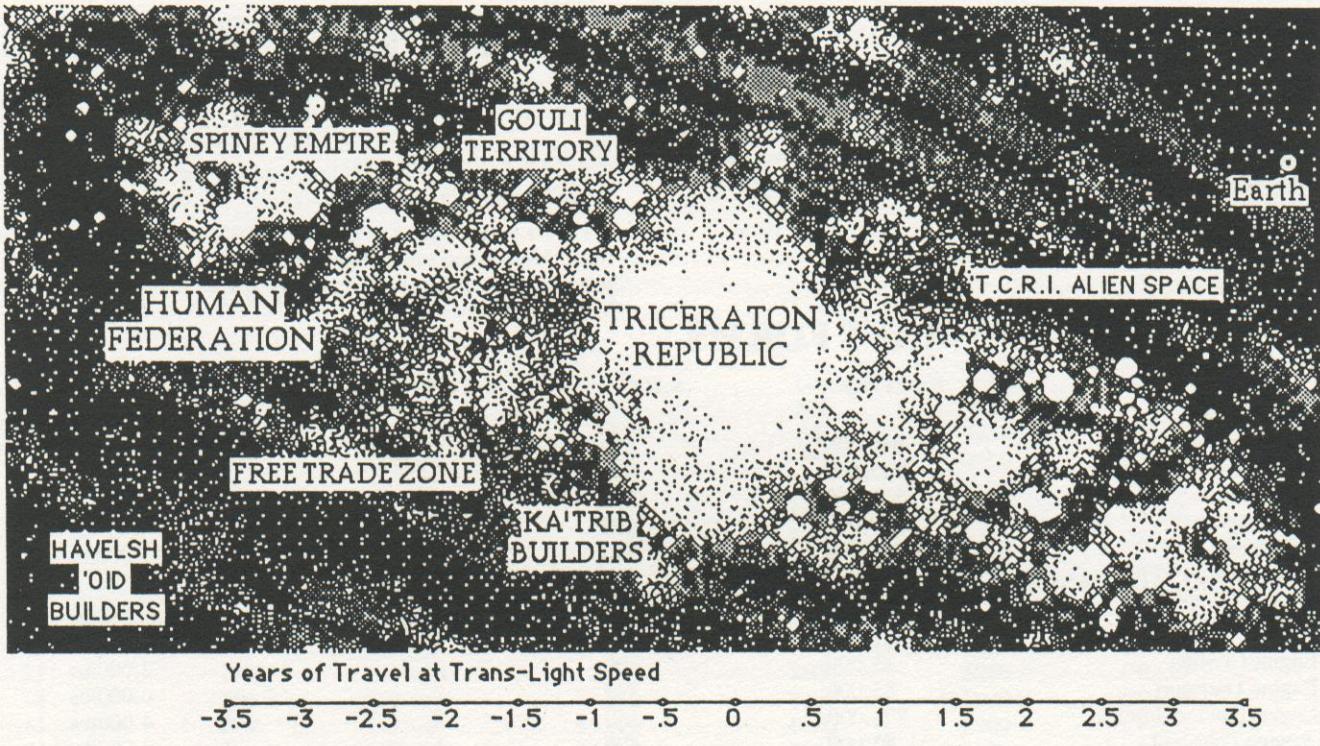
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PALLADIUM BOOKS® PRESENTS THE TEENAGE MUTANT NINJA TURTLES™ GUIDE TO THE UNIVERSE

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INTRODUCTION

Welcome to the fourth *Teenage Mutant Ninja Turtles and Other Strangeness* game supplement. The others, just in case you're newly arrived from the Spiral Nebula, are After the Bomb, Road Hogs, and *Teenage Mutant Ninja Turtle Adventures!* They're all based on the phenomenally popular role-playing game, *Teenage Mutant Ninja Turtles and Other Strangeness*.

VEHICLE CREATION

Boil down all the complex factors in a successful aerial dogfight and what's left are two critical items: *Speed and Maneuverability*. Winning means moving faster and reacting more quickly than the other guy. Keep that in mind when putting together the aircraft and spacecraft in the following section.

Here's what it takes to get and modify a flying vehicle in five easy steps. Mutant and super flight powers are sometimes used for comparison purposes, but players can only get built-in wings or flight when first creating the character.

STEP 1: BASIC AIRCRAFT FORMS

Type	Base Price	S.D.C.	T.M.F.	Payload
HELICOPTERS				
1-Man Observation	\$10,000	150	3	300lbs
Civilian Transport	\$15,000	300	2	2,000lbs
Cargo Transport	\$35,000	500	1	10,000lbs
Combat Transport	\$20,000	400	4	4,000lbs
Combat Fighter	\$40,000	450	5	1,000lbs
CONVENTIONAL AIRPLANES				
Single Engine Civilian	\$2,000	200	4	800lbs
Single Engine Fighter	\$12,000	250	5	1,400lbs
Twin Engine Civilian	\$5,000	300	2	2,000lbs
Twin Engine Transport	\$5,000	350	2	6,000lbs
Twin Engine Fighter-Bomber	\$20,000	350	3	4,000lbs
Three Engine Transport	\$7,000	400	1	9,000lbs
Four Engine Bomber	\$10,000	600	1	12,000lbs
JET AIRCRAFT				
Personal Jetpack	\$40,000	25	6	250lbs
Stunt Plane	\$125,000	250	5	300lbs
Single Engine Fighter	\$750,000	400	4	2,000lbs
Twin Engine Fighter-Bomber	\$1,000,000	500	3	8,000lbs
3 Engine Passenger	\$500,000	650	1	25,000lbs
4 Engine Wide-Body	\$1,000,000	800	1	50,000lbs
4 Engine Strategic Bomber	\$2,000,000	950	1	45,000lbs
ION DRIVE VEHICLES				
Flying Harness	CR1,000	50	8	1,000lbs
Flying Platform	CR5,000	90	1	2,000lbs
Aircar	CR7,000	140	2	4,000lbs
Military Transport	CR12,000	350	2	20,000lbs
Orbital Shuttle	CR25,000	2,000	3	100,000lbs
Combat Fighter	CR40,000	2,500	6	30,000lbs
Cargo Ship	CR100,000	15,000	1	2,000,000lbs
Fleet Line Ship	CR2,000,000	150,000	4	5,000,000lbs
CHARACTER FLIGHT TECHNIQUES (For comparison only)				
Mutant Animal Flight Power				
160mph	—	—	P.P.	equal to P.S.
Mutant Animal Glide Power	—	—	P.P.	equal to P.S.
Robot Hover Jets	\$500,000	—	5	equal to P.S.
Robot Booster Jets	\$750,000	—	5	equal to P.S.
Telekinetic Flight (Psionic)	—	—	—	see <i>Heroes Unlimited</i>
Flame Flight (Super Power)	—	—	1	equal to P.S.
Sonic Flight (Super Power)	—	—	P.P.	equal to P.S.

TABLE NOTES

Type: This is just the general category. There are hundreds of possible variations.

Base Price:

1. Price as listed buys only the basic framework and engine. Speed Class, improvements in T.M.F., armor, weapons, and options, are all extra.
2. Anything listed in dollars (\$) is available on contemporary Earth. Anything listed in credits (CR) is available ONLY in the galactic civilizations.
3. For scavenging aircraft for an After the Bomb scenario, the Base Price is divided by 10. In other words, getting the hulk of a cargo helicopter back in usable shape would cost 10% of \$35,000, or \$3,500 in *Americorp dollars*.

S.D.C.: Destroying all the S.D.C. of a vehicle turns it into scrap metal. It may take considerably less damage to eliminate the vehicle's ability to fly.

T.M.F.: Stands for *Transient Maneuvering Factor*. This is the vehicle's basic responsiveness to the pilot's controls. P.P. means that the character's Physical Prowess becomes the T.M.F. while in flight.

Payload: This is the total amount of weight that the vehicle can carry.

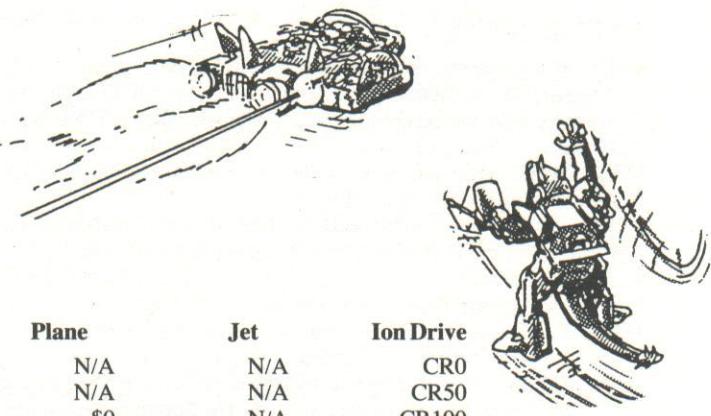
Pilot, crew and passengers, along with their seats and harnesses, missiles, bombs and cargo; all are part of the vehicle's payload. An aircraft simply won't get off the ground if it's overloaded. Built-in vehicle weapons and armor are not counted in payload.

It's the same for Ion Drive vehicles; they can't take-off if they're overloaded. However, (once a vehicle leaves the gravity well of a planet), while in outer space it can carry or pull vast amounts of weight, just cut the speed in half for every full payload.

STEP 2: GETTING UP TO SPEED

Until the Speed Class is added to a vehicle, it can't go any faster than its minimum speed. For helicopters and ion drives, that's about 5 mph; the others are on the table where it says '\$0.'

Speed Classes are more than just engines. The entire vehicle must be modified, streamlined and reinforced to handle the greater stress.



SUB-SONIC SPEED CLASS TABLE

Class	Spd.	Maximum	Heli	Plane	Jet	Ion Drive
0	Hover	0 mph	\$0	N/A	N/A	CR0
1	22	15 mph	\$100	N/A	N/A	CR50
2	44	30 mph	\$200	\$0	N/A	CR100
3	66	45 mph	\$300	\$50	N/A	CR150
4	88	60 mph	\$400	\$75	\$0	CR200
5	110	75 mph	\$500	\$100	\$100	CR250
6	132	90 mph	\$600	\$150	\$200	CR300
7	154	105 mph	\$700	\$200	\$300	CR350
8	176	120 mph	\$800	\$250	\$400	CR400
9	198	135 mph	\$900	\$300	\$500	CR450
10	220	150 mph	\$1,000	\$400	\$600	CR500
11	242	165 mph	\$2,000	\$500	\$700	CR550
12	264	180 mph	\$3,000	\$600	\$800	CR600
13	286	195 mph	\$4,000	\$700	\$900	CR650
14	308	210 mph	\$5,000	\$800	\$1,000	CR700
15	330	225 mph	\$10,000	\$900	\$1,100	CR750
16	352	240 mph	\$15,000	\$1,000	\$1,200	CR800
17	396	270 mph	\$20,000	\$1,100	\$1,300	CR850
18	440	300 mph	\$25,000	\$1,500	\$1,400	CR900
19	484	330 mph	\$27,500	\$2,000	\$1,500	CR925
20	528	360 mph	\$30,000	\$3,000	\$1,750	CR950
21	572	390 mph	\$40,000	\$5,000	\$2,000	CR1,000
22	616	420 mph	\$50,000	\$10,000	\$3,000	CR1,050
23	660	450 mph	\$100,000	\$50,000	\$4,000	CR1,100
24	704	480 mph	\$400,000	\$100,000	\$5,000	CR1,150
25	792	540 mph	\$750,000	\$200,000	\$10,000	CR1,200
26	880	600 mph	\$1,000,000	\$500,000	\$20,000	CR1,250
27	968	640 mph	N/A	\$1,000,000	\$50,000	CR1,300
28	MACH 1	660 mph	N/A	N/A	\$150,000	CR1,500

SUPersonic SPEED CLASS TABLE

Class	Speed	Maximum	Jet	Scramjet	Ion Drive
28	MACH 1	660 mph	\$150,000	N/A	CR1,750
29	MACH 1.5	990 mph	\$500,000	N/A	CR2,000
30	MACH 2	1,320 mph	\$1,000,000	N/A	CR2,250
31	MACH 2.5	1,650 mph	\$2,500,000	N/A	CR2,500
32	MACH 3	1,980 mph	\$5,000,000	N/A	CR2,750
33	MACH 4	2,640 mph	\$8,000,000	\$2,000,000	CR3,000
*34	MACH 5	3,300 mph	\$15,000,000	\$4,000,000	CR3,500
35	MACH 10	6,600 mph	\$50,000,000	\$6,000,000	CR4,000
36	MACH 15	9,900 mph	N/A	\$7,000,000	CR4,500
37	MACH 20	13,200 mph	N/A	\$8,000,000	CR5,000
38	MACH 30	19,800 mph	N/A	\$10,000,000	CR6,000
39	MACH 50	33,000 mph	N/A	\$25,000,000	CR7,000
40	MACH 100	66,000 mph	N/A	\$90,000,000	CR8,000
41	MACH 150	99,000 mph	N/A	N/A	CR9,000
42	MACH 200	132,000 mph	N/A	N/A	CR10,000
43	MACH 500	330,000 mph	N/A	N/A	CR15,000
44	MACH 1,000	660,000 mph	N/A	N/A	CR20,000
45	1% Lightspeed	6,700,000 mph	N/A	N/A	CR50,000
46	5% Lightspeed	33,500,000 mph	N/A	N/A	CR500,000
47	10% Lightspeed	67,000,000 mph	N/A	N/A	CR1,000,000
48	50% Lightspeed	335,000,000 mph	N/A	N/A	CR2,000,000
49	Speed of Light	670,000,000 mph	N/A	N/A	CR5,000,000
50	—	Trans-Light Speed	N/A	N/A	CR15,000,000

* Roughly Equivalent to Escape Velocity, the speed required to leave Earth's gravitational field and go into orbit in outer space.

TABLE NOTES

Spd.: If the vehicle were a person, this would be its *equivalent Speed Attribute*. A character with a Speed of 22 can run 15 mph. It's the same for vehicles except, of course, they are capable of much higher speeds.

MAXIMUM: The vehicle's absolute maximum speed. At this speed, fuel consumption is at maximum.

HELI: Cost of equipping a Helicopter with the matching speed. Helicopters are incapable of reaching the speed of sound.

PLANE: Cost for souping up a propeller-driven airplane. These vehicles can neither hover nor reach the speed of sound.

JET: Engine costs for all conventional jet aircraft, ranging from commercial jet aircraft to jet fighters.

SCRAMJET: This high speed, hydrogen powered jet engine is only available as an add-on to other aircraft. The Scramjet cannot operate at speeds less than Mach 2. Therefore, any aircraft with the Scramjet add-on must already be Speed Class 30 or better.

ION: The Ion Drive is the standard propulsion system among all the civilized races of the galaxy. It is simple to operate and repair, can handle speeds ranging from hover to trans-light, and works on standard electrical power. Cost, in credits, is given for the whole system, including power supply, needed to achieve a particular Speed Rating.

STEP 3: AERIAL MANEUVER CAPACITY

The absolute ideal in aerial combat is to have no time delay between the direction of the pilot and the response of the vehicle. In other words, a perfect vehicle would react with the exact P.P. (Physical Prowess) of the operator. And, in this imperfect world, the only way to have a perfect Transient Maneuvering Factor (T.M.F.) is to be born with the ability to fly.

When controlling a vehicle, there are several factors that slow down the pilot's control. The vehicle controls have to convey the signal to the vehicle's drive mechanism, and the drive mechanism itself has to be activated.

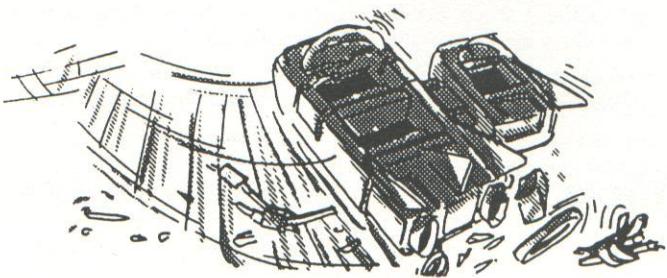
In this *Air Combat system*, that delay factor is called the T.M.F., or Transient Maneuver Factor. On an old-fashioned biplane, with cable controls, it might take a full melee (15 seconds) or more before the pilot's decision to swerve right is translated into actual motion. And, by that time, the enemy may have already changed tactics several times. The biplane has a T.M.F. of 1, the worst possible rating. (Note: This is for game mechanics only and does NOT represent the real maneuverability of bi-planes).

Compare that with the ideal situation: that of a mutant character with a P.P. of 13 and the power of flight. The same decision to swerve right will be enacted almost instantly. And, in the time it takes the biplane to complete one reaction, the mutant flyer may be able to perform a dozen or more maneuvers. The mutant flyer has a T.M.F. of 13, exactly equal to his P.P.

The T.M.F. of a machine/vehicle is not affected by the pilot's P.P./T.M.F. Put the mutant flyer in the cockpit of the biplane and the biplane's T.M.F. would still be a 1. It doesn't matter how terrific the pilot's P.P. is, it doesn't change the T.M.F. of the craft.

T.M.F. IMPROVEMENT TABLE

Maximum T.M.F.	Helicopters	Airplanes	Ion Drives
1st T.M.F. Upgrade:	\$500	\$1,000	CR400
2nd T.M.F. Upgrade:	\$2,000	\$2,000	CR800
3rd T.M.F. Upgrade:	\$10,000	\$10,000	CR1,600
4th T.M.F. Upgrade:	\$100,000	\$60,000	CR5,000
5th T.M.F. Upgrade:	\$2,000,000	\$360,000	CR30,000
6th T.M.F. Upgrade:	\$12,000,000	\$3,000,000	CR240,000
7th T.M.F. Upgrade:	N/A	\$36,000,000	CR2,400,000
8th T.M.F. Upgrade:	N/A	N/A	CR30,000,000
9th T.M.F. Upgrade:	N/A	N/A	CR600,000,000



CONTROL ROLLS FOR AIR VEHICLES

Control rolls are needed for take-offs, landings, and for low altitude flying where the vehicle is below nearby objects (trees, buildings, mountains). Control rolls are made by rolling under the character's pilot skill on percentile dice.

When operating in atmosphere at speeds over Mach 5, there is a penalty for all control rolls and combat maneuvers. *The penalty is equal to the vehicle's Mach speed.* In other words, when attempting an air combat tactic at Mach 40, there is a penalty of -40 for any combat maneuver. At Mach 6 the penalty is -6, and so on. There is an absolute speed limit of Mach 100 while in atmosphere.

INCREASING SPEED AND T.M.F.

There are repair facilities available at most airports. The following prices are for 20th Century Earth. In the *After the Bomb* world, the prices would be about 1/5th of what's listed here.

Repairs: Mechanics' rates vary according to labor and part costs. S.D.C. damage is very expensive on aircraft, and can cost from \$40 to \$240 (roll 4D6) per point to fix.

Engines, linkages, fuel lines, and the like, will cost about \$1,500, for labor and from \$3,000 to \$18,000 (roll 3D6) for parts.

Repairing lost Speed Classes or T.M.F. is also extremely expensive, from \$2,000 to \$12,000 (roll 2D6) per level.

Major engine damage, from enemy fire or from malfunction, can run from \$30,000 to \$180,000 (roll 3D6). Replacing an engine costs 1/2 the cost of the vehicle's Speed Class.

NOTE: Auto Mechanics "borrowing" the use of a hangar's tools and equipment are expected to pay for the time, usually around \$500 an hour.

Modifications: Characters may also pay for improvements and modifications to their aircraft. Modification costs will depend on parts and labor costs as determined by the GM.

Increasing the Speed Class is possible, but only by improving from one speed class at a time. 20% of the price of the new speed class will be needed just for parts. Depending on who does the work, the cost of labor could be from 1 to 6 (roll 1D6) times the cost of parts.

Increasing the T.M.F. is also possible, so long as the vehicle maximum is not exceeded (7 for Helicopters, 8 for Airplanes, 10 for Ion Drives). 50% of the price of the new T.M.F. (see T.M.F. Table) is for parts. Labor can cost from 1 to 6 (roll 1D6) times as much as parts.

SPEED BONUS

When adding the *speed bonus* to a roll, always use the vehicle's rated *Speed Class*, not the current speed. Vehicles can always use their maximum *Speed Class*, even when puttering along at slower speeds.

For example, a *Speed Class 28* jet will get a speed bonus of +28 regardless of its current speed. Just because it's moving slowly doesn't mean it can't use the acceleration, climbing and turning power of *Speed Class 28*.

NOTE: Anything over the speed of sound, Mach 1, will create a *sonic boom*. When flying close to the ground (under 5,000 feet) this is enough of an air shock to break windows. The mach speed is equal to the percent chance of breaking windows in the affected area. Really incredible speeds, of Mach 20 and over, will have a 2% chance of actually knocking down any building within 200ft. For example, something flying through downtown Chicago at mach 25 will break 25% of all windows in the area, and has a 2% chance of knocking down every building it passes by. Injuries from flying glass and shock waves will affect about one out of every thirty people in the affected area.

AIRCRAFT FUEL

Helicopters, airplanes, jets and scramjets all burn vast amounts of fuel. To avoid getting overly complicated the rules for fuel consumption have been simplified as follows:

1. At Maximum Speed the aircraft burns all its fuel in 15 minutes. Believe it or not, this is rather generous; many jet planes can burn their entire fuel load in under 3 minutes.
2. From 3/4 Speed to 1/4 Speed the aircraft will burn all its fuel in 3 hours.
3. At Idling Speed, about $\frac{1}{10}$ Maximum speed, the aircraft will burn all its fuel in 5 hours.

STEP 4: ADDING ARMS AND ARMOR

Fixed Mount

This kind of weapon fires in only one direction, and 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's pilot.

Weapons	Damage	Range	Price
5.56mm Light Machinegun	5D6	1,500ft	\$1,500
7.62mm Medium Machinegun	6D6	3,000ft	\$2,500
20mm Automatic Cannon	8D6	4,000ft	\$10,000
30mm Automatic Gun	10D6	5,000ft	\$15,000

Swivel Mount

Weapon is mounted on a swivel that can be rotated 360 degrees. A gunner must operate the weapon from an open platform or turret.

Weapons	Damage	Range	Price
5.56mm Light Machinegun	5D6	1,500ft	\$3,000
7.62mm Medium Machinegun	6D6	3,000ft	\$4,000
.50 Calibre Heavy Machinegun	7D6	3,000ft	\$8,000
Empty Turret (Install with any weapon)			\$1,000

Ordnance

These weapons are mounted on the exterior of the craft. All ordnance weights must be subtracted from the vehicle payload.

Weapons	Damage	Range	Price
2.75" Rocket Launching Tube	8D6	6,000ft	\$500 ea.

Rockets are disposable weapons; once used the entire thing must be replaced. *Speed Class* is 19. Explosion does 8D6 on everything within a 20 square foot area. Each loaded tube weighs 35 pounds.

Anti-Aircraft Missiles 12D6 12,000ft \$4,000 each Anti-aircraft missiles have built-in infrared sensors for tracking the enemy target. *Speed Class* is 29, T.M.F. is 3. Explosion does 12D6 on everything within a 40 square foot area. Each missile weighs 250 pounds.

Flying Vehicle Armor

Armoring a flying vehicle helps protect it from enemy fire. However, all that armor is heavy and the aircraft's payload is reduced for every section of armor installed.

Crew Compartment Armor. Armor can be installed for each crew station on a vehicle.

Each crew station armor must be bought separately.

Light Armor with Plexiglas Windows; A.R.: 12, S.D.C.: 250 \$1,000 50 pounds

Medium Armor with Plexiglas Windows; A.R.: 14, S.D.C.: 350 \$2,500 100 pounds

Heavy Armor with Plexiglas Windows; A.R.: 15, S.D.C.: 550 \$4,500 200 pounds

Drive Engine Armor

Protects the drive mechanism from enemy fire. One set of engine armor is allowed for each engine.

Light Armor; A.R.: 12 S.D.C.: 200 \$800 100 pounds

Medium Armor; A.R.: 13 S.D.C.: 300 \$2,000 300 pounds

Heavy Armor; A.R.: 14 S.D.C.: 400 \$5,000 600 pounds

Fuel Compartment Armor

This armor serves two functions. To protect the fuel area from enemy fire, and to protect the vehicle crew from the explosion when and if the fuel gets hit. Only one set of fuel armor per vehicle allowed.

Light Armor; A.R.: 10 S.D.C.: 200 \$500 150 pounds

Medium Armor; A.R.: 12 S.D.C.: 300 \$2,000 500 pounds

Heavy Armor; A.R.: 14 S.D.C.: 400 \$7,000 900 pounds

Vehicle Armor

This armor protects the entire vehicle. This armor must be penetrated before cargo, crew, engines or fuel are hit. Only one set of vehicle armor per vehicle allowed.

Light Armor; A.R.: 8 S.D.C.: 300 \$2,500 500 pounds

Medium Armor; A.R.: 10 S.D.C.: 500 \$10,000 1,200 pounds

Heavy Armor; A.R.: 12 S.D.C.: 900 \$50,000 4,000 pounds

STEP 5: OPTIONAL MODIFICATIONS & EQUIPMENT

All Earth vehicles come with the following standard equipment: joystick and pedal controls, instrument panel, engine condition read-outs, seats and seatbelts, two-way radio, basic radar display, exterior and interior lights. All other features must be purchased separately.

NOTE: Anytime a price is given in credits (CR), that means the item is only available in the central galactic civilizations, not on Earth.

Air-Recycling System: Allows for unlimited time in space. The unit will recycle the vehicle atmosphere so long as power remains. Cost: CR8,000.

Anti-Missile Chaff: When triggered it sends out a canister designed to decoy enemy anti-aircraft missiles. The canister heats up, attracting the missile's heat sensors, gives off a fake radio signal, and sends out streamers of aluminum designed to fool radar-guided units. Cost: \$3,500 each.

Ejection Seat: This specially built chair has built-in explosives designed to throw the chair and its occupant up and away from an injured vehicle. The parachute is designed to open automatically at the right altitude. Cost: \$6,000.

External Fuel Tank: Doubles the amount of available flight time for non-ion aircraft. The tank *cannot* be armored, but can be easily dropped if damaged. Cost: \$1,000.

Fusion Generator: Used to replace the rechargeable fuel cell found in most ion drive vehicles. With a fusion generator installed, the vehicle can operate continuously for up to 3 years without refueling. Cost: CR250,000.

Ground-to-Space Booster Rocket: This is a massive, upright rocket, used to launch capsules and space shuttles into orbit. It is a quick way to get an ion drive vehicle into outer space. Speed Class is 32, T.M.F. is zero, and costs CR150,000.

"Heath/Niven" Federat Scanning Device: Detects all energy fields, even small batteries, within a 2 mile area. Cost: CR12,000.

Ion Ejection Seat: Like the Earth variety, but designed with a small ion drive rather than a parachute. It effectively becomes a harness-based, ion drive vehicle. Speed Class 8, T.M.F. of 2. Cost: CR1,200.

Loudspeaker: Simply a large speaker/amplifier mounted outside a vehicle. Can be heard clearly over vehicle noise up to 500' away. Cost: \$400.

Luxury Accommodation: A decorated living area with beds (from 1 to 6), small kitchen with sink and stove, bathroom with shower, conference/dining table, panelling and carpeting. The kind of thing usually found in private jets. Cost: \$15,000.

Maneuver Rockets: For non-ion drive vehicles, this is the only way to move or change position in the vacuum of outer space. A necessity for Scramjets that are going to operate in orbit. Speed Class 25, T.M.F. of 4. Cost: \$15,000

Night Sight Camera/Monitor: A forward mounted camera that sees into the darkness and relays an amplified image to a monitor in front of the operator. Range is 2,000ft, and the camera clearly shows ground-based buildings, vehicles and creatures. Imaging is too slow to see aircraft. Any bright lights, including the vehicle's own headlights, blind the night sight camera. Cost: \$30,000.

Pontoons: Large floats/skids that can be used for landing on water. Cost: \$500.

Pressurized Cabin: A crew compartment that is air-tight and comes with an onboard air supply. Good against poison gas, smoke, high altitude, and the vacuum of outer space. Not effective underwater. Cost: \$200,000 or CR1,000

Searchlight: High-powered spotlight. Controlled by the pilot. Cost: \$400.

Second Engine: This is a back-up engine for the vehicle. The price for second engine depends on Speed — see Speed Table. Cost: Varies.

Smoke Screen: The pilot can release smoke by changing the fuel mix in the engine. Available only for conventional aircraft. Cost: \$1,200.

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. Thief is — 35% to pick locks. Cost: \$200.

Triceraton Cloaking Device: Prevents a vehicle from being detected visually, on radar, or using sensors. Even screens out "Heath/Niven" Scanning. Cost: Special; available only from Triceratons, which means the item must be stolen from them or attained by special arrangement with them.

Triceraton Null-Space Field: Used to shield the crew of a vehicle from being smashed into paste by extreme acceleration. Not useful in combat except as an exit maneuver. If triggered, along with an ion drive of Speed Class 36 or better, it will allow the vehicle to escape combat with no chance of being hit. Cost: Special; available only from Triceratons.

V.T.O.L. Capacity: V.T.O.L., or Vertical Take-Off and Landing, allows planes and jets to hover in a stationary position, fly at very low speeds, and use small pads for landings. Cost: \$100,000.

Winch and Cable: Woven steel cable about 1,000' 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 moving the vehicle. Usually used on helicopters and ion drive vehicles. Cost: \$1,000.

FIGHTER PILOT EQUIPMENT AND SUPPLIES

FLIGHT SUITS

There are two good reasons for wearing flight suits. First, because they are protection against the thin air encountered at high altitudes.

The second reason has to do with crash protection; *the suit absorbs half the damage taken in a crash, up to a maximum of 48 points.*

Flight suits provide *NO protection against bullets, explosions, or bladed weapons*. They *do* protect against punches, kicks, body blocks and other blunt attacks. Other than that, they are useful for falling and crash damage only. Regular armor, either modern or ancient, gives *no protection against falling or crash damage*.

COST: \$500 for characters of Size Level 7 or lower, \$550 for up to Size Level 11, \$600 for Size Level 12 and 13, + \$100 for each additional Size Level.

SPACE SUIT

Space suits are designed to give full body protection from the rigors of outer space. Unprotected, a body exposed, to vacuum will experience a bunch of very unpleasant things. For starters the vacuum will freeze the skin's outer layers and evacuate all the air in the lungs. Then, if not rescued quickly (3 melees/45 seconds), there will be an explosive and messy decompression, where the inner pressures win the battle against the skin that's trying to keep everything inside. Finally, unless the body is hidden in a shadow somewhere, there will be a certain amount of boiling and frying.

To avoid all this unpleasantness, it is highly recommended that characters wear protective space suits. The suit also gives some protection against crashes, *absorbing half the damage taken in a crash, up to a maximum of 36 points.*

Space suits provide *no protection against bullets, explosions, weapons or hand-to-hand combat*. They are useful for crash damage only.

The atmosphere charge of a space suit will protect the wearer for up to 4 hours before needing a recharge.

COST: \$25,000 for characters of Size Level 7 or lower, \$26,000 for up to Size Level 11, \$28,00 for Size Level 12 and 13, and + \$2,000 for each additional Size Level.

AIRCRAFT 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 mechanical diagnostics. Cost: \$350.

Portable Tool Kit: A metal toolbox weighing 60 pounds, and with everything needed for minor repairs. Cost: \$800.

Shop Kit: Actually several metal boxes and drawers worth of tools. This 1400 pound set has everything needed for major vehicle repairs (rebuilding engines, adjusting the frame) and modifications. Includes welding torch, hoist, and power tools. Cost: \$12,000.

AFTER THE BOMB AIRCRAFT

Since air-to-air combat would work well in any *After the Bomb* or *Road Hogs* campaign, here are three, useful, air combat craft.

HAWK-TYPE SURFACE-TO-AIR MISSILE

Vehicle Armor: A.R.: 12 S.D.C.: 300

20th Century: **Speed Class:** 33 TMF: 5

After The Bomb: **Speed Class:** 35 TMF: 6

2D6 times 100 Damage, 25 mile Range, +8 to Strike

Description: Actually a weapon rather than a vehicle, fired from a truck or installation on the ground. Weapons like this might be the late 20th Century Earth's only hope against superior galactic weaponry if a fight were to develop. Any hit penetrating the armor that does 8 points of damage or more will destroy the missile.

Price: \$200,000 each

EMPIRE SABER-15 JET FIGHTER-BOMBER

Base S.D.C.: 400

Vehicle Armor:

Crew; A.R.: 12 S.D.C.: 125

Engine; A.R.: 10 S.D.C.: 50

Fuel Tank; A.R.: 10 S.D.C.: 100

Vehicle; A.R.: 8 S.D.C.: 100

Speed Class: 33 **Maximum Speed:** Mach 3.5 **TMF:** 8

Weapons:

Laser Cannon: 560ft range, fires once per melee, 18 charges per

mission. +4 to strike and does 8D6 damage per blast.

7.62mm Twin Machineguns: 3,200ft range, fires 120 rounds per melee, +2 to strike and does 6D6 damage per round.

(6) Air-to-Air Missiles: 25,000ft range, Speed Class of 34, T.M.F. is 5. +8 to strike and 1D4 x 10 damage.

(4) 1,500-Pound High Bombs: These are designed to be dropped from high altitude with pinpoint accuracy (+2 to strike). Standard bombs can wipe out an entire bridge, or block of buildings. Three smaller bombs can be substituted for each large one, and can be used for nuclear weapons, poisonous gas, or propaganda leaflets.

Special Features: Limited V.T.O.L., requires only 150ft of runway.

Description: Empire of Humanity (see *After the Bomb*) high-powered jet fighters. Designed for a two-man team of pilot-navigator and gunner-communications officer.

EMPIRE LC-12 ASSAULT HELICOPTERS

Base S.D.C.: 300

Vehicle Armor:

Crew: None

Fuel Tank; A.R.: 10 S.D.C.: 30

Vehicle; A.R.: 10 S.D.C.: 100

Speed Class: 13 **Maximum Speed:** 200mph **TMF:** 7

Weapon:

Gunner Operated, Side-Mounted .50 Caliber Machinegun: 7D6 Damage, 890 foot Range, 48 shots per melee round, +4 to Strike.

Special Features: Can operate up to 6 hours without refueling.

Description: These helicopters are the backbone of most Empire of Humanity (see *After the Bomb*) infantry operations. Crew consists of pilot, a co-pilot and a door gunner. There is room for up to 12 passengers on board.

CHARACTER AIR VEHICLE EXPENSES

In any campaign, the player characters are going to have a bit of trouble raising the kind of money needed for air vehicles. Here are some possible modifications that can be installed by the game master.

Teenage Mutant Ninja Turtles and Other Strangeness RPG: Characters affiliated with secret societies can use the organization's money to build and maintain aircraft. See *TMNT and Other Strangeness*, page 79, for the "Source of Organization Funds" table. Half the organization's yearly budget can be used for constructing the vehicle initially. 10% of the yearly budget can be used for vehicle costs, repairs and upgrading.

After the Bomb/Road Hogs: Modify the "Mutation Background" table on page 5 of *Road Hogs* by reducing the "Bikers" percentile to 16-25. Then add the following:

26-35 Pilot. Specialists in restoring and flying old aircraft. They start with 3rd level proficiency in Air-to-Air Combat, any one aircraft pilot skill, and Aerial Navigation. No Scholastic Bonus. 6 Secondary Skills, 3 Military Skills, and 4 High School Skills. Character has \$300 to \$1,800 (3D6 x \$100) worth of personal possessions and has \$2,000,000 for vehicle expenses.

Heroes Unlimited RPG: Characters in the *Hardware* category can choose to specialize in air vehicles. The character's budget must be reduced in half. Then give the character a special air vehicle budget (to be used only for an air vehicle) of from \$2,000,000 to \$18,000,000 (roll 3D6 x \$1,000,000).

AIRCRAFT ASSEMBLY EXAMPLE

First: Paul decides on a **Combat Transport Helicopter** that costs \$20,000. **Second:** He spends the \$40,000 needed to increase the vehicle's **speed class** to 21. **Third:** Increasing the **T.M.F.** 3 levels higher from it's basic 4, he takes it the first grade (\$500), the second grade (\$2000), and the third grade (\$10,000), which is a total of \$12,500 and takes the chopper to the **maximum T.M.F.** of 7 for a helicopter. **Fourth**, he adds arms and armor; a .50 calibre machinegun (\$8,000), medium crew armor (\$2,500) and medium fuel tank armor (\$7,000). **Fifth, additional equipment;** a winch & cable (\$1,000), a searchlight (\$400), and loudspeakers (\$400) are added. **The total cost** works out to \$96,800 and Paul saves the rest for fuel and repairs.



AIR AND SPACE SKILLS

Included are all the necessary skills for driving, fighting, repairing, and navigating, air and space craft. The designation, (New!), indicates a skill introduced here and not found in any previous *Heroes Unlimited* or *TMNT* game books.

Air-to-Air Combat: (New!) Practice and theory of aerial 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 Air-to-Air Combat, there is no limit and characters may have percentiles over 100%. Use for Aerial Combat Rolls only. Can be used with one or more other Pilot skills. 30% + 5% per level is added to the regular Pilot skill.

Aircraft Mechanics: (New!) Used to repair all conventional airplanes. Requires proper tools and spare parts. 40% + 5% per level for diagnosis of the problem, and 25% + 5% per level for repairs.

Jet Aircraft Mechanics: (New!) Covers all jets and scramjets. Diagnosis is 30% + 5% per level, and repair is 20% + 5% per level.

Helicopter Mechanics: (New!) Specific skill for helicopters. Diagnosis is 30% + 5% per level, and repair is 20% + 5% per level.

Ion Drive Mechanics: (New!) Available only to those trained somewhere in the galactic civilizations. Diagnosis is 60% + 5% per level, and repair is 50% + 5% per level.

Pilot Aircraft, Single Engine: 80% + 4% per level.

Pilot Aircraft, Twin Engine: 70% + 4% per level.

Pilot Aircraft, Private Jet: 60% + 4% per level.

Pilot Aircraft, Commercial Jet: 40% + 4% per level.

Pilot Aircraft, Jet Fighter: 35% + 5% per level.

Pilot Aircraft, Scramjet (New!): 30% + 5% per level.

Pilot Helicopter: 44% + 4% per level.

Pilot Helicopter, Military: 40% + 4% per level.

Pilot Ion Drive Vehicle (New!): Note that Ion Drive vehicles, unlike Terran craft, are ridiculously easy to pilot. Even a total novice can drive one (with a skill proficiency of about 40%). Of course, no combat maneuvers are possible without the actual skill. 75% + 5% per level.

Aerial Navigation: Used for determining position, especially at night or over water. 30% + 5% per level.

Interplanetary/Interstellar Navigation: (New!) Training in the use of galactic navigational computers and charts. Once learned the navigator can establish an exact course to any point in the galaxy. 35% + 5% per level.

Instrument Reading: This skill allows a pilot to steer a course, take-off or land, in total darkness, using just the aircraft's instrument readings. 30% + 5% per level.

Aircraft Armor and Weaponry: 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.

AIR AND SPACE COMBAT RULES

AERIAL COMBAT TACTICS, MANEUVERS & TECHNIQUES

Air combat really only has three possible states. Vehicles can be coming together for combat, or jockeying for advantage, or vehicles are so far apart that no combat is possible.

However, the most common position in aerial combat is where one vehicle, *the Dog Tail*, is following another vehicle, *the Dog*.

Each combat tactic takes one full melee to perform. The number of shots that can be fired depends on the character's Weapon Proficiency (W.P.) and attacks per melee.

DOG TAIL

This is where every combat flyer wants to be. Sitting on the other guy's tail where every melee round is an opportunity to shoot. Keeping on a **Dog Tail** means matching or beating the opponent's attempts to escape.

The vehicle in the Dog Tail position can open fire with all available weapons, every round, on the Dog (the vehicle in front).

Dog Tail vehicles can attempt to Dodge ground fire by rolling twenty-sided and adding their Speed Class.

Dog Tail vehicles can attempt to Dodge any fire from the Dog by rolling twenty-sided and adding their T.M.F.

JINKING

Jinking is an attempt to Dodge *all* enemy fire. Every melee round of a Jink allows the pilot to roll a Dodge that consists of a twenty-sided, plus the vehicle's Speed Class, plus the T.M.F.

Jinking, no matter how successful, will not throw off a Dog Tail.

If there is no Dog Tail, a successful Jink will put combat back to square one, rolling a twenty-sided to determine advantage.

Jinking vehicles, if they have a separate gunner, can fire every melee round. The pilot of a jinking vehicle cannot fire.

ROLL-OVER

A Roll-Over is an attempt to take the advantage in combat. A Roll-Over is rolled with a twenty-sided and with the vehicles Speed Class and T.M.F. added in.

If a vehicle is being Dog Tailed, a successful Roll-Over will evade the Dog Tail. At that point the vehicle has the advantage in combat.

Roll-Over vehicles, if they have a separate gunner, can fire every melee round. The pilot of a Roll-Over vehicle cannot fire.

Failure to Roll-Over means a Dog Tail will succeed or continue.

During a Roll-Over, a vehicle can attempt to Dodge by rolling a twenty-sided plus the T.M.F.

SPEED ESCAPE

Speed Escaping is a flat-out run away from combat. Speed Escape vehicles cannot fire on anyone else. Speed Escapes roll a twenty-sided, plus their Speed Class, plus their T.M.F.

If a Speed Escape succeeds, it takes the vehicle out of combat and out of any Dog Tails.

During a Speed Escape the vehicle has no Dodge rolls. And, because the vehicle is taking a long, straight, predictable path, it is vulnerable to both air and ground fire.

MANEUVER ESCAPE

Maneuver Escapes are attempts to run away from combat by fast changes in course and speed. Maneuver Escapes roll a twenty-sided, plus their Speed Class.

If a Maneuver Escape succeeds, then the vehicle escapes from any Dog Tails and leaves combat altogether.

During a Maneuver Escape, the vehicle may attempt to Dodge by rolling a twenty-sided plus their Speed Class.

Maneuver Escapes allow all separate gunners to fire at any available targets, including Dog Tails. The pilot cannot fire during a Maneuver Escape.

CHICKEN TACTICS

Everything we've talked about so far has dealt with the importance of the vehicle, the importance of skill, and the importance of luck in air-to-air combat. Chicken Tactics bring in a new factor; *guts*.

The idea is to challenge your opponent to a test of bravery. Sure, it's foolhardy and suicidal, but it can save your hide when you're outgunned and outmatched.

Chicken Tactics take place in a single melee round. The melee is divided up into either 10 or 5 (in the case of divebombing) opportunities, or chances, for the vehicles to chicken out and veer off.

Playing Chicken in high-speed aerial combat is a very bad idea for one big reason. It's sort of like playing Russian Roulette with a fully loaded pistol, hoping for the one-in-a hundred chance that the weapon will jam.

However, there are *two* good reasons for playing Chicken. **First**, there's the possibility that your opponent will "Chicken Out." And, if the enemy drops out of the game early enough you won't have to go through with it either. The **second** good reason for playing Chicken is that your opponent might go through with it and fail.

After all, if you're going to get killed anyway, isn't it better to have some company?

These are the three, basic, "Chicken" manuevers:

1. **Mid-Air Ram Tactic:** You don't *really* want to ram your opponent. A successful ram in mid-air is purely suicidal. The idea is to make the opponent veer off before you do.

The Mid-Air Ram Tactic can start any time a pilot is being Dog Tailed. If there is more than one Dog Tail then the player should specify exactly which vehicle is going to be Mid-Air Rammed.

At the start of the Mid-Air Ram, the penalty for either side to break off is -10%. If both you and the enemy want to keep playing, then the game master increases the penalty to -20%. Each time both parties ask to keep playing the game master will increase the penalty by -10%. If both pass at 100% then they will collide. At this point, attempts to use ejection seats are a good idea.

At any point, either party can *give up* and return to the dog and dog tail position, or *attempt* to veer away. The longer the game takes, the harder it is to escape. If either character tries to veer away and fails to veer, it's up to the other character to successfully veer to avoid a collision. There is *one and only one chance to veer off* for each. If both pilots fail the result is a head-on collision at full speed.

Incidentally, gunners (but not the pilot) on both craft can take one melee round of shots at the very start of the Mid-Air Ram.

Here are the possible game results:

Success #1: The enemy succeeds in veering off *first*. All Dog Tails are lost. You now have the choice of Dog Tailing (*automatic!*) the fleeing enemy and taking a free shot, or running from the combat.

Success #2: The enemy attempts to veer off and fails. *You succeed in veering off.* All Dog Tails are lost and you have the choice of trying for a Dog Tail, or escaping.

Failure #1: You veer off before the enemy. You are still being Dog Tailed and the enemy has a free shot.

Failure #2: You try to veer off first and fail. The enemy succeeds in veering off. The vehicle that veered off has lost its Dog Tail on you but any other Dog Tails remain. The enemy has the chance to immediately recover a Dog Tail.

Failure #3: This is the worst result. Both you and your opponent failed to veer off. The two of you collide head-on. See the Crash and Damage Table.

Failure #4: You *give up* and simply slide back into dog/dog tail position.

2. Dodge 'Em Tactic

This is a tactic for getting rid of a Dog Tail. It's done by cutting close (too close!) to large, potentially fatal, objects. Can be used with buildings, bridges, deep mountain passes, large space stations, and so forth.

At the start of the Dodge 'Em there is no penalty to veer off. If both, or all, (since several Dog Tails may be following) parties wish to keep playing the penalty for veering becomes -10% . If both want to continue the next melee, then the game master increases the penalty to -20% . Each melee both parties ask to keep playing, the game master will increase the penalty by -10% . Waiting past the -90% penalty means the vehicle *will collide*, with no chance to veer. Another good time to try the Ejection Seat throw.

At any point, either party can give up and attempt to veer away. The longer the game takes, the harder it is to escape. There is *one and only one chance to veer off*. Failure means running into the obstacle at full speed.

Gunner strikes are not possible during Dodge 'Em.

Success #1: Enemy fails to veer away and you succeed. Enemy crashes.

Success #2: Enemy veers away first and then you succeed in following (a successful veer). You've lost your Dog Tail and you can try to Dog Tail the enemy or try to escape.

Failure #1: You veer away first. Provided that the enemy doesn't fail to veer, you are then subject to a full melee round of enemy fire and your opponent is still Dog Tailing you.

Failure #2: You fail to veer away. You crash at full speed. See Crash and Damage Table.

3. Divebomber Tactic

Here's another idea for getting rid of a Dog Tail. All you have to do is make a powered *dive* directly toward the ground. This builds up speed and puts any pursuer in some danger.

Either side can break off the Divebomb at the first opportunity, with no penalty. If both continue to dive, then the penalty on the next opportunity is -20% . It increases by -20% at each melee. In other words, at first there is no penalty, then -20% , then -40% , then -60% , then -80% . If anyone proceeds past -80% , they *will crash* at full speed *plus 2 speed levels*.

At any point, either party can give up and attempt to veer away. The longer the game takes, the harder it is to escape. If either character tries and fails to veer, it's up to the other character to successfully veer. There is *one and only one chance to veer off for each character*. If both pilots fail, then the result is a head-on collision at full speed.

Neither side is able to fire weapons during a Divebomber Tactic.

What makes the Divebomber the worst of all the Chicken games is that it requires a *second saving throw*. This is to determine if the vehicle can stand the strain of pulling out of the powered dive. Save by rolling *under* the T.M.F. of the vehicle on a twenty-sided. If the roll is over the T.M.F. then the plane crashes into the ground at full speed. No parachute or ejection seat escapes are possible.

Success #1: Enemy fails to veer away and you succeed. Enemy crashes.

Success #2: Enemy veers away first and then you succeed in following (a successful veer). You've lost your Dog Tail and you get a full melee round of fire on the enemy. You can try to Dog Tail the enemy or try to escape.

Failure #1: You veer away first. If your opponent is also successful, then you are still being Dog Tailed.

Failure #2: You fail to veer away. You crash at full speed. See Crash and Damage Table.

Failure #3: You successfully veer away, but fail to make the saving throw and still crash at full speed.

NOTE: All attempts to veer are made by rolling under Pilot Skill with Air-to-Air added in, and with penalties subtracted, on percentile roll.

AIR COMBAT EXAMPLE

Characters, played by Bonnie and Chuck, are the pilot and gunner of a Jet Fighter-Bomber. The plane has a *T.M.F. of 6, Speed Class 29*, Medium armor on each crew chair, on the fuel tank and on the engine. Bonnie is a 5th level *Pilot*. There is a gunner-controlled, forward turret mounted in the front of the plane, and armed with a 7.62mm machinegun. Chuck has a 4th level *Aimed Weapon Proficiency* in machinegun that gives him a $+2$ to hit and 1 out of 8 shots (*see TMNT, pg 74, same table as sub-machinegun*).

GM: You're cruising at 210mph (Speed Class 14) along the shore of Lake Michigan when suddenly you hear your proximity radar warning go off. What are you doing?

CHUCK: (Gunner) I'm checking the radar screen.

BONNIE: (Pilot) Do I actually see anything?

GM: There are three small dots showing on radar. Sure enough, Bonnie, you see three Triceratons in Flying Harnesses.

BONNIE: What are they doing?

GM: They seem to be maneuvering toward you. Probably they want to dog tail. What are you going to do?

BONNIE: Set up to dog tail them.

GM: All four of you are maneuvering to dog tail each other. Chuck, while this is going on you have a chance to strike.

CHUCK: Good. I'll take two shots at the leader.

GM: Where do you want to hit him?

CHUCK: Hmm... I think I'll try for the creature itself. I roll a... (rolls 1D20) ... a 2 and a 10. With my skill bonus, that makes it 4 and 12.

GM: Well the 12 hits. Roll damage.

CHUCK: ...39 points.

GM: The damage is absorbed by the Triceraton's armor. Bonnie, roll for your dog tail maneuver.

BONNIE: I try to dog tail ... uh-oh, a 5.

CHUCK: Add in our speed!

BONNIE: Oh yes, our Speed Class is 31!

GM: And don't forget to add your T.M.F. score.

BONNIE: 31 and my roll of 5 makes it 36, plus the jet's T.M.F. of 6 ... 42. Total is 42. Let's see them beat that.

GM: Okay... (rolls) ... Yes! All three beat your roll. Since you opted to try a dog tail yourself, rather than evade, they are all dog tailing you. Now they shoot ... (rolls) ... three straight misses.

BONNIE: Can I shake them?

GM: I don't know. I'm only the game master. What are you going to do?

CHUCK: Try outrunning 'em.

BONNIE: That's a good idea. I'll kick this baby up to double speed; 410 mph.

GM: Are you going to accelerate straight out?

BONNIE: No way! I don't want to get hit. I'll do it while "jinking."

GM: Okay, you're trying to outrace 'em, so roll a twenty-sided.

BONNIE: (Rolls) ... an 11, with our speed class of 31 and T.M.F. of 6; that makes a total of 48.

GM: (Rolls) ... hmm, these Triceratons are pretty good. Your speed doesn't seem to bother them much. In fact, they're gaining on you.

BONNIE: I'll concentrate on jinking.

GM: Since you're jinking, they don't fire. All three Triceratons are still on your tail.

CHUCK: Can I try hitting 'em with the minigun?

GM: Wait until Bonnie sets up her maneuver. Bonnie, what are you going to do?

BONNIE: What kind of terrain are we over now?

GM: You're just now flying over the suburbs. At your present speed, you'll be over downtown Chicago any time now.

BONNIE: Good! I descend to a lower altitude.

GM: Are you trying to disengage your tail?

BONNIE: No, I'll just keep jinking and hope they follow me downwards.

CHUCK: Can I shoot now?

GM: Nope, your stuck in the front and all the enemy are now behind and above you. All three jets are continuing to follow. None of them fires this round.

BONNIE: Okay, am I entering the downtown area yet?

GM: Yes! In fact, if you don't do something soon, you're going to have to start dodging buildings.

BONNIE: That's exactly what I had in mind!

CHUCK: What! Are you crazy? You'll get us killed.

GM: Bonnie, you're going to have to make a skill roll for entering the canyon between the office buildings.

BONNIE: Let's see; my Pilot Skill for Jet Fighter is 60%, added to my Air-to-Air skill of 55%, that makes 115%. I don't even have to roll...

GM: That'll do it. Let me roll for the Triceratons... Yep, they all made it also.

CHUCK: Can I fire yet?

GM: No, you've got to wait until Bonnie sets up a target for you. They're still behind you. Bonnie, what's next?

BONNIE: We're going to play a little game of chicken with these Triceratons...

CHUCK: Can I just eject now? Before I get splattered all over a building?

BONNIE: Oh, keep it down. I know what I'm doing. (to GM) I'm going to skim close by one of these building.

GM: Close enough for a penalty on the roll?

BONNIE: Sure; my combined score, 60% and 55%, is 115%, so I'll risk it.

GM: You're close enough for a -10% penalty and the Triceratons are still following. Are you going closer or veering off?

BONNIE: Yeah, I'll go closer.

CHUCK: I still can't fire, right?

GM: Right, remember, a Chicken Game takes place within one melee.

GM: It's a -20% penalty and the Triceratons are still Dogging you. Want to get closer?

CHUCK: No! It's a 95% chance! That's the kind of odds I like!

BONNIE: Alright, I'll veer off.

GM: Okay, roll.

BONNIE: ... a 33%, no problem.

GM: (Rolls) Well, it wasn't much of a problem for the Triceratons either. And... (rolls) ...they've decided to open fire on you.

BONNIE: Can I Dodge?

GM: No. Once you've entered the space between the buildings you can't dodge or jink around anymore. They roll for their blasters... 14, 16 and 19. Three hits! Do you have any vehicle armor?

CHUCK: No...

GM: Well let's see where these shots go... (rolls) ...two hits on the vehicle structure and one hit on the fuel tank. (Rolls) That makes 58 points on your Fighter-Bomber and 18 points on the fuel tank. Let's see what happens to the tank... (rolls) ...well you're leaking, but otherwise unhurt. What are you going to do now?

CHUCK: How bad is the leak?

GM: Gee! I don't know. Do you want to get out and look at it?

CHUCK: Yeah. Sure...

BONNIE: Time to take off the kid gloves. I'm going to scrape these guys off on the next building.

GM: No problem, chicken "Dodge-em" game. Remember, this is all one melee. -10% and they're still behind you.

BONNIE: Keep going.

GM: They're still with you, -20.

BONNIE: Again.

GM: Still Dog Tailing you.

CHUCK: Hey! What's the penalty now?

BONNIE: -30. I keep going closer.

GM: That takes it to -40. They don't give up.

BONNIE: Neither do I. Closer.

GM: Right! -50% and they keep coming.

CHUCK: I knew it. We're going to die!

BONNIE: Up the ante. (-60)

CHUCK: You're nuts. You need to roll a 55% or less!

GM: Hey! The lead Triceratons chickened out... (rolls) ...and missed his roll! He crashes into a building! (Rolls) ...the other Triceratons are veering off... (rolls) ...successfully.

BONNIE: Good. I'm going after them.

GM: First, you've got to make your own roll, with a -60% penalty. 115% - 60% means you need 55% or lower, as Chuck just said.

BONNIE: If ever I needed a lucky roll... 32! We made it!

CHUCK: Alright!

BONNIE: Now can I get in position to fire at them?

GM: It all depends on the next roll... You have to roll to dog tail them.

BONNIE: Ok. I roll a 1D20 which is ... a 16, plus speed class 31, plus T.M.F. 6 equals 53.

G.M.: (Rolls for both Triceratons) a 42 and 51, both fail to maneuver and are both dog tailed. Chuck, now you can fire. You can divide your attacks between the two or fire at one.

CHUCK: About time!

DAMAGE AND CRASH RULES

IMPACT DAMAGE

Vehicle Payload	Under 720mph	Over 720mph
under 1,000lbs	1D6 per 10mph	1D6 times each mph
1,000 to under 9,000lbs	1D8 per 10mph	1D8 times each mph
9,000 to under 50,000lbs	1D10 per 10mph	1D10 times each mph
50,000 to 1,000,000lbs	2D6 per 10mph	2D6 times each mph
over 1,000,000lbs	3D6 per 10mph	3D6 times each mph

NOTES:

1. **"Vehicle Payload"** refers to the payload rating found on the *Basic Aircraft Forms Table*. It does not refer to whatever the vehicle happens to be carrying at the time of the crash.

2. **Damage** is based on relative speed. Collision with a stationary object (the Empire State Building, Boulder Dam, the Earth) results in both the object and the vehicle taking damage based on the vehicle's speed. Objects colliding head-on add their speeds together to determine damage. Finally, if a vehicle crashes into the back of another vehicle moving in the same direction (presumably moving a little slower), then the difference between the two speeds determines the damage.

3. **The heaviest vehicle** involved in a crash determines which row of the table is to be used for figuring crash damage. Remember, both vehicles take exactly the same damage.

4. **Characters wearing seat belts** and flight or space suits take only *half damage from crashes*. Characters not wearing seat belts and suits take *double damage from crashes*.

5. As you'll notice from the **table**, it is very unlikely that anyone can survive a crash involving supersonic speeds (over 660 mph). Players should try to avoid such crashes or escape by ejection. On the other hand, *kamikaze crashes* at high speed will do impressive amounts of damage to even the largest enemy ships and bases.

AIR VEHICLE

RANDOM TARGET TABLE (Optional)

Player characters should "call" their shots when firing on enemy aircraft. This means they should tell the game master exactly what they are aiming at. Choices include the crew compartments, the fuel tank, or the engines. The following table is set up so the game master can determine hit locations for non-player characters, or as a Random Hit Location Table.

01-10 Crew: One of the crew is being shot at. If the crew member is armored, then the Strike roll must be greater than the A.R. of the armor in order to hurt the character. Otherwise, the armor takes the damage.

11-20 Fuel Tank: Depending on the Strike roll, the damage will be taken by the fuel tank armor or will penetrate the tank. If the tank is penetrated, roll on the following table:

1-50 Tiny leak develops — No real problem.

51-70 Serious Leak — Fuel will run out in 1/2 normal time.

71-95 Large hole — Fuel will run out in 2D6 Melee Rounds.

96-00 Fuel catches fire — Will explode in 2D6 Melee Rounds.

21-30 Engine: If the Strike roll exceed, the engine armors A.R., then the engine will take damage. Roll on the following table:

01-40 Minor Damage — Reduce Speed Class by 1.

41-55 Engine Stalls Out — Pilot must roll under Pilot Skill (without Air-to-Air bonus) in order to restart it. Can only roll

once per melee round.

56-70 Engine Catches Fire — Speed Class goes down 2D6. If the fire is not extinguished in 4D6 melee rounds, it will spread to the fuel lines.

71-00 Engine Becomes Irregular — Speed Class drops 1D6.

31-50 Cargo: From 10% to 60% (roll 1D6) of the cargo is ruined.

51-00 Vehicle Random Damage: Roll on Air Vehicle Damage Table.

AIR VEHICLE RANDOM DAMAGE TABLE (Optional)

Anytime a shot on a craft penetrates the armor, either by a roll over the vehicle's A.R. or when the A.R. has been depleted, there is a chance that the vehicle may be crippled by the damage.

01-05 Control Mechanism Shot Out — T.M.F. goes down by 1D6.

06-08 Landing Mechanism Shot Out — No problem currently, but the vehicle will have to land without wheels, or skid. Pilot must roll below Pilot Skill (without Air-to-Air) and with a -25 penalty to land without crashing. Crash speed will be from 20 to 120 mph (roll 2D6).

09-12 Streamlining is Warped — Air resistance drops Speed Class by 1D6.

13-15 Hole in Cooling System — Over the next 6 melees the 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.

16-20 Weapon Systems Out — None of the weapons will work.

21-25 Electrical System Damaged — Control panel inside the crew compartment catches on fire. All flying is blind until the fire is put out. All Pilot Rolls are at a penalty of -30.

26-30 Pilot Controls Damaged — T.M.F. drops to 1.

31-50 Cosmetic Damage — Vehicle loses chrome, paint and trim. Looks bad, but no real damage.

51-60 Navigation Equipment Destroyed — All further navigation must be done by dead reckoning. Navigator takes a penalty of -35% on all further rolls.

61-65 Exterior Electronics Disabled — Any electronic devices on the outside of the vehicle are destroyed. Includes radar and radio antenna.

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 vehicle stops recharging itself and is running off battery power alone. Will work for 3 to 18 melee rounds (roll 3D6) before draining the battery, then it'll quit.

76-85 Stall! — Engine linkage temporarily disturbed. Pilot can roll under Skill (without Air-to-Air bonus) on percentile to restart. Can try once every Melee Round.

86-90 Roll-Over Control Jammed — Vehicle will start rotating to the right and down. Pilot must roll under Skill (without Air-to-Air bonus) every Melee Round to avoid turning upside down. T.M.F. goes down by 2.

91-00 No serious damage.

EMERGENCY LANDINGS

When an aircraft conks out the pilot can attempt an Emergency Landing. This is done by rolling under the Pilot Skill (without Air-to-Air added in) on percentile. The following penalties apply:

- 30 for Helicopters
- 10 for Jets
- 50 for Ion Drives
- 15 if the vehicle was hovering
- 20 if the vehicle was traveling over 720 mph

Failing the roll still means that the vehicle crashes, but speed is reduced to only a third of its previous speed.

DUMB LUCK

Dumb Luck comes into play when the character has no other choice. Even the worst crash can be survived if the character can roll a 20 or less on percentile. Success means they are thrown clear and take only 4D6 damage. Failure means taking full damage from the crash.

OUTER SPACE COMBAT

Fighting in space is pretty much like fighting in the air ... without the air! Here are the main points to consider:

Chicken Games — Divebombing

The divebombing tactic doesn't work in space unless there's a handy fatal object to run into. Any large asteroid, planet or sun will do. When the proper suicide-class object does appear, the game will be somewhat slower, with a -10 penalty at every decision point. All other rules are the same.

Chicken Games — Skimming Atmosphere

To safely enter atmosphere means you *have* to slow down to Mach 100 or less. Otherwise, the friction of the atmosphere will burn right through the ship hull. And the denser the air gets, as you go closer to the planet's surface, the more resistance you get. At anything over 6 million mph (1% lightspeed), the atmosphere at sea level takes on the relative consistency of solid steel and the ship simply crashes into thin air.

All of this makes for a wonderful, new, Chicken Game, *Skimming Atmosphere*. The idea is to build up a high rate of speed (at least Speed Class 42, Mach 200) and then force any pursuer (Dog Tail) to follow you down. The longer the game goes on, the deeper you go and the thicker the atmosphere.

The game is played just like *Dodge 'Em*, except that every round the ships take an increased amount of damage. When the game starts, the damage is equal to the ship's Speed Class. Next stage, when the penalty increases, the damage is the Speed Class times 2. Then the Speed Class times 4. Then times 8. Times 16 and so forth. When all vehicle armor is gone the damage comes off all the component armor and the vehicle's basic S.D.C. In other words, at Speed Class 45, on round 3, the 180 points would come off the Crew Compartment, Energy Cells, and Engine Armor, as well as basic S.D.C.

Missing a roll to Veer means that the ship went down instead of up, crashing into the wall of air.

Sneak Attacks

Pulling off a sneak attack in space is hard, just because there's not a lot to hide behind. Starting behind the shadow of a planet or a space station is one possibility. Another way to do it is to play dead and pretend to be debris. Finally, there's the Triceraton cloaking device.

Range

Since there's no air in space, the range for all energy weapons is multiplied by ten. Projectile weapons, like missiles and bullets, have double their normal range.

Zero Gravity

This doesn't really change much in the combat system. About the only thing that changes is that you don't immediately start crashing when the ship engine's fail.

Vacuum

Any hit that penetrates a space suit is potentially fatal in outer space due to loss of air. Any hit over the A.R. of a vehicle will give it a leaking hole. Any hit over the A.R. of the Crew Compartment's armor will cause a hole. Any hit over the A.R. of a character's space suit will open it up and let air escape.

The size of the hole depends on the amount of damage. Holes of 12 points or less can be patched in a single melee round. Holes of 24 points or less can be patched within 6 melee rounds. Holes of greater than 24 points can't be patched. It takes 3 to 18 rounds (roll 3D6) for all the air to leave any chamber or suit regardless of the size of the hole.

Trans-Light Travel

The standard speed for interstellar flight is Trans-Light, otherwise known as "Cruise Mode." This works out to a little more than 1 light-year of distance per hour, or about 27 light-years per day. Once in Cruise Mode, a ship can neither speed up or slow down without "dropping" out of Cruise Mode and slowing down to the speed of light. In cruise mode, a ship could go from the solar system to the nearest star, alpha

centauri, in about 4 hours. However, it's more than a 2 year trip from the Solar System to the edge of Triceraton space.

Although ships can fight in Cruise Mode, they all have the same Speed Class and T.M.F.; zero. Even though they are going at tremendous speeds, they are little more than weapon platforms. As a result, very few space battles take place in Cruise Mode.

A CONTEMPORARY GUIDE TO THE TMNT UNIVERSE

THE TEENAGE MUTANT NINJA TURTLE BIG BOOK OF OUTER SPACE or "Mutagens and You!"

Fortunately for its residents, Earth's solar system is situated far on the outskirts of the galaxy, in a region considered too isolated for worthwhile exploration or conquest. If not for that lucky piece of stellar placement, it probably would have been colonized, bombed-out, and used up sometime before the first primate managed to evolve.

That is exactly the fate suffered by most of the habitable planets located in the crowded central regions of the Milky Way. And any planets that are still worthwhile are fought over by succeeding generations of interstellar empires.

In this day and age, the two dominant forces are the Triceraton and Federat civilizations. Both are relative newcomers to the galactic scene, and neither were noticed any sooner than 1,000 years ago.

So, you might ask, why aren't there *ancient* galactic civilizations?

Well, there used to be plenty of 'em. Their remnants are still around. Just look at the *Tubers*, all those creatures with tubes coming out of their heads and backs. Some proto-Tuber race controlled the entire galactic center within the last 20,000 years. Now, with hundreds of different sub-species, they are a scattered people, servants of the Triceraton and Human dominions.

What's true of the *Tubers* is also true for hundreds of other alien races. Countless number of the galaxy's former rulers have lost their racial cohesiveness through rampant mutation.

Which brings up the second question, why the wholesale mutation?

There are numerous possibilities. One theory has it that viruses from an ancient genetic-biological war still exist but are dormant, reactivated or rediscovered every few centuries. On the other hand, it's possible that all the racial changes are caused by pollution, the result of an accidental spill of mutagenic contaminants (just as the TMNT were mutated by a T.C.R.I. waste container), or it may be that each race created its own misfortune by attempting "improvements." Minor mutations that start out as attempts to adapt creatures to different environments could eventually lead to a technology that allows beings to completely change their own forms. Such a technology, made widely available and commonplace, could lead to a casual acceptance of self-designed mutation. And, when physical form becomes a plaything of fashion ("My dear, simply *everyone* must have blue tails this spring!"), an entire race can be afflicted.

The process may be starting all over again. The Triceraton's ability to self-mutate in response to hostile atmospheres may just be the first step toward the downfall of another empire. In five hundred years they may degenerate into 10,000 sub-races squabbling over the remnants of an empire. Not that anybody is really planning that far ahead. Five hundred years might as well be forever. For the Humans and Triceratons there's nothing so important as winning the current round of warfare.

All that talk of long-term genetic armageddon is so much hot air to the rulers of the *Triceraton Republic*. They've got a simpler concern, the conquest of the galaxy. Occupying the entire central volume of the galaxy and with domination over millions of star systems the Triceraton's major problem is controlling the planets they've already conquered. The majority of Triceraton strength must be devoted to garrison duty in the more troublesome central regions. And, with their record of bloody conquest, none of the neighboring powers in their huge border region are willing to make an alliance. This means more troops must be wasted patrolling the conflict zone.

Blocking Triceraton expansion is the Human Federation (Federat). *Federats* are inferior in both in technology and military strength to the Triceratons. Their one big advantage is in their style of government. Where the Triceratons feel driven to dominate their conquered races, the Federat simply ignores most non-humans. The result is a kind of freewheeling capitalism that lets the Federat devote the majority of its fighting units to the Triceraton Front. The Federat, vicious as it is, has also had a long-standing policy of making mutual defense pacts, border treaties, and trade agreements, with their neighbors.

The result is a deadlock; superior Triceraton forces don't have the numbers to break the bulk of the Federat military that's concentrated in the conflict region. And the Federat, with just about all their force committed to defending the front, doesn't have the necessary weapons technology to defeat the Triceraton defense.

Now, both the Triceratons and the Federat are desperately seeking a breakthrough, something that will decisively swing the battle one way or another. Both are well aware that a *Transmat device*, as defined by Doctor Honeycut (a.k.a. Fugitoid), and used by the *T.C.R.I. aliens*, could solve their problems.

In this galaxy of hate and warfare, the *T.C.R.I. Aliens* try to hold to a pacifist stand. Their vast technological superiority is used only for peaceful purposes. Rather than fight or be conquered, they will simply move farther away from any antagonists.



THE T.C.R.I. ALIENS (*Utroms*)

The aliens who run the mysterious facility known as *T.C.R.I.*, which, incidentally, stands for "Techno-Cosmic Research Institute," are actually called *Utroms*. They are small, rather strange creatures who rely on the stubby cilia on their underside to serve both as fingers and legs.

Masters of robotics, the Utroms have developed a variety of "walkers" to increase their strength and speed. Here on Earth, they use humanoid, robot bodies to get around with more ease, and to fit in with the human population. The aliens fit into the abdominal cavities of these robots where their cilia can easily control the robot's movements. The humanoid form is gradually replacing the older, more traditional, Utrom quadruped robot. There are also specialized robot forms for heavy construction and for precision technical work.

The T.C.R.I./Utrom are reclusive by galactic standards. Their combination of pacifism and devotion to scientific research has kept them out of the mainstream of civilization. They have explored and colonized over a large volume of space, but always abandon their possessions rather than risk exposure to more aggressive races. Within the last hundred years or so they've been pressured by the expanding Triceraton Empire, and have retreated from many of their colonies and outposts.

The Teenage Mutant Ninja Turtles owe their very existence to the crash landing of a group of the Utroms on Earth. It was one of the T.C.R.I.'s canisters of waste material (being shipped by truck to a disposal site) that accidentally started the turtles' mutation. The glowing ooze that the baby turtles crawled around in was actually a mutagenic microbial agent, a by-product of one of the aliens' experiments at producing organic circuitry.

The aliens are not hostile and are repulsed by the idea of injuring any living being. To deliberately kill an intelligent creature is totally beyond them. Their violence against the Teenage Mutant Ninja Turtles (see TMNT comic #4) was an act of desperation. They had worked so long, and were so close to returning home, that they responded with uncharacteristic alarm when the turtles invaded their facility.

AVERAGE T.C.R.I. ALIEN/UTROM

Description: Small (roughly the size and shape of a basketball) with stubby, finger-like cilia.

Size: About 18 inches in diameter.

Weight: From 6 to 20 pounds.

Build: Round.

Typical Attributes: I.Q.:18+, M.E.:14+, M.A.:12, P.S.:4, P.P.:8, P.E.:5, Spd.:3

Powers: None

Psionics: None

Level of Education: All adult Utroms have the equivalent of advanced graduate degrees in engineering, math and science.

Scholastic Bonus: +10

Occupation: Usually robotics, genetics, medicine, engineering or science.

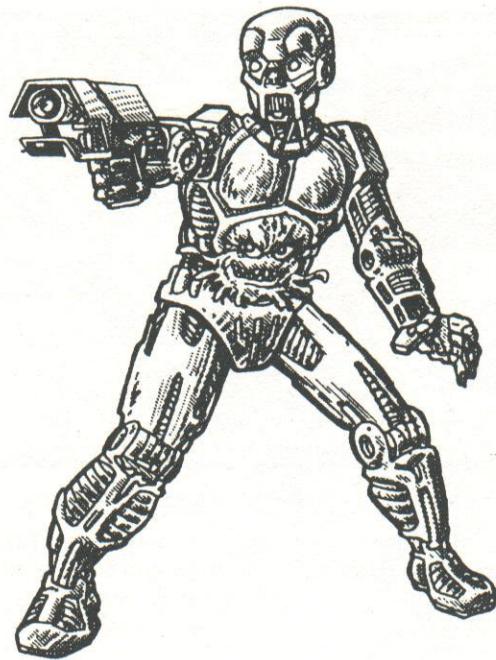
Natural Weapons: None

Weapon Proficiencies: W.P. Energy Pistol

Combat Skills: None

T.C.R.I. ALIEN ROBOT BODY—HUMANOID

Description: A bipedal, humanoid body with a space in the abdominal cavity for the Utrom operator. Can be fitted with an external plastic skin that serves to disguise the robot as a human or other humanoid,



alien life-form.

Attributes: P.S.:22, P.E.:30, Spd.:17

Weight: 280 pounds **Height:** 6'

Electronic and Sensory Equipment: Capable of receiving visual, audio and old factory data, and transmitting it to the control cavity. In other words, the on-board Utrom can see, hear and smell when completely covered up. All senses are in the normal human range.

Armor: A.R.: 12 S.D.C.: 210

Built-In Weapons: None

Combat Skills (while controlled by an Utrom)

Attacks per Melee: 2

+1 to Strike, No bonus to Parry or Dodge, +4 to Damage

T.C.R.I. ALIEN VARIABLE BLASTERS

Damage: Varies According to Setting

Range: 600 feet

Energy Load: Ranges from 22 shots at maximum charge, to 88 shots at stun setting.

Settings:

1/4 Power — Stun Setting; 2D6 (see note)

1/2 Power — Heavy Stun; 6D6 (see note)

3/4 Power — Beam, does a laser-like cut; 4D6 damage

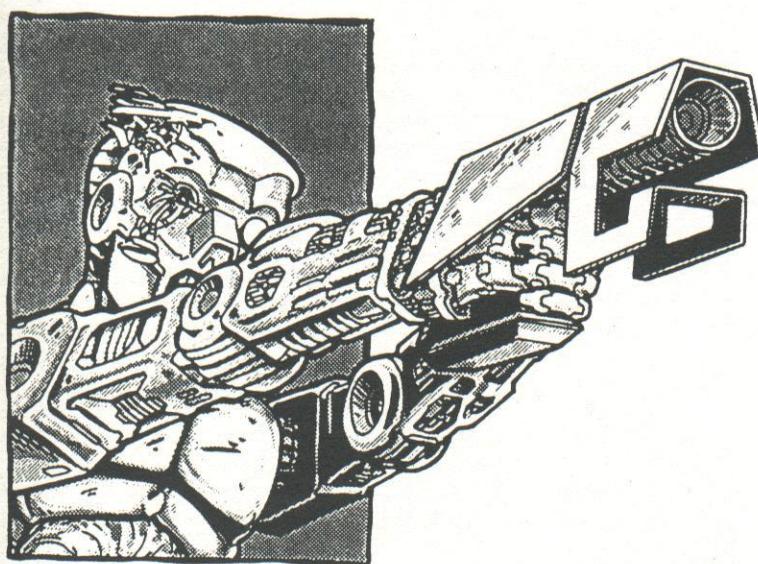
Full Power — Blast, causes explosive, 8D6 damage

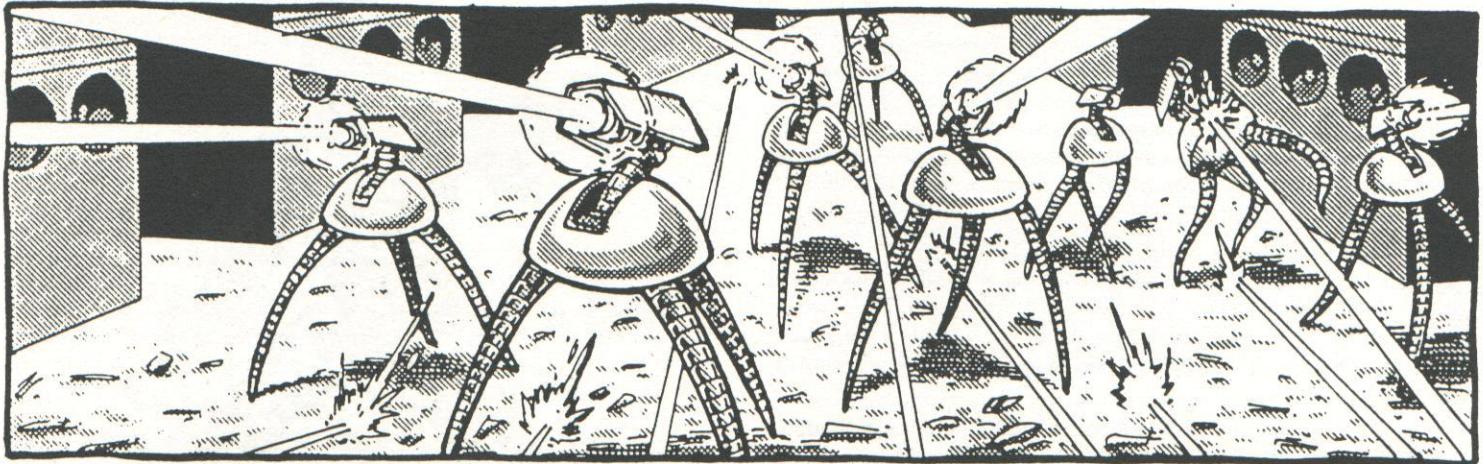
Description: These are hand-held weapons, designed to be used by either Utrom cilia, robot tentacles, or humanoid hands. A short hood extends over the business end to protect the operator from being damaged.

Special Features: At the rear of the gun is a special targeting display screen. This displays an infrared, ultraviolet, or sonar image of the area the weapon is pointed at. Given time to set up a shot (*two, uninterrupted, melee rounds of concentration*), the targeting screen will give the user a +8 to Strike.

NOTE ON STUN SETTINGS: This causes only the most mild physical damage to the victim, resulting in only minor bruises and scrapes. The main effect is broad disruption of the victim's nervous system. Stun damage is done directly to Hit Points, with no damage to S.D.C. When the stun damage exceeds the victim's Hit Points then the victim will go unconscious for 1D4 hours. *Recovery of Hit Point Stun Damage* is very quick, less than 5 minutes each. Stun beams do no real damage to living creatures, armor or machinery, but they do have about the force of a punch, enough to knock things backwards when they're hit.

For stun damage to be effective the roll to Strike must be *above* the target's A.R. Both artificial and natural armor will block stun beams if the roll is below the armor's A.R.





T.C.R.I. ALIEN AUTO-DEFENSE 'BOTS'

Description: Small robots with three, tentacle-type legs. They aren't much more than portable stun guns. They have no ability to dodge or parry. Easily fold up into a half sphere for storage or placement in wall niches.

Weight: 15 pounds

Height: 2ft 6inches

Electronic and Sensory Equipment: Simple receiver listens for activation, shut-down and target parameter codes only. Visual processors can identify specific targets. Also equipped with motion and heat detectors.

Armor: A.R.:10 **S.D.C.:**12

Built-In Weapons: Stun Gun: 100 foot range, fires 2 shots per melee round, +2 to strike, 3D6 Stun Damage Only, and can fire 60 shots without recharging.

T.C.R.I. ALIEN ROBOT BODY — QUADRUPED

Description: A four-legged body with a space in the abdominal cavity for the Utrom operator. In addition to the four legs there are also eight manipulator tentacles on the underside that can be used as extensions for the Utrom's finger-like cilia.

Attributes: P.S.:20, P.E.:20, Spd.:19

Weight: 140 pounds

Height: 3ft

Electronic and Sensory Equipment: None

Armor: A.R.: 10 **S.D.C.:** 105

Built-In Weapons: None

Combat Skills (while controlled by an Utrom)

Attacks per Melee: 1

+1 to Strike, No bonus to Parry or Dodge, +1 to Damage

TRICERATONS

The Triceratons are the masters of what they call the *Triceraton Republic*. In the minds of their neighbors, they are really an empire that covers the entire central region of the Milky Way Galaxy, a huge interstellar domain. They are saurian creatures, possibly genetically similar to the Earth species of dinosaur, the Triceratops. Tough and aggressive, they are entirely herbivorous (plant eating), and have a high sense of loyalty to their race.

Part of the reason for the Triceratons' aggressiveness stems from a cosmological phenomenon occurring in the heart of their region of space. There is a region of destructiveness that is gradually spreading out from the hub of our galactic spiral. The exact cause of this stellar disaster is not known. The Triceratons deny any problem and laugh off the idea of a killer Black Hole. However, many stars in the region have gone Nova, and there are accounts of refugees arriving at the outer Triceraton worlds.

The best evidence of the galactic holocaust are the Triceratons' asteroid homeworlds. Huge asteroids are outfitted with gigantic ion drives and become mobile cities and military staging grounds for the expanding Triceraton empire. Special asteroids are dedicated to factories, universities, research centers, and even arenas for sporting and gladiatorial events.

The Triceraton Republic is now engaged in an ongoing conflict with the Human Federation. A border region consisting of thousands of square light years has each side jockeying for position. Currently, the open warfare has subsided, as both sides continue searching for a weakness or a weapon to solve the impasse.

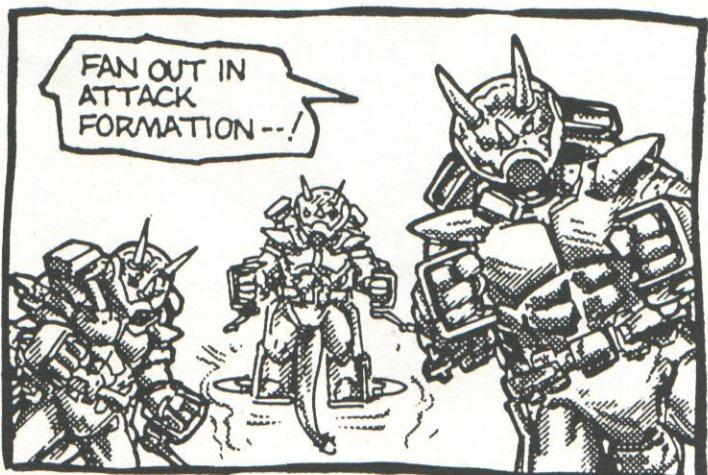
There are many reasons for the success of the Triceratons. First is their eagerness to adopt new technology, and their willingness to change their tactics accordingly. Here are two specific technological strengths that the Triceratons have exploited thoroughly.

TRICERATON ATOMSPHERIC ADAPTABILITY

Triceratons have an added advantage when conquering other planets; the ability to adapt to a wide range of atmospheres. This is possible due to a breed of microscopic mutagens that live in the lungs of Triceratons, just as certain digestive bacteria live in the human stomach.

The process starts when the Triceraton starts breathing unsuitable air. A series of involuntary coughs signal that the mutagens are being activated in the creature's lungs. Within an hour, the Triceraton will fall into a comatose state as the mutagens spread through the body, changing the genetic structure of every cell. After several days (1D4), the Triceraton regains consciousness, transformed internally to cope with the new atmospheric mix.

Tactically, the Triceratons use their self-mutagenic power to prepare troops prior to a planetary engagement. At the start of a journey they simply flood the air systems of troopships with the new atmosphere. And, by the time they reach their destination, the troops are already adapted to the environment.







TYPICAL TRICERATON SHOCK COMMANDO

Every Triceratons youngling dreams of entering an elite squad of the Shock Commandos. They recruit only the best available applicants for a training program that consists of massive psychological indoctrination, growth and development drugs, and continuous field exercises and war games.

Typical Alignment: Scrupulous or Unprincipled (Although they do not regard non-Triceratons as worthy of respect)

Minimum Attributes: I.Q.:10, P.S.:24 (ranging up to 30), P.P.:12, P.E.:18 (ranging up to 24) and Spd.:8.

Size Level: 15

Weight: 460 to 500lbs

Height: 8ft to 8ft 10in.

Hit Points: equal to P.E.

S.D.C.: 115 (includes natural armor)

Disposition: Self-confident and aggressive with a low sense of humor ("The Three Stooges" would be perfect entertainment for Triceratons, but they'd complain about the lack of blood).

Appearance: Large bipeds with natural armor, four-fingered hands, thick tails, and three horns on the head.

Powers: Natural Body Armor (A.R. 8, S.D.C. + 60)

Natural Weapons: Horns doing 2D6 damage.

Psionics: Fairly rare, although psionic Triceratons are recruited for the Psi-Tech Commando Squad. Each psionic specialist has only one or two psychic abilities.

Level of Experience: Depends on team and rank.

General: 10th level or higher, in command of an army, over 9,000 Triceratons and at least 729 Commando Squads.

High Commander: 8th level or 9th level, in command of 27 Squads.

Commander: 6th or 7th level, in command of 9 Squads.

Squad Leader: 4th or 5th level, in command of a squad of 9 Commandos.

Specialist: 3rd level, qualified in either Combat, Explosives, Hand-to-Hand, Pilot Troop Dropship, Pilot Flight Pack, Pilot Aircar, Sniper, Technician, Weapon Repair Specialist, or (rarely) Psionics. Usually assigned with two Commandos to form a trio.

Commando: 2nd level, a "grunt" Triceratons.

Trainee: 1st level, still in training.

Skills: Varies according to specialty.

Weapons Proficiencies: Each Triceratons learns at least one ancient weapon and continues to train with it. All Triceratons are given basic weapon training in W.P. Energy Pistol and W.P. Energy Rifle.

Combat Skills

Hand-to-Hand Basic

Attacks Per Melee: 2, plus hand to hand.

All combat bonuses and skills depend on attributes and skill level.

Other Abilities: Long tails are good for one extra attack per melee. Damage is 1D6, or, with spiked tail cover, the damage is 1D10. Be sure to include P.S. damage bonus.

TRICERATON COMMANDO-ISSUE BLASTER

Requires W.P. Energy Rifle to operate with any skill. The weapon

is the Triceratons's *standard issue* firearm and is by far the most common item in their arsenal. Its beam creates a matter-disrupting explosion at point of impact.

Damage: 10D6

Range: 2,400 feet

Charges: 36

Shots per Melee Round: 3

Special Features: Can be connected to a 45-pound, energy backpack that provides an extra 180 charges.

TRICERATON RAPID-FIRE BLASTER

Requires W.P. Energy Rifle to operate. Ripped-off from the Federats, this is the Triceratons version of the human's main battle weapon. (The weapon is still being field tested), recognizable by the cone-like structure near the rear handgrip. The optional 60 pound power backpack gives the weapon an additional 360 charges.

Damage: 7D6

Range: 1,100 feet

Charges: 36

Shots per Melee Round: 12

TRICERATON AUTO-RIFLE

Requires W.P. Assault Rifle to operate. This is an ancient, Triceratons, projectile weapon that's been kept in the arsenal. Effectively it's an assault rifle that fires explosive bullets. Three barrels, each capable of firing 6 times per melee. Can be set for triple-fire (a three-round burst) or auto-fire.

Damage: 9D6

Range: 3,600 feet

Round per Clip: 54 (Enough for 3 auto-fire rounds, or 18 bursts)

Shots per Melee Round: 3 or 18 (all)

TRICERATON ARMOR-PIERCING BLASTER

Requires W.P. Energy Rifle to operate. Designed to put out a massive, armor-piercing beam. Longer, sleeker version of the standard blaster.

Damage: 8D6

Range: 2,400 feet

Charges: 36

Shots per Melee Round: 1

Special Features: Punches through the top 4 points of an A.R. For example, if a target had an A.R. of 12, you'd only need to roll a 9 or better on the Strike roll to penetrate the armor.

TRICERATON COMMANDO SIDEARM

Requires W.P. Energy Pistol. Used by officers and technical specialists.

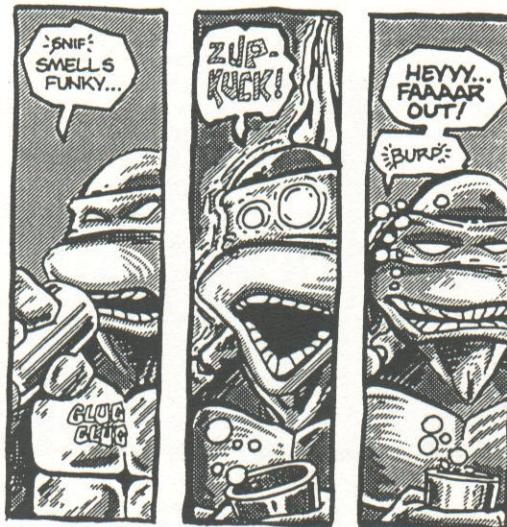
Damage: 6D6

Range: 600 feet

Charges: 24

Shots per Melee Round: 3

Special Features: Can be attached to the 45-pound, energy backpack (same as for Commando-Issue Blaster) which gives it 240 extra charges.

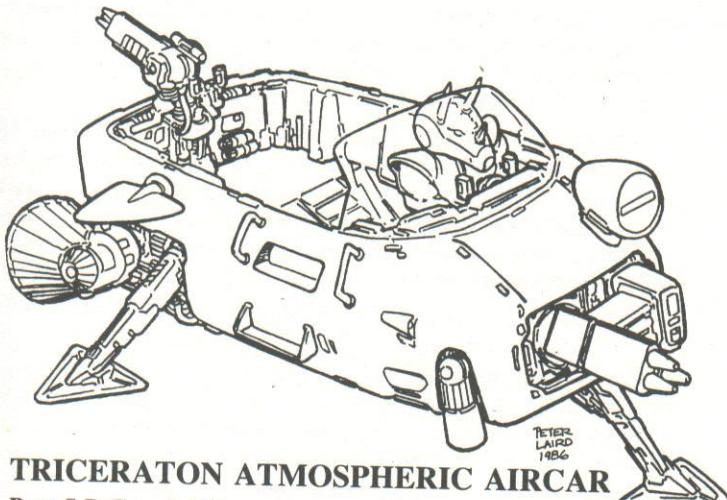


XEMORENE

Xemorene, an addictive wonder drug, is used by Triceraton agents for espionage, infiltration and simply to weaken the resistance of enemy governments. A single dose of the drug creates a wonderful feeling of pleasure and self-control. It works by *increasing* the speed and efficiency of the user's nervous system. Under the influence of the drug, the victim's I.Q., P.P. and Spd. all increase by from 1 to 6 points (roll 1D6). When it wears off, a few days later, the victim will feel an irresistible desire to repeat the experience.

Each time the drug is taken the urge gets greater, until, after the *fourth dose*, the autonomic nervous system can no longer function without it. Tremors and convulsions are the first symptoms of withdrawal. An addict, after a week without the drug, will start to feel heart fluttering as the nervous system starts misfiring. Eventually, the heart will beat irregularly, and then stop altogether.

Although the drug can be used against a wide variety of races, with each race there is a different formula and dosage that will be effective. In other words, a dose of Xemorene prepared for a human will not affect a Triceraton and may only induce nausea in a mutant animal.



TRICERATON ATMOSPHERIC AIRCAR

Base S.D.C.: 1,200

Vehicle Armor

CREW — None	
ENGINE A.R.: 14	S.D.C.: 400
ENERGY PACK A.R.: 14	S.D.C.: 300
VEHICLE A.R.: 8	S.D.C.: 800

Speed Class: 20 Maximum Speed: 360 mph
TMF: 6

Weapons: (each 1 shot per melee round, and charged by engine)
Forward-Mounted Blaster: 1D8 × 10 Damage, 4,500 Range, -4 to Strike. Rear Swivel-Mounted Blaster: 1D6 × 10 Damage, 4,000 Range.

Description: Open vehicle with no armor for passengers or crew.

TRICERATON TROOP DROPSHIP

Base S.D.C.: 3,400

Vehicle Armor

CREW (Pilot & Gunners) A.R.: 15	S.D.C.: 580
ENGINE A.R.: 14	S.D.C.: 800
ENERGY PACK A.R.: 14	S.D.C.: 600
VEHICLE A.R.: 12	S.D.C.: 400

Speed Class: 39

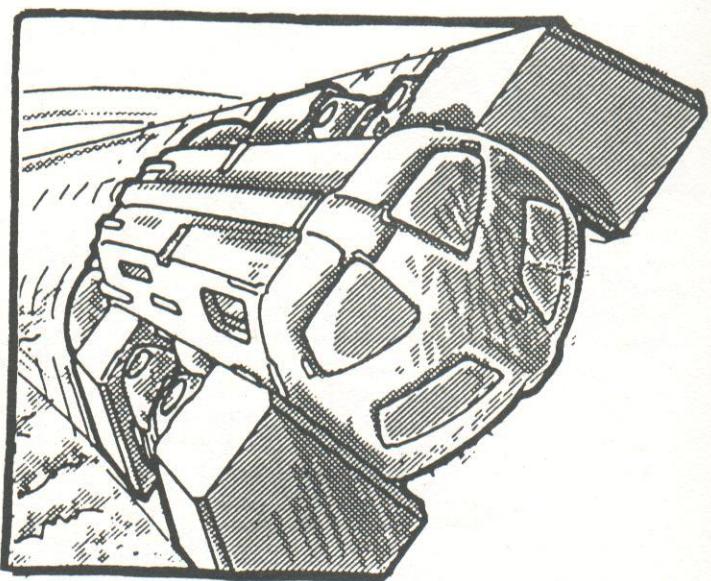
Maximum Speed: Mach 30

TMF: 4

Weapons: (each charged by engine) Gunner-Station Blasters (one forward, one rear): 1D6 × 10 Damage, 4,500ft Range, 2 shots per melee round. Top-Mounted Blaster: 1D8 × 10 Damage, 6,000ft Range, 1 shot per melee round.

Special Features: Can carry 3 Squads of Triceraton Commandos (27), a Flight Pack Team (3) and a three Triceraton crew (Pilot and 2 Gunners).

Description: Four ion drive projectors; designed for drop-off and pick-up from orbit direct to planet-side combat zone. Larger versions are essentially the same design, but carry up to 9 squads and support troops.



TRICERATON FAST TRANSPORT

Base S.D.C.: 17,000

Weapons: (4) Blaster Cannons — Damage: 6D6 × 10; Range: 4 miles; Shots per melee round: 3 each (12 total); Bonus: +6 to strike.

Vehicle Armor

BRIDGE COMPARTMENT A.R.: 14	S.D.C.: 500
ENGINE A.R.: 16	S.D.C.: 750
FUSION GENERATOR A.R.: 16	S.D.C.: 950
VEHICLE A.R.: 14	S.D.C.: 3,000

PLANETARY ENGINES(4):

Speed Class: 15
Maximum Speed: 225 mph
TMF: 3

MAIN PROPULSION ENGINES(2):

Speed Class: 50
Maximum Speed: Trans-Light
TMF: 2

Weapons: Varies from unarmed to a variety of mission specific weapons.

Special Features: Three decks with 4 large cargo holds in each.

Description: A multi-purpose interstellar spaceship. Used for rapid cargo and courier missions, espionage operations, and as a light support vehicle in combat missions. A three-man crew consisting of captain (who is also primary gunner), pilot and navigator/communications officer are stationed in the bridge. Engineering staff of 18.

TRICERATON FLIGHT PACK (Flying Harness)

Base S.D.C.: 80

Vehicle Armor

CREW — None

ENGINE/ENERGY CELL A.R.: 13

S.D.C.: 40

Speed Class: 32

Maximum Speed: Mach 3

TMF: 10

Weapon: Twin Swivel-Mounted Blasters, 8D6 Damage, 6,000 foot range. Placed under the right and left hand control.

Special Features: Has the highest T.M.F. (Transient Maneuvering Factor) of any known air vehicle. Only someone with the built-in power of flight is more maneuverable.

Description: An ion drive backpack unit. Used by Triceraton Commando Squads for light air support. Usually a trio of Flight Packs will accompany every 3 Squads.

NOTE: The Triceraton operator **must** be wearing *Battle Armor* to exceed 30mph in the Flight Pack.



TRICERATON BATTLE ARMOR

Description: Designed specifically for Triceraton use. It provides full body protection, and a clear face plate with flexible ports for the Triceraton's horns. Completely pressurized for use in space or in a hostile atmosphere.

Attribute Bonuses: None

Electronic and Sensory Equipment: None

Armor: A.R.:14 S.D.C.:240

Special Note: Any single Strike over 14 that does damage over 24 points will open a hole in the armor. In a vacuum or in a poisonous atmosphere, it will take from 3 to 18 (roll 3D6) melee rounds for the Triceraton to lose enough air, or be contaminated enough, to be knocked out.

Built-In Weapons: None

THE HUMAN FEDERATION

The "Federat," as it is often called, controls a huge volume of the galaxy. In cubic light years human space is actually greater than the Triceraton's. In terms of actual stars and planets humanity controls is less than fifth of Triceraton numbers, because human space is farther from the crowded galactic hub.

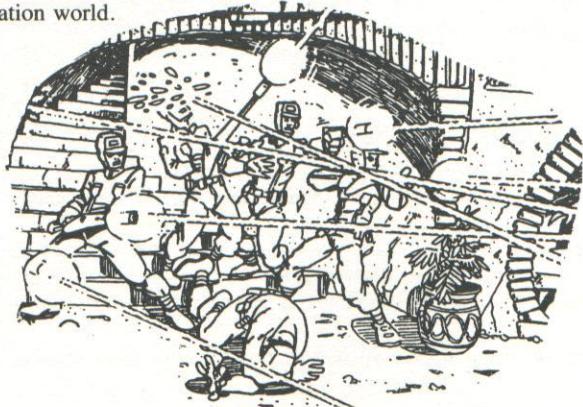
Humans call their government a "Federation," a name which fits as well as "Republic" on the Triceraton domain. Any remains of a political system that encouraged political participation have been obliterated by the military council. Generals have taken the place of planetary presidents and governors. And military law is now the only law.

It was the war with the Triceratons that started the military's rise to power. Gradually, as more and more attention was focused on the war and war production, the political government was transformed into a military one. What remains of the government in the Human Federation is little other than the law of the gun.

As a race, humanity is younger, weaker, less experienced and technologically inferior to the Triceratons. Still, where Triceratons must steal their advanced science from ruins and other races, humans have the ingenuity to make advances of their own. And, though the military government of the Human Federation is every bit as autocratic and unprincipled as the Triceratons, humans are willing to make alliances when it is convenient.

This attitude of treating every power as a potential ally has paid off very well for the Federat. Not only are the non-Triceraton borders secure, but certain other interstellar governments are joining the attack on the Triceratons. In addition, the Federat is able to buy advanced spaceships, 'toids (robots), and weapons, from some of the more exotic, neighboring civilizations.

Aliens are largely ignored in the Human Federations. Although they outnumber the humans by about 30 to 1 (not counting D'Ants, which would make it about 3000 to 1), the aliens are not considered "citizens," only "residents." However, the aliens are not badly treated. Other than taxes, and the occasional unjust arrest, there are really no disadvantages for aliens. Virtually any kind of intelligent alien can be found on a Federation world.



TYPICAL FEDERAT TROOPERS

Mostly draftees, the minority of volunteers (about 25%) are in the military because they don't fit anywhere else. In fact, many Federat judges give accused criminals the option of "volunteering" rather than going through with a trial.

The attitude of most troopers is the same as that of most Federat citizens (humans) and residents (non-humans); the war is unimportant and only fools will risk their lives for it. It's the result of years of Federat military propaganda, rather than admit any defeats (and risk some general's reputation), they paint a picture of solid success with the Triceraton falling farther back in defeat every year.

Typical Alignment: Miscreant, Unprincipled or Anarchist

Common Attributes: IQ.: Usually less than 10

P.S.: Minimum of 12

P.P.: Minimum of 12

P.E.: Minimum of 9

Spd.: Minimum of 10

Size Level: To match Available uniform sizes, either 9, 10 or 11.

Hit Points: Typically 20 **S.D.C.:** Typically 30

Disposition: Usually surly, lazy and vicious.

Powers: None

Psionics: None

Level of Experience: From 1st to 3rd

Weapon Proficiencies:

W.P. Energy Pistol

W.P. Energy Rifle

Combat Skills: Hand to Hand Basic

Attacks Per Melee: 2, plus hand to hand.

+1 to Strike/Parry, +2 to Dodge.

Special Weapons:

Federat Energy Assault Rifle

Damage: 8D6

Range: 1,000ft

Charges: 24

Shots per Melee Round: 32

Description: Instantly recognizable by a cone-like extension that covers the trigger area. The weapon can be fired on single shot, burst (4 shots per melee round) or full automatic. Because of the limited number of charges in the battery, it's rare for troopers to use any setting but single shot.

Special Features: Reload batteries are cylinders that screw into the rifle butt. Troopers carry at least two recharges on their belts at all times. A 40 pound, combat backpack comes with a cable that can be screwed into the battery socket and provides a total of 320 charges.

TYPICAL FEDERAT PILOTS

Flight Forces is the glamor branch of the Federat military. Wealthy parents pay huge bribes to get their young sons into the Flight Academies, and the remaining positions go to the most brilliant students. Federat pilots have the best chances of moving up in rank and power.

Typical Alignment: Miscreant, Unprincipled, Anarchist or Diabolic

Common Attributes: I.Q.: Minimum of 12

P.P.: Minimum of 15

Spd.: Minimum of 12

Size Level: To match available uniform sizes, either 9, 10 or 11.

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

Disposition: High-spirited and ambitious.

Powers: None

Psionics: None

Level of Experience: From 1st to 6th

Weapons Proficiencies:

W.P. Energy Pistol

W.P. Energy Rifle

Combat Skills: Hand to Hand Expert

Attacks Per Melee: 2, plus hand to hand.

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

Special Weapon:

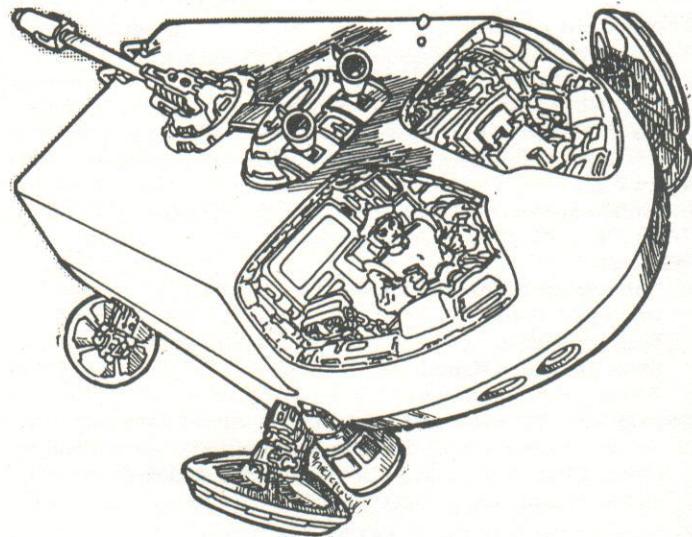
Federat Energy Pistol

Damage: 7D6

Range: 500ft

Charges: 12

Shots per Melee Round: 2



FEDERAT SHUTTLE

Base S.D.C.: 2,300

Vehicle Armor:

CREW A.R.:16

S.D.C.:500

ENGINE A.R.:13

S.D.C.:350

ENERGY PACK A.R.:13

S.D.C.:450

VEHICLE A.R.:12

S.D.C.:1,000

Speed Class: 44

Maximum Speed: Mach 1,000

TMF: 7

Weapons:

Twin-Barrel, Top-Mounted, Mini-Rocket Launcher

Damage: 2D8 × 10

Range: 18,000ft

Shots per Melee Round: 4 per barrel

Bonus: +4 to Strike

Top-Mounted Energy Cannon

Damage: 3D6 × 10

Range: 7,500ft

Shots per Melee Round: 2

Bonus: +2 to Strike

Special Features: A total of eight ion drives, with four to be used in hovering and low altitude flight, and the larger four to be used in battle and space maneuvering.

Description: Combination fighter and transport craft. Can manage short interplanetary missions, ground support and small unit transport (up to 16 men with equipment). Crew consists of Pilot/Rocket Gunner and Navigator/Cannon Gunner.

FEDERAT TROOP CARRIER

Base S.D.C.: 900

Vehicle Armor:

CREW (Each) A.R.:14

S.D.C.:300

ENGINE A.R.:12

S.D.C.:250

ENERGY PACK A.R.:15

S.D.C.:250

VEHICLE A.R.:11

S.D.C.:200

Speed Class: 35

Maximum Speed: Mach 10

TMF: 9

Weapons:

Turret-Mounted Blaster

Damage: 1D6 × 10

Range: 5,000ft

Shots per Melee Round: 6

Bonus: +2 to Strike

Description: Strictly for atmosphere use. The main unit is a two man, pilot and gunner, fighter craft. When attached to troop or cargo barges the vehicle's Speed Class goes down to ... and the T.M.F. to 3.

FEDERAT ORBITAL FIGHTER

Base S.D.C.: 1,400

Vehicle Armor:

CREW A.R.:12	S.D.C.:200
ENGINE A.R.:13	S.D.C.:150
ENERGY PACK A.R.:13	S.D.C.:150
VEHICLE A.R.:10	S.D.C.:300

Speed Class: 46

Maximum Speed: 5% Light speed

TMF: 9

Weapons:

(2) Side-Mounted Energy Cannons

Damage: 4D6 x 10

Range: 4 Miles

Shots per Melee Round: 8

Bonus: +6 to Strike

Description: The Federat's fastest and most maneuverable ship. Used mostly for space combat due to its performance loss in atmosphere (Speed Class to 40, T.M.F. to 8). Regularly stationed, in squads of 118, aboard Federat Orbital Bases.

D'SOTO CIVILIAN AIRCAR

Base S.D.C.: 600

Vehicle Armor:

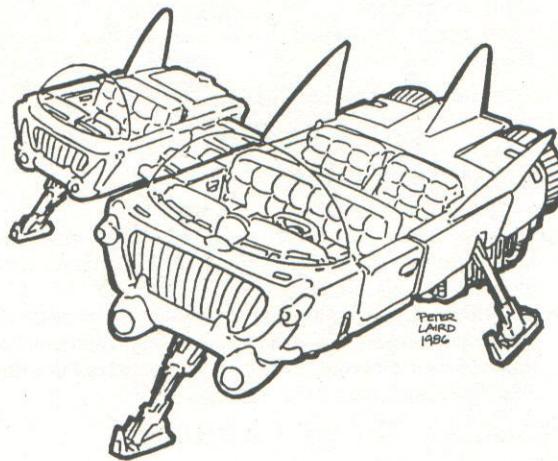
CREW — None	
ENGINE A.R.:6	S.D.C.:35
ENERGY PACK A.R.:10	S.D.C.:100
VEHICLE A.R.:8	S.D.C.:50

Speed Class: 18

Maximum Speed: 300mph

TMF: 3

Description: Standard model transportation in the Federat. A popular feature is the optional sidecar.



TRICERATON BORDER REGION

Although the Triceratons have broken most of the major powers in their border regions, there are still two, significant, Human allies on the front. The Gouli, while lacking in technological advantages, are among the galaxy's best fighter pilots and gunners. Any Triceraton excursion into Gouli space is bound to come at a high price.

The Ka'Trib are ancient enemies of the Triceratons. Over a thousand years or more, the Ka'Trib have never defeated the Triceratons, but they've learned a thing or two about slowing down their progress.

Also in the Triceraton border region are countless defensive regions. While none are large enough to be considered "powers," they usually have enough refugees from earlier Triceraton expansions to make them fierce fighters. Human and Ka'Trib frequently make secret shipments of arms to these regions.

GOULI TERRITORY

This is a region of fierce fighters, but not great in manufacturing. The Gouli are renowned for their prowess in space combat, especially fighter to fighter.

Their biggest problem is a lack of mechanical and technical skills. Even on military spacecraft, they need to hire non-Gouli to handle repairs and maintenance.

GOULI

Over a thousand planets are now home to the Gouli. They like mixing with other races and, while running the government and the military, they leave most commercial and manufacturing jobs to others. Mutagen infestation is a serious problem among the Gouli, usually creating tremendous variations in size. Gouli's understand the speech of others but communicate by signs or in their own outrageous whistles.

Typical Alignment: Anarchist and Unprincipled



Attributes: M.E.: Minimum 12

P.S.: Usually under 5

P.P.: Minimum 11

Spd.: Minimum 10

Size Level: 8

Weight: 130-140lbs **Height:** 4ft 8in. to 5ft 4in.

Hit Points: 14 **S.D.C.:** 47

Disposition: Calm, whimsical and vengeful.

Appearance/Special Features: Large, luminous, yellow-gold eyes; soft-looking exoskeleton, two-fingered hands, and bipedal.

Powers: Special Advanced Vision, allows Gouli to see into infrared and ultraviolet.

Advanced Taste

Exoskeleton Armor (A.R. 12, S.D.C. 22)

Natural Weapons: 1D4 Claws

Psionics: While Gouli have no psionics, as understood by other races, they do have some kind of weird ability to cloud the minds of their opponents in space battles. Pilots frequently report Gouli fighter ships "suddenly appearing out of nowhere!"

Enemies: Although Triceratons are their main enemies, and they don't care much for Tubers either.

Level of Experience: 3rd to 9th level Pilots and Gunners

Occupations: As pilots or gunners, Gouli can find employment virtually anywhere.

Scholastic Skills: Most Gouli have the equivalent of a High School education. Here are their specialties:

Pilot Ion Drive Vehicle

Interplanetary/Interstellar Navigation

Instrument Reading

Weapon Proficiencies: Gouli have a natural affinity for energy and projectile weapons. They can pick up just about any gun-shaped device and, after a couple of practice shots, shoot with a W.P. of 6th level Expert. Their idea of skillful is more like 12th to 18th level. All Gouli have the following:

W.P. Slingshot, 12th level Expert (+6 to Strike)

W.P. Energy Pistol, 12th level Expert

W.P. Energy Rifle, 12th level Expert

Combat Skills: Gouli hand-to-hand combat skills are virtually non-existent.

Attacks Per Melee: 1

-3 to Strike/Parry, +3 to Dodge, -2 to Damage

Special Weapons: Gouli use a wide variety of energy pistols and rifles. Still, one of their favorite weapons remains their traditional slingshot.

GOULI SLINGSHOT

Damage: 1D6, or poison, or explosive

Range: 120 feet

Shots per Melee Round: 9

Ammo Load: Common projectiles include metal pellets, spiked balls coated with poison, or small explosives (3D6 damage).

Description: The Gouli slingshot looks pretty conventional — a forked stick with a piece of elastic material attached. Nobody knows what the slingshots are made of. Gouli claim that the stick must be made of Triceraton throat bone and that the elastic is cured Triceraton tendons. Given the Gouli's well-known sense of humor, this is probably not true. On the other hand, given the Gouli's well-known hatred of the Triceratons it's hard to say for sure.



KA'TRIB BUILDERS

These giant saurians are staunch allies against the Triceratons. They aren't much as fighters, but they are excellent mechanics, engineers and shipbuilders.

In the distant past they were competitors for what is now the Triceraton volume of space. The Ka'Trib were forced to flee, and have now created enough of an armada to keep the Triceratons wary.

Visitors to the Ka'Trib worlds will find them clean, orderly and well governed. Also boring. Other than D'Ants, Spineys and Tubers, there are few non-Ka'Trib on these worlds.

However, anyone interested in buying space ships or refitting ship armor, will find a trip to Ka'Trib space worthwhile. Prices for Transports, Shuttles, Cargo Ships, and Fleet Battleships will be half that listed in the Air Combat Section. T.M.F. upgrades cost the same, but most other modifications, including Speed Class and weapons, are 25% off listed prices. The biggest bargain is in armor; all Ka'Trib armor gives an extra two points of A.R. for the same basic cost.

KA'TRIB

There are only 36, true Ka'Trib worlds in their region of space. However, each of those has a population of about 3 billion Ka'Trib. Other aliens (except D'Ant) are less than 1 for every 12 Ka'Trib.

Typical Alignments: Principled, Scrupulous or Anarchist

Attributes: I.Q.: Minimum of 8, M.E.: Minimum of 8, P.S.: Minimum of 24, P.E.: Minimum of 23

Size Level: 16

Weight: 600 to 725lbs **Height:** 8ft 6in. to 9ft 2in.

Hit Points: equal to P.E. **S.D.C.:** 100

Disposition: Patient, methodical and serious.

Appearance/Special Features: Large saurian/reptilians with massive, four-fingered hands, thick scales and a large tail.

Powers: Natural Body Armor (A.R. 7, S.D.C. +40)

Natural Weapons: 1D10 Claws
1D8 Tail

Psionics: About 10% have some form of psionics (similar to human mutant). A few rare, talented ones (about 2%) will have about 100 BIO-E of psionic skills.

Enemies: Triceratons.

Occupations: Usually engineers, mechanics and architects.

Scholastic Skills: Most have the equivalent of graduate degrees in engineering.

Weapon Proficiency:

W.P. Fusion Welder

Combat Skills:

The Ka'Trib are not great in hand-to-hand combat; they're usually just too slow.

Attacks Per Melee:

1

No bonuses to Strike/Parry or Dodge. Usually +6 or better to Damage.

Other Abilities: Tail has 1 extra attack per melee round.

Special Weapon:

Ka'Trib Fusion Torch

Damage: 3D6 x 20 at impact point

Range: 0 to 3ft

Damage: 1D6 x 10 at a distance

Range: 230ft

Shots per Melee Round: 1

Charges: 240

SPINEY EMPIRE

The word 'Empire' is little more than courtesy. Spiney space is governed more by inertia and graft than by any guiding intelligence. Still, the Spiney Empire has a recorded history of 160,000 years, back to the time when proto-Spineks were the undisputed rulers of the central galaxy.

Now their volume of space has to be propped up by the Federat military. And the Federat is willing to take the trouble of keeping the Empire around, just so that it can put on a show of "intergalactic solidarity against the autocratic, Triceraton aggressors."

Pretty much anything goes in Spiney space, from illicit mutagen experimentation, to drug and weapon smuggling, and even to illegal trade with the Triceratons. Aliens abound, outnumbering the native Spineks by at least 30 to 1 (of course, not counting D'Ants).



SPINEK

More commonly called 'Spineys' by other races. Rampant mutagens have virtually destroyed the cohesiveness of this race. It's gotten to the point where it's difficult to exactly identify which aliens used to be Spinek and which are recent arrivals.

Still, many Spineks have retained their excellent skills in electronics and surveillance. As trained technicians they are well respected throughout the galaxy.

And they are equally despised for their extreme moral decay. The standard Spiney joke always ends in the line, "I know it's wrong, but how much will I get paid?"

Typical Alignment: Any

Attributes: Any

Size Level: Ranges from 5 to 15 (roll 2D6 and add 3)

Hit Points: Very low, about half their P.E.

S.D.C.: Usually 10 plus armor

Disposition: Fawning, greedy, and usually cowardly.

Appearance/Special Features: With so many variations, about the only thing that sets them apart is the spine-like appendages found variously on their heads, backs, arms and legs. Sometimes the spines are so thin and clustered that they look like hair or fur. More commonly, there are only a dozen or so, thick bristles.

Powers: About 30% have Natural Body Armor (A.R. 7, S.D.C. 18)

Natural Weapons: None

Psionics: Not Uncommon, about 30% have some minor psionics.

Occupations: Valued in positions involving communications, electronics, bio-mechanics and robotics.

Scholastic Skills: The classical training of the Spiney Empire still exists, although it's currently in a deep decline. Most Spineys know at least 3 technical skills, usually at 6th level proficiency or better.

Spinek Mercenaries

A tiny minority of Spineys end up as mercenaries. These are usually the larger ones (Sizes 11 and up), and who have a P.E. of 20 or better. They have their own, ancient, martial art form that is somewhat similar to Hand-to-Hand Assassin.

Weapons Proficiencies:

W.P. Energy Pistol, 4th level

W.P. Energy Rifle, 3rd level

Combat Skills:

Hand-to-Hand Assassin, 4th level

Attacks Per Melee: 3, plus hand to and assassin attacks per melee. +1 to Strike, +4 to Parry, +1 to Dodge, +1 to Damage, +3 to Roll with Punch or Fall.

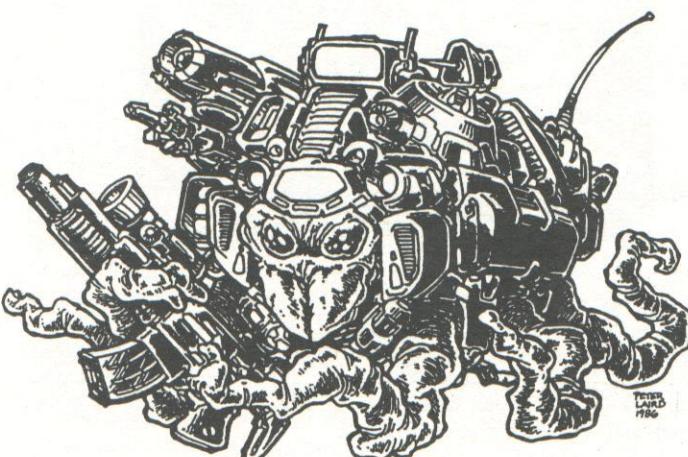
Other Abilities: Death Blow on Natural Twenty.

Special Weapons: They favor pistols and knives.

HAVELSH 'OID BUILDERS

Distant relatives of the Utroms, the *Havelsh* specialize in building androids. Their region of space is totally off limits to any outsiders. Even the one trading planet, Havelstam, requires that visitors have a complex series of vaccinations (against mutagens) and an approved visa before admittance.

Sensoids, Noyds, and specially designed espionage androids (the *Havelsh* can duplicate any being), are among the *Havelsh*'s most popular products.



HAVELSH

An extremely paranoid race, they refuse to meet any aliens without being heavily armed and equipped.

Typical Alignment: Either Principled or Aberrant

Size Level: 8

Weight: 110 to 115lbs **Height:** 2ft

Disposition: Paranoid, yet honest without fail.

Appearance/Special Features: Squat, oval-shaped creatures, with long tentacles on their underside, and large, murky eyes.

Powers: None

Natural Weapons: None

Psionics: None

Occupations: Engineers, masters of bio-technology and robotics.

Scholastic Skills: Each seems to have the equivalent of several graduate degrees.

Weapon Proficiencies:

W.P. Sub-machinegun, 2nd level

W.P. Energy Pistol, 2nd level

Combat Skills: They seem to have no hand-to-hand skills whatsoever.

Special Weapons: *Havelsh* always appear in their battle dress and with weapons in tentacle. This outfit filters their air, provides an A.R. 13, S.D.C. 210, and is equipped with a variety of sensors, communication gear and weapons.

SENSOIDS

A popular *Havelsh* product are their line of Sensoid bio-mechanical robots. These are a strange combination of living creature and machine, designed purely for beauty and sensuality. A variety of models are produced, each specifically for a different set of aliens.

For the first two to twelve years of life (roll 2D6), the Sensoids tend to act like artificial people. They obey commands from their owners and work to please.

However, this is a temporary condition. Eventually the Sensoids 'grow' personalities, feelings and desires. If they have been well treated, they will probably remain attached to their owners. Otherwise they may rebel, usually with the same degree of violence that they've already been exposed to. On the open market, 'free' sensoids (those who haven't yet developed) fetch from 600 to 2400 credits. New, direct from the *Havelsh* worlds, the price can be 10 times that.

Attributes: Varies a lot, but usually P.S.:20 and P.E.:20 and a P.B. 20

Hit Points: Usually around 30 **A.R.:** 10 **S.D.C.:** 80

NOYDS

Designed to be fighting androids. Popular in blood sports throughout the Galaxy, and especially in Triceraton events. It's generally believed that the *Havelsh* maintain and equip huge armies of Noyds "just in case."

Noyds generally sell for around 8,000 credits each. If they are kept alive long enough (2D12 years), they will eventually develop a personality. Given the usual occupation of a Noyd, this is a pretty rare event.

Attributes: P.S.: 24, P.P.: 20, P.E.: 20 and Spd.: 18

Hit Points: 45 **A.R.:** 11 **S.D.C.:** 100

Size Level: 9 **Weight:** 163 **Height:** 5ft 8in.

Disposition: Obedient and cooperative, they work well in teams with each other.

Appearance/Special Features: Bipeds with a balding pate and tough, brightly colored skin. The skin and fringe of hair can be ordered in any designer color.

Weapons Proficiencies: It only takes about a week to train a Noid up to 4th level in any modern weapon, up to 7th level in ancient weapons.

Combat Skills: Hand-to-Hand Expert

Attacks Per Melee: 4, plus hand-to-hand expert.

+6 to Strike/Parry, +1 to Dodge, +11 to Damage.

FREE TRADE ZONE

Controlled largely by the Tubers, this volume of space is nothing more than a huge free enterprise zone. Merchants, manufacturers, and capitalists of all kinds, move merchandise freely through hundreds of trade planets.

VOURANS

Commonly known as "Tubers," the Vourans are the fragmented remnants of yet another, ancient, galactic empire. Mutagens have spread so thoroughly through their genetic pool that only their 'tubes' distinguish them from any other race.

In fact, describing the Tuber race would be like printing a catalog of all life's possible variations. The only really significant thing about the Tubers are the tubes themselves. They are functional, biological, air-exhaust pipes. In zero gravity, the Vourans use their tubes for propulsion, managing a Speed Class of 2 and a T.M.F. equal to their P.P.

UNIVERSAL SURVIVOR ARMOR (F.N.G., Inc.)

Description: Although their products are widely available in the Free Trade Zone, the identity of F.N.G., Inc. remains a mystery. Their armor comes available for all races and sizes, from *D'Ant* to *Ka'Trib*. Prices vary according to size, roughly CR10,000 per level, and add another CR10,000 for each extra pair of limbs.

Attribute Bonuses: Mostly P.S.; the general strength of the occupant is increased to 20 plus their Size Level. Gripping strength in the three-fingered mandibles adds another two points to the P.S. (and to the Damage Bonus).

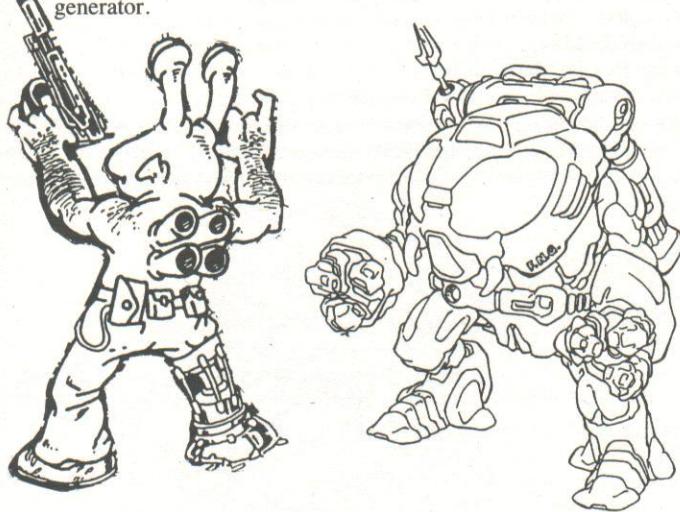
Weight & Height vary according to Size Level and shape of the model. They are usually about 3 feet taller and 100 pounds heavier than the occupant.

Electronic and Sensory Equipment: A built-in sub-space microwave antenna allows for complete interplanetary and ship-to-ship communications. Sensors display enhanced visuals, infrared, radiation reading and three-dimensional radar.

Armor:

Suit Armor: A.R.: 18 S.D.C.: 180
Generator Armor: A.R.: 19 S.D.C.: 120

Built-In Weapons: Can be customized to accommodate up to three weapon systems. Most common configurations come with cables that can be attached to Energy Pistols or Rifles. This provides an unlimited number of charges from the backpack fusion power generator.



COMMON RACES

Some races have become so widespread throughout galactic civilizations that they are now considered universal. Although the *D'Ant* are the most numerous, there are many others. Here are three of the most interesting aliens.

D'ANT

These little bipeds are found on virtually every civilized planet in the galaxy. Their numbers are so large that they have become an intelligent replacement in the ecological niche that would otherwise be inhabited by rats, mice and cockroaches. In other words, the *D'Ant* are the parasites of any galactic civilization.

It's interesting that *D'Ants*, unlike other races, seem fairly impervious to mutation. Scientists speculate that in the distant past they were once a mighty race of conquerors, fully as large as humans. Then they went through the fracturing process of mutation. After hundreds of thousands of years, the random mutations finally stabilized into their current, minuscule form.

Typical Alignment: Unprincipled or Anarchist

Attributes: Generally low I.Q., M.E. and M.A. (roll 2D6 for each).

Size Level: 1 **Weight:** 3-4 ounces **Height:** 2.5 to 3 inches

Hit Points: 1-3 **S.D.C.:** 6

Disposition: Self-Pitying and lazy.

Appearance/Special Features: Ant-like, bipedal body, with three clawed hands, antenna, and large mandibles at the sides of the mouth. Usually brightly colored, either blue, dark green, red or orange.

Powers: None

Natural Weapons: None

Psionics: None

Occupations: Parasites and garbage collectors.

Scholastic Skills: They can usually read and write. Some are recruited and trained in basic plumbing, electronics or engineering skills so that their small size can be an advantage.



VARLESH

Another stabilized race are the Varlesh. After more than 2 million years of mutagenic activity they have finally settled into their current, somewhat sedentary state. They rely on their psionics for communication and amusement. As younglings, they often wander about the galaxy, mixing with other aliens, and settling down into the adult form on planets with heavy vegetation.

Typical Alignment: Principled

Attributes: Minimum I.Q. of 14; Minimum M.E. of 15; Minimum P.E. of 16

Size Level: 19

Hit Points: 60-120 **S.D.C.:** 240

Disposition: Sedate, friendly, and shy.

Appearance/Special Features: Giant, lobster-like creatures with conical shells. In their younger, more mobile form they are bipedal with a heavy exoskeleton.

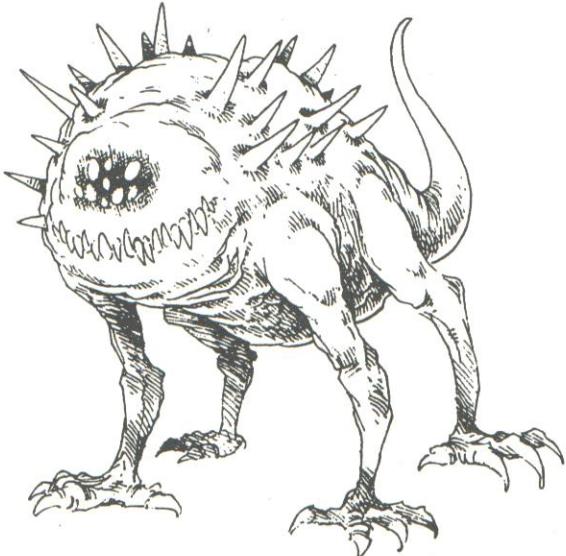
Powers: None

Natural Weapons: 2D6 Claws

Psionics: 60 I.S.P. (see *Heroes Unlimited* for various abilities)

WILD PLANETS

Occasionally, the mutagens in an ecosphere become so pervasive that virtually every life form is changed. These planets, called the Mutagen Worlds or Wild Planets, become biological battlegrounds. Life forms evolve new weapons and defenses, not in millennia, but in months! These hotbeds of metagenic activity are most common near the galactic core, but can be found in any known region of space. Here are some of the more dangerous residents.



LEAPERS

Actually, Leapers are a spontaneous mutation that can occur anywhere, offspring from any race. Most appear on Wild Planets where they are voracious carnivores who prefer to eat their prey while it's still wriggling around. Scientists speculate that the Leaper prototype was first developed as a weapon by the ancient Spiney Empire. Highly resistant to psionics.

Typical Alignment: Diabolic

Attributes: I.Q.: 3, M.E.: 19, M.A.: 3, P.S.: 18, P.P.: 20, P.E.: 14, P.B.: 2, Spd.: 28

Size Level: 10

Weight: 140 to 180lbs **Height:** 4ft-4ft 6in.

Hit Points: 30-40 **S.D.C.:** 40-60

Disposition: Hungry or devious, depending on time elapsed since last meal.

Appearance/Special Features: A quadruped with a large mouth, a cluster of shimmering sensory organs and a long tail.

Powers: Radar Sight — able to perceive most objects within 6,000ft; Leaping — up to 30ft

Natural Weapons: Claws — Each limb is armed with four, razor sharp claws; 3D6 damage.

Spines — Normally retracted, the spines emerge to impale any predator attacking the Leaper's back. Damage ranges from 6 to 36 points (6D6).

Psionics: None

Combat Skills:

Attacks Per Melee: 6

+4 to Strike, Parry or Dodge. +2 to Damage.

SPASMSAUR

A huge carnivorous life form made doubly dangerous by several psionic abilities. Fortunately, found only on Wild Planets.

Typical Alignment: Diabolic

Attributes: I.Q.: 6, M.E.: 20, M.A.: 8, P.S.: 26, P.P.: 22, P.E.: 34, P.B.: 3, Spd.: 2

Size Level: 20

Weight: Over a ton

Hit Points: 220 **S.D.C.:** 1,200

Disposition: Cruel and short-tempered. Spasmosaurs are always impatient between meals.

Appearance/Special Features: 16-Tentacled monster with an 8ft mouth.

Powers: None

Natural Weapons: Teeth do 4D6 damage

Psionics: Bio-Manipulation, Paralysis, Detect Psionics, Hypnotic Suggestion, Mind Trap

Combat Skills:

Attacks Per Melee: 16 (one per tentacle).

+4 to Strike/Parry. Moves very slowly, cannot Dodge. +11 to Damage.

SPORAK

A particularly dangerous throwback to an ancient race. They are called Sporak because of their skill with breeding poisonous fungi. It's safe to eat the various Sporak mushrooms, the real danger comes from inhaling the spores.

Sporak are found on practically every Wild Planet (96%). They are rarely seen anywhere else. They maintain a civilization of sorts among the rampant jungles, using no material artifacts, but manipulating life forms to serve as housing, tools and weapons.

Typical Alignment: Diabolic

Attributes: I.Q.: 14, M.E.: 14, M.A.: 12, P.S.: 20, P.P.: 20, P.E.: 18, P.B.: 4, Spd.: 26

Size Level: 9

Weight: 130 to 140lbs **Height:** 5ft 4in-5ft 6in

Hit Points: 20-25 **S.D.C.:** 50

Disposition: Unknown; they are unable to communicate with any other known race. Hostile and aggressive.

Appearance/Special Features: Insectoid bipeds with four-fingered hands, two-toed feet and stunted wings.

Powers: None

Natural Weapons: Claws do 1D8 Damage.

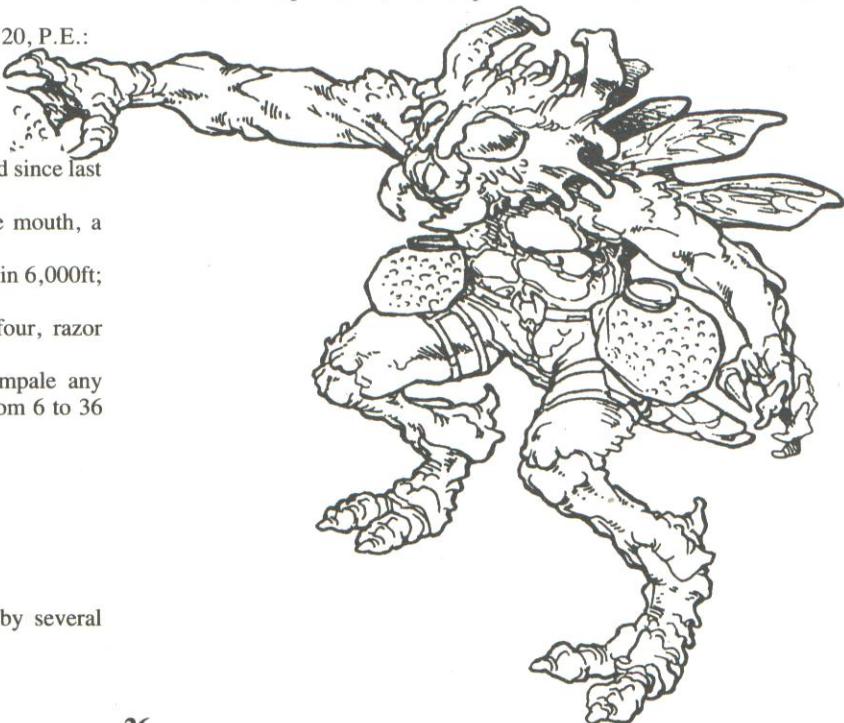
Psionics: None

Combat Skills:

Attacks Per Melee: 3

+5 to Strike, Parry, Dodge or Damage.

Special Weapon: Spore Sacks are thrown up to 150ft, with a +5 to Strike. All within range (25ft) must save against Paralysis (roll 25% or less on percentile). Other spore varieties cause different reactions.



ADVENTURE SCENARIOS

TIGERS OF TIBET

Note: This is a *Difficult* scenario, calling for the players to demonstrate a fairly high level of role-playing skill. Hack 'N Slash players will be particularly hard-pressed. There is no minimum number or level of players, although feline-type mutants and psionics could come in handy. Characters should all be specialists, either in the ninja or commando arts. The game master must choose only one of the following, three, possible player backgrounds.

PLAYER BACKGROUND #1 — SECRET ORGANIZATION:

Use this to introduce the players to the scenario only if they are members of a secret organization. The organization should have access to international data banks, and the resources to transport the players to the scene. Read the following:

"You are summoned to an unusual meeting in the basement of a federal office building. When you enter you find your usual contact, a VCR and a monitor. Your contact asks for your attention and starts the VCR. As you watch he starts describing the action for you.

"At first the tape looks like the usual travelogue, the kind shown on public television. Obviously this is a long-distance shot of a group of explorers, in brightly colored parkas, climbing up a steep mountain path. The mountains are huge, with peaks shrouded in clouds. From the way the camera is focusing, you assume that the operator is at least a mile or two away from the group in the picture. Your contact says 'The location is the Himalayas of Tibet, in that area controlled by the Red Chinese. The people you see are well-known climbers and explorers who make their living producing television documentaries. Watch carefully now.'

"The lead figure makes a broad wave ahead and then the camera goes out of focus. When it comes back into focus you see two soldiers, identifiable by their caps and guns as Red Chinese regular army. Flashes come out of the barrels of their assault rifles. Your contact says, 'Whatever is happening is no accident. And it must be almighty serious for the Chinese to risk the arms deal that's currently pending.'

"The camera swings wildly. Two of the parka-clad explorers go down with gunshots. Other soldiers appear and hold the rest of them at gunpoint. Suddenly, the screen turns to static. According to the contact, 'Fortunately, the Reds didn't know about the two-man camera crew that took these shots. The three day trip to the Indian border nearly killed both of them, but they managed to escape without being detected.'

"Since then the Chinese officials have reported the party as 'lost,' and claim that avalanches in the area may have killed them. We've had reports of large troop movements in the immediate area. We have no idea what could be so important in this worthless, remote area as to provoke an international incident. The mountains and constant overcast make aircraft surveillance and satellite observation impossible. The only way we can figure out what's going on up there is by sending somebody in on foot."

From this point on the contact will answer any questions. The problem is that he really knows nothing more. As for the Red Chinese Army, estimates of their numbers ranges from 500 to 15,000, and they've been sighted with heavy infantry weapons. The organization has really no idea what could be going on in the region.

After the questions are over, read the contact's closing talk as follows:

"So, if you're all set, let me fill you in on travel plans. A van will take you direct from here to a nearby Air Force Reserve base. There you will board a plane bound direct for India. All refueling will be at small islands in the Pacific. You will arrive at your destination in India at 2:00 AM local time. Under cover of darkness, our native guide, Ghuerhu, will take you from the village up into the mountains."

"As for supplies; you will have the first twelve hours of your trip to make up your lists. At that point I will radio your supply orders ahead. Everything will be at the landing strip when you

arrive. Be warned that everything you take will have to be carried, and that there will be no chance to get any other equipment once your lists have been submitted."

PLAYER BACKGROUND #2 — MYSTIC COMMUNICATIONS:

Use this to introduce the players to the scenario *only* if they have a Sensei, a ninja or other mystic or martial arts teacher. In this case, the group will have to make their way to the site by stowing aboard commercial aircraft.

The scenario should start with one of the characters finding an envelope at the entrance to their secret dwelling. It is addressed, in sweeping brush strokes, to the Sensei of the group. Should anyone peek inside, they'll find it to be written in an incomprehensible language. Start reading the following as soon as the Sensei receives the letter:

"Your teacher spends a few minutes reading the letter. Then all the students are summoned. The Sensei speaks.

"My students, this communication is indeed unexpected. I had not even heard of the Kwan Choo Monastery of Tibet until this very moment. But the mystic connections between the monk Fu Lun and myself are very strong. He asks for help. And I think it is fitting that you should go. My children, are you willing?"

Assuming that the characters agree, the Sensei will continue:

"It is good that you are so eager. For it would seem that you go to aid one like yourselves. The monk calls the creature a Yeti, but I think that it may be another mutant animal. He says that the soldiers hunt the Yeti. And it must be very important for him to reach so far for a solution. In any case, you must leave at once."

"You will not be totally alone. A guide, one named Ghuerhu, will meet you in the village of Badrinath. It has a small airfield, and he will wait there at midnight, every night, until you arrive. From there he will take you up into the mountains where it will be up to you to find the Yeti and solve this great mystery."

From this point it's up to the characters to arrange transportation. Smuggling themselves aboard commercial aircraft should be no great challenge for the characters with ninja skills. Incidentally, the Sensei knows nothing more about the problem and has already turned back to meditations.

PLAYER BACKGROUND #3 — SUPER-SCIENCE:

Use this to introduce the players to the scenario *only* if they are working with the T.C.R.I. Aliens, or if they have access to some kind of highly advanced technology. In this case, the characters can be beamed directly to the area. Set up the briefing so that either an Utrom or some other highly advanced technician is reading the following:

"It is obvious that there is some highly energized neutron field disrupting an area in a remote mountain region. Right near the northern border of India and Tibet, it seems to be contaminating an area about 10 miles in diameter, and thoroughly scrambling our sensor activity.

"This phenomenon must be investigated since there is the strong possibility that it may be of non-terrestrial origin. The explorers must be cautious, because, once inside the disrupted region, no communications or transportation will be possible. You should prepare to leave at once."

Characters will be given the opportunity to gather equipment and then will be teleported directly onto a mountain path. They will arrive at about 2:00 AM local time, and will discover that their communicators are already starting to malfunction.

GAME MASTER INFORMATION:

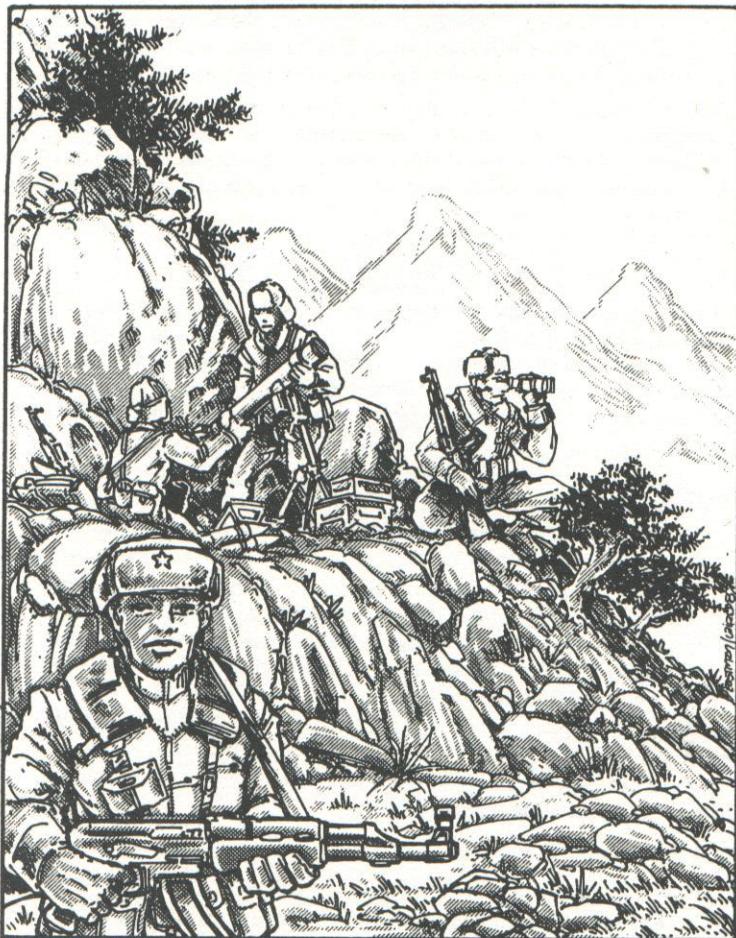
Here's a few tips on the art of timing and conducting this scenario.

1. The idea here is to convey the idea of urgency to the players. In other words, whenever they stumble into a crisis situation it should be right when the clock is ticking the last few minutes away. Compare this to any good book, television show or movie. A situation is unfolding for the reader/viewer. It slowly comes to light that an awful disaster/diabolical plot is already under way, and that it's up

to the main character/central hero to save the day. Now, pages before the end of the book, or minutes before the end of the movie, it would be pretty dumb to have the guy show up a week or two before the bomb goes off. No, it's much more dramatic to have the hero appear with only *seconds* to spare, with just, maybe, barely enough time to avert the calamity.

Remember, *we want to see the hero sweat!* It's the same with a role-playing game. No matter how outrageously coincidental the timing, it's best if the clock starts just as the characters stumble onto the scene. When player characters find a time bomb it should be ready to blow within seconds!

2. What goes for coincidences in time is doubled for place. Sure it's a strange coincidence for the player characters to instantly stumble across the secret entrance to the monastery. Better an outrageous coincidence than to let the characters wander all over the map, getting progressively more bored and frustrated.
3. It's important for the game master to emphasize to the players that this is a mission based on stealth, not combat. Although the player characters are more than a match for any individual soldier, they are totally outclassed by the numbers, teamwork and weapons of the Red Chinese. Out of six playtests, two groups of characters tangled with the army and were seriously hurt. One group even attempted charging a bunker; they all died.
4. Equipment and Supplies. In most cases, the characters should be able to take along anything they want. The main problem is weight. Make sure that they understand that they'll need to be ready for several days of rough travel, and carrying everything on their backs. A reasonable load is 20% of the character's body weight, 30% if their P.E. is over 20, and 50% if it's over 30. Included should be packs, weapons, ammo, food and clothing.



EVENTS AND ENCOUNTERS

These particular mountains are one of the most deadly locations on planet Earth. Vegetation is extremely sparse, and even dried up shrubs

and lichen are rare sights. These are *dry* mountains most of the time. There is very little snow. On the other hand, there is enough glacial ice to make footing very hazardous. The locals don't have firewood; they use dried animal dung for fires. And animals? Where the characters are going, they will be the only animals around.

It's also quite cold. High winds, thin air and temperatures falling to well under freezing. Furred creatures will have little problems, but mutant aardvarks, alligators, frogs, turtles, and the like, *must* wear warm clothing.

Travel times are painfully slow. Many players, like the ones from here in flat-as-a-pancake Detroit, have a difficult time imagining it taking as long as a day to travel a mile. I just tell 'em to imagine travelling that mile over a series of stepladders. Each ladder right up against the next, all different sizes, and all with different rungs missing. Then I tell 'em to imagine doing it in the dark!

Remember that the characters will have to travel in the dark. During the daytime, the soldiers can see for miles. And even characters with nightvision aren't going to be too comfortable about wandering along the edges of bottomless crevasses in the pitch-black night.

First Night: The player's first encounter will be with the guide, Ghuerhu. Well over 70, Ghuerhu is a devout follower of the monks and the best guide (and smuggler) in this stretch of mountains. He will take the characters up into the mountains. He will give the following tidbits of advice:

Hide daytime. Soldiers see far. Soldiers good shots. Many, many soldiers. Walk dark time. Carry enough. Don't carry too much. Eat two times daytime. Eat two times night. Drink hot tea. Watch for Yeti."

When asked any questions he'll simply repeat one of the above phrases. When he doesn't know the answer to a question he'll simply shrug. At dawn he'll point out a cave and settle in for the day.

First Day: Any character venturing out in the daytime will be able to spot at least 4 observers in sight. They'll be stationed high up above the mountain passes, obviously in a great position to spot and pick off any intruders.

Second Night (Characters teleported to the site start here): Fortunately for the characters, the local troops have no infrared or night-scope equipment. At night they are totally blind. Observant characters will notice traces of boot marks made along the trail during the day. In the middle of the night, at a particularly high spot on the trail, Ghuerhu will point out a strange light on the horizon. When questioned about it he'll simply shrug and say, "Is new." Again, just before dawn, Ghuerhu will find a cave and settle down for the day.

Second Day: Characters will hear occasional explosions and sounds of firearms. They can estimate the sounds at being about a mile distant. Anyone venturing outside the cave will hear boot steps. About every 45 minutes, a unit of from 6 to 36 (roll 6D6) soldiers will straggle down the pass, usually carrying one heavy weapon for every 6 men (mortar or heavy machinegun). A fight at this point can be suicidal, since the army can bring thousands of men to this point and bottle up the characters.

Third Night: At nightfall Ghuerhu will say, "Must Go. Luck to You.", and then repeat his usual speech. If the characters ask where they are to go, he will point in the direction of the monastery and say, "Monks" and shrug; then he'll point in the direction of the light and shrug, then he'll point up toward the rugged slopes of the mountains and say "Yeti" while shrugging his shoulders again. Then he'll leave.

Assuming that the characters continue to travel in the mountain passes, they'll come across the first (of many) mortar emplacements. Characters with Advanced Smell may notice that there are humans in the area, correctly figuring out that they are about 400 feet up the right-hand slope. Everyone will notice some "large, faint circles on the ground." The game master should draw out the exploration process by letting the characters ask questions about the circles. The best time to have them figure it out is when one of the characters is standing right in the middle of the 30 foot circle. Then say, "Yes! Of course! You figure out that you are right in the middle of a mortar crater!"

Luckily for the characters, the soldiers can see nothing in the dark. However, four hours later there will be another targeted area, this time rigged with two trip flares. The first time a flare goes off it will take two full melee rounds before the mortar rounds start coming down.

After any conflict, the Chinese will be put on guard and their responses will be quicker (no 2 melee delay). Remember that the sound of a mortar round will carry for miles.

Third Day: If the characters start looking about an hour before dawn, they should find a good cave to hide in. The area will be crawling with troops but, unless the group held a fire fight in the immediate area, there will be no organized search.

Fourth Night — Spaceship Path: If the characters continue moving directly toward *the light*, they'll arrive in the general area at about 4:00 AM. The light seems very bright and there is a distant sound of diesel engines. They should be given the choice of sticking to the trail or climbing up and over. The trail is just crawling with troops. Again, any attempt at fighting would be suicide.

On the other hand, if the characters try heading up and over the mountains, they'll see the following:

"As you peek over the edge, you're stunned by the bright lights below. The entire valley is illuminated by spotlights and light bulbs. Two huge generators are chugging away, and cables are everywhere. Along one of the cliff walls there is a huge scaffolding, well over 5 stories tall. Hundreds of soldiers, and men in white coats, are working with a huge variety of electronic and mechanical devices. Suddenly, you realize the reason for all the activity. Hidden under the scaffolding is a huge, broken, alien spaceship. From the looks of the rock, it must have crash landed here sometime recently."

So long as the characters are careful, they should be able to observe safely. However, with all the detection equipment in the valley it would be foolhardy to use any kind of electronic device. In playtesting the only character who got in trouble was the one who started video-taping the Chinese.

Remember that the Chinese are looking for strange aliens. Mutant animals are close enough. The character who was caught with the video camera is still denying that he's an alien. Of course, the scientists *know* he is an alien! He's obviously just trying to keep from revealing any technical secrets. And, as to the character's knowledge of English and the U.S.A., well, "Those aliens sure must spend a lot of time and trouble studying capitalist radio and television..."

Fourth Night — Monastery Path: If the characters continue on the pass toward the monastery, they'll have to pass three mortar areas (each with 2 trip flares) and one bunker (6 trip flares). When, and if, they catch sight of the temple, read the following:

"Sparkling with electric lights you see a beautiful temple built right into the side of a small mountain. You also see at least 1,000 Red Chinese soldiers and their tents. You figure they must be using the monastery for their local headquarters. You see no sign of the monks."

Further, investigation will jeopardize the mission. However, a successful penetration into the temple will find the monks safe and in meditation. One will speak to the player(s) and tell him of the alien spacecraft/Yeti located at the "light".

FURTHER TRAVEL ALONG THE MOUNTAIN PASSES:

So long as the characters stay on the frequently traveled, easy to follow, mountain trails, they will continue running into enemy positions. This can continue for days, or as long as the characters manage to survive.

THE ROAD LESS TRAVELED:

At any point past the 2nd day, the characters can "take the high road." It's more difficult, but also less expected... and more in keeping with the Ninja way of doing things. After a single night of travel in the rough high areas the characters will stumble across the crevasse.

DISCOVERING THE CREVASSE:

As it nears dawn, the characters will not yet have found a cave.

About the only hiding place in the area is a snow filled crevasse. It's about 80 feet long, from 5 to 20 feet wide, and about 15 feet down to the level snow.

If someone jumps down onto the snow, they'll sink right down into it. Simultaneously, the snow will start dropping. The character will stop, but will be completely buried and helpless. The snow will also stop dropping.

What's actually happening is that the character, like a plug in a bottle, has stopped the snow from flowing out. When the character is finally popped out, all the rest of the snow will pour down the 5ft by 3ft hole that is 40 feet down at the bottom of the crevasse.

Down below, and any worthwhile character is going to want to look down the hole, is an underground cavern. The opening is at the very top of its 80 foot, vaulted ceiling, and covers an area of about 200 by 400 feet. Inside the cavern is a big pile of snow (making a soft, cushy place to land right under the hole), and two exits.

One of the exits points away from the monastery. A short stroll down a 100 foot, natural cavern will reveal a complete dead-end. More on this later.

The other way, in the direction of the monastery, is more interesting.

THE HIDDEN CAVES OF THE KWAN CHOO MONASTERY:

After traveling 60 feet in a natural cavern the characters will come to an elaborately carved room. In the center will be a prayer wheel, like a large grinding wheel, rotating and fluttering, with little pieces of paper attached. From the stone's rotation, they can estimate that it must have been set into motion sometime in the last few hours.

From this point on, the characters will observe numerous carvings, statues and religious artifacts, all symbolic of Tibetan Buddhism. After about 5 minutes of travel, they will see the following:

"Off to the side of this corridor you see a strange sight; a perfectly circular tunnel about 12 feet in diameter. It seems to have cut off part of a carving with a clean, sharp edge. Furthermore, you see that the sides of this tunnel are completely smooth."

The tunnel walls are *still slightly warm* to the touch. Exploring the tunnel reveals that it extends about 1,200 feet and ends in a cave-in. The characters may also figure out that it points in a straight line toward the alien ship (the area of light seen at night).

ENCOUNTER WITH Fu Lun:

Another 15 minutes of travel in the monastery tunnels will take the characters to the living quarters of Fu Lun. Read the following:

"Peering through the opening, you see a small oriental dressed in a simple monk's robe. He seems to be making tea. His back is to you, but you are sure that he is quite old. The only other items in the room are a sleeping mat, a large and ornate rug, a small cloth bundle, a walking stick, a fire pot, and some clay dishes and containers. At the far end of the room is a massive, wooden door fitted with an equally massive iron bar."

The other side of the door is one of the main temple chambers of the monastery. It is cleverly disguised and remains undiscovered by the Chinese. Enough noise (say, a gunshot, an explosion or banging on the door) will alert the soldiers and bring dozens of them charging in.

If the characters continue to simply observe, read the following:

"Slowly, with great ritual, the monk turns and places a teapot in the middle of the rug. At this point you notice that his eyes are sunken pits and that he surely must be blind. Continuing his steady movement, the monk proceeds to put out a number of teacups. Counting, you realize that he has put out just enough cups for himself and each member of your group. He turns, seats himself on the edge of the rug, and makes a polite bow in your direction. Will you join him?"

This is the monk Fu Lun. He will introduce himself to the characters in excellent English and will be very curious about their origins. He has thought that the characters were "Yeti" — but after a few moments conversation, he will recognize that they are not the same as the others. Eventually, the monk will offer the following:



"If you seek the others, those that I have called Yeti, then I may be able to help you. I have not wished to disturb them, but I can lead you to their lair. It is at the far end of this very tunnel."

THE WALL BARRIER:

Using a combination of two tricks, the aliens have concealed the entry to their hiding place. The first is a holographic field, realistic enough to fool any visual sense. The second is a psionic projection that simply broadcasts the message, "There is no opening here."

Mind Block, or a conscious effort to break through the psionic broadcast, will allow the character to feel the opening. Even with a conscious effort, a character must make a save against psionic attack (normal bonuses apply) in order to find the opening. Attempts may be made once every other melee round. Once somebody has been "seen" to pass through the wall, players will be +3 to save vs psionics and also pass through.

"Fu Lun walks directly up to a section of the blank, rock wall. You see him sit in a cross-legged position and become very still. He seems to be meditating. What are you doing."

It will take Fu Lun two minutes for his meditation to act as a save against the psionic suggestion. If he is not interrupted, then read the following after the two minutes have passed:

"The aged monk slowly stands and extends his staff toward the wall... touching the wall... and passing into the wall! He smiles and holds his other hand out, offering it to you (point to nearest character). Holding your hand, he starts to walk through the wall."

CORNERED ALIENS:

On the other side of the wall, the characters will find a 12ft diameter smooth tunnel, just like the one they found earlier. At each side of the permeable wall there are 5ft long, silvery rods. They are standing upright. Moving them requires breaking them off their mounts (S.D.C.:20). If either are moved then the illusory wall and the psionic

suggestion are ended.

It's an 800 foot journey, down a perfectly straight tunnel, to get to the aliens. When the player characters arrive, read the following:

"At the end of the tunnel you see a sight strange enough for a Hollywood sci-fi flick. Two aliens, one obviously wounded and lying on the floor, are looking directly at you. They seem to be tiger-like, as if they were mutant animals, yet definitely not of this Earth. They are surrounded by dozens of mirrored rods, some crackling with a greenish energy. Between the two largest rods there is some kind of projection that displays Chinese scientists and soldiers exploring an alien spacecraft. And, even more startling, the ceiling of this chamber, which by all rights should be dozens of feet below ground, seems to be a clear window to a starlit sky."

Give the characters a chance to respond at this point. The alien (Momentag) will behave sluggishly. If anyone asks for more details, then read the following:

"The screen is displaying an interior chamber of the alien craft. Massive cables are connected to a large chamber at the very center of the room. You can clearly see through one of the chamber's circular portals, and, inside the chamber, there seems to be a brightly glowing, pulsating plasma. As you watch, you see one of the white-coated Chinese insert a screwdriver into the edge of the portal and attempt to lever it open. The alien stiffens and says softly, 'Now we die.'"

SOME POSSIBLE QUESTIONS AND ANSWERS:

The conversation with the tiger alien, Momentag, will be difficult since he is in a death fugue state. That means he has already resigned himself to his own imminent demise. He knows that he is trapped on this planet. He knows that the only alternatives are capture or death. And with the spaceship's power about to explode (from human tampering), he has decided to accept the inevitable.

From this point on, the fate of the characters depends on their ability to convince Momentag to escape his doom. They will be helped by any mutant animal appearance they can show to Momentag, thus convincing him that creatures *other than humans* can live on Earth. Also playing a part is the fact that Momentag doesn't really want to die; he desperately wants to find an excuse to save himself and his wounded mate. Here are a few sample responses:

Player Question: "How are you (we) going to die?"

Alien's Answer: "(pause) Your language does not have the exact words... you would call it a thermonuclear explosion."

Player Question: "Who are you?"

Alien's Answer: : "I am... (pause) ...was Momentag. This is my mate, Kinestia. We are... (pause) ...were A'Subt."

Player Question: "Where are you from?"

Alien's Answer: "A distant star. A home we will never see again."

Until convinced otherwise, Momentag will answer most questions with lines like, "We are already dead," "I am dead. She is dead. You are dead," and "It no longer matters." If necessary, Fu Lun could give the player characters a hint to the effect that, "so long as this one thinks he is dying, he will be no help. You must convince him to live."

Throughout the discussion, the game master should give the players a running update on the status of the Chinese scientist's attempts at opening the containment portal. This will include 1) wedging the screwdriver in place and then hitting it with a hammer, 2) wedging a second screwdriver in place and hitting both with hammers, 3) using a crowbar on the portal, and 4) hitting the transparent part of the portal with a large mallet. Throughout this performance Momentag will occasionally point at the containment portal and make remarks like, "Make your preparations for the eternity. We are dead."

If the characters can convince the aliens that it is possible for them to find friends and live on Earth, then Momentag will try to ask them where they want to go. By pointing at a position on the display globe, he can shift the area to any location of the players' choosing. Depending on the player characters' directions, this can be where they arrived in India or their very own living quarters back home. Depending on the outcome of the negotiations, it's likely that both the aliens and the monk will accompany the players' escape.

Finally, if the characters succeed in making their way through the portal, read the following:

"Just as the last of you steps through the portal, there is a great flash of light. The portal flares like a gateway to the sun and then dies away. You find yourself home."

GAME RESOLUTION

Depends on the type of player background. If the game was started with Player Background #3, a super-science introduction, then the advanced allies of the players would either transport the aliens back to their homeworld or find a comfortable place for them to live on Earth, in peace and solitude.

In the case of Player Background #2, the mystic's apprentices, the players would help the aliens fit into the world. This would involve teaching them how to survive and stay hidden in a world of hostile humans. The alien's advanced, scientific and technical knowledge may not be enough for them to rebuild a spacecraft, but it's certainly good enough for improving many technological devices. Perhaps, if the player characters play their cards right, the aliens could end up supplying a limited number of gizmos along with technical support.

Player Background #1, involving a secret organization, is a little more tricky. If the player characters' employer discovers the true nature of the alien "tiger-men," then they will be as ruthless as the Chinese would have been. A neat solution is for the player characters to introduce the aliens as simply *more mutant animals* available for employment with the agency.

Of course, there are always a few other possible outcomes. It's not unlikely that the characters could be killed or captured. Running from the scene is always a possibility also. In either case, just as the last player character leaves the general vicinity of the scenario, the ship should blow up into a pretty impressive mushroom cloud.

NPC CHARACTERS AND BACKGROUND NOTES

Typical Red Chinese Soldier

Description: Highly trained, good quality troops, experienced in dealing with border intrusions... The most dangerous humans the characters will have ever come across...

Size **Level:** 8 **S.D.C.:** 15 **Hit Points:** 12

Special Skills: Group and small unit tactics, ambush and observation site placement.

Weapon Skill:

W.P. Assault Rifle, 3rd level

W.P. Mortar, 4th level

W.P. Machinegun, 2nd level

Combat Skills: Hand-to-Hand Martial Arts, 5th level

Attacks per Melee: 3

+3 to Strike, Parry and Dodge, +4 to Pull/Roll with Punch/Fall; Kick Attack does 1D8 Damage.

DAYTIME BEHAVIOR: Aggressive and quick-moving. They quickly communicate over long distances with signal mirrors.

NIGHTTIME BEHAVIOR: Somewhat more timid, they will not move out of their positions, whether emplacements or observation posts.

SNIPER POSITIONS: During the daytime, snipers are posted just about everywhere. They also are an effective communication system and can pass signals along over dozens of miles with hand mirrors. If attacks are reported, they will also be stationed at night. Armed with AK-47s. Just being up so high makes them A.R.:15 from the pass level.

MORTAR EMPLACEMENTS: Scattered along the mountain passes are mortar emplacements. Each has three men, two AK-47s, a mortar with 20 rounds, and a three-day supply of food and drink. Each position is well dug-in, and reinforced with stones and sandbags. All are at least 200 feet above the travel level. They've had plenty of time to find the exact range for any target down below, and can hit anything in their area with a full bonus to Strike. Anyone in the emplacement has an A.R.: 16 and S.D.C.: 250.

BUNKER EMPLACEMENTS: These are placed at each of the main pass crossings, leading to either the spaceship or the monastery. In other words, anyone using only the mountain passes will have to pass a Bunker in order to reach either the ship or the temple. Each

bunker is built with rocks and sandbags, and is level with the floor of the pass. From 10 to 60 men are in the bunker at any one time, and all are qualified to fire the Heavy Machinegun or to act as loader. Each bunker is equipped with a radio. There will always be at least one mortar emplacement above the bunker for support. In addition, if any attacks have been reported, Snipers armed with parachute flares will be posted, with commanding views of the pass. Anyone in the bunker has an A.R.: 18 and an unlimited S.D.C.

Chinese Type 56-1 Assault Rifle (Copy of Russian AK-47)

Calibre: 7.62mm **Damage:** 4D6/round **Range:** 900ft

Ammo Load: 30-round magazine

Bonus to Hit: During the day, the soldiers fire with a +1 to Strike, and with 3 of 10 rounds hitting per melee round. At night, when the target is in a field of fire, they have no bonus and have 2 of 10 rounds hitting per melee round. Outside of a field of fire at night, there is a -2 to Strike, and only 1 of 10 rounds hitting per melee round.

60mm Type 63 Mortar

Calibre: 60mm **Damage:** 6D10 at impact, 3D6 shrapnel. **Range:** 5,000ft **Shots per Melee Round:** 1

Bonus to Hit: In a ranged and practiced area they have a +4 to Strike.

Description: Like horseshoes and hand grenades, mortars count if they hit close enough. Every character in a targeted area has to save versus shrapnel. Roll twenty-side and add P.P. bonus. Any result less than 12 means the character takes 3D6 damage.

Chinese Type 24 Heavy Machinegun

Calibre: 7.92mm **Damage:** 7D6 **Range:** 4,000ft

Rate Of Fire: 400 rounds per minute

Ammo Load: 250 round belt

Bonus to Hit: During the day, the soldiers fire with a +1 to Strike and with 6 of 30 rounds hitting per melee round. At night, when the target is in a field of fire, they have no bonus and have 4 of 30 rounds hitting per melee round. Outside of a field of fire at night, there is a -2 to Strike, and only 1 of 30 rounds hitting per melee round.

Trip Flares

Description: A form of booby-trap, usually triggered by a trip wire. Does no damage, but lights up an area for 3 full melee rounds. Often set up across passes at night, especially in field of fire areas. During the day the wires are easy to see. At night, characters with nightvision need to roll a 10 or less, (others need a 5) on a twenty-sided die, to detect the wires.

Parachute Flares

Description: A pistol-like device fires the parachute flare high into the air. It lights up a huge area for 6 full melee rounds. While an area is lit, all the troops can fire as if it were daylight.

Fu Lun

Real Name: Fu Lun

Alignment: Principled

Attributes: I.Q.: 14, M.E.: 17, M.A.: 13, P.S.: 12, P.P.: 19, P.E.: 8, P.B.: 7, Spd.: 14

Age: 73 **Sex:** Male **Weight:** 89lbs

Height: 5ft 4in. **Hit Points:** 18 **S.D.C.:** 21

Disposition: Cheerful, accepting, karmic.

Powers: A form of Advanced Hearing — Uses echoes and small sounds as if it were full sight. It also works on anything behind him.

Psionics: None

Level of Experience: 12th Level Lee Kwan Choo Martial Artist

Level of Education: Literate, but with no formal education.

Scholastic Bonus: None

Occupation: Tibetan Monk

Scholastic Skills: None

Weapons Proficiencies: Bo Staff

Combat Skill: Hand-to-Hand Lee Kwan Choo, 12th level.

Attacks Per Melee: 4



+9 to Strike, +16 to Parry, +15 to Dodge, +22 to Leap Away From Combat, +11 to Roll with Punch or Fall, Leap 20 feet, 2D6 Melees of Stun on Roll of 13 or greater.

Other Abilities: Body flip/throw, as a response to attacks, does 1D6 damage and causes the opponent to lose initiative and one attack. Fu Lun knows the Death Blow but will never use it.

NOTE: See TMNT and Other Strangeness, page 97, for more details on Lee Kwan Choo martial arts.

Personal Profile: The blind monk, Fu Lun, is very devout, and very concerned about preserving the religious heritage of his people. This is not the first time that the temple has been threatened by the Red Chinese Army. From his point of view, the purge has started again. He knows nothing of the spaceship, but he has already come across the aliens, who he has mistaken for "Yeti."

Game Master Tip: An effective way to get across Fu Lun's character is to speak slowly in a soft whisper.

THE TIGER-ALIENS, A'SUBT

These two A'Subt are explorers from a nearby solar system. They have only recently discovered Earth and are still puzzled by what is going on here. This particular ship was taking a close look at the war in Afghanistan when one of the Muhadeem managed to get in a lucky shot with a surface-to-air missile; he missed the Russian Helicopter Gunship he was aiming at, but crippled the alien's spacecraft.

They fled the scene and attempted to escape the Earth's atmosphere. Unfortunately, their main atmospheric drive gave-out early in the climb. A crippling power failure caused them to arc hundreds of miles away, crashing in the Himalayas.

Only two aliens, Kinestia, badly wounded, and Momentag, managed to escape. They have concealed themselves in a mountain cavern. In the two years they've been observing Earth, mainly through television programs, they've managed to pick up English and a bit of Spanish. They've also formed the opinion that Earth is a primitive, backwater world, filled with vile and cruel humans. It's especially obvious from T.V. shows to know what happens to tiger-like creatures; they end up being hunted or caged by humans.

NOTES ON A'SUBT TECHNOLOGY:

The A'Subt devices, wonderful as they are, run on the ship's broadcast power and will be totally useless once their ship explodes. Also, the "Gate" technology of the A'Subt is not the equivalent of a Transmat. In the first place, it's range is limited to a light-second (32,000 miles). Secondly, it is easily disrupted by gravity-sensitive devices.

Kinestia

Real Name: Unpronounceable and alien, Kinestia is an Earth equivalent.

Alignment: Scrupulous

Attributes: I.Q.:17, M.E.:14, M.A.:10, P.S.:23, P.P.:22, P.E.:30, P.B.:14, Spd.:12

Age: 114 **Sex:** Female

Human Features: Hands — FULL

Biped — FULL

Speech — FULL

Looks — NONE

Size Level: 12 **Weight:** 301lbs **Height:** 6ft 10in
Hit Points: 74 (currently 13) **S.D.C.:** 71 (currently 30)

Disposition: Calm and easy-going.

Scholastic Bonus: +93%

Occupation: Space Explorer, Research Scientist

Natural Weapons: 1D8 Retractable Claws

Weapon Proficiencies: None

Combat Skills: No training or combat experience.

Attacks Per Melee: 3 (Currently 1)

No Bonuses to Strike/Parry/Dodge/Damage

Momentag

Real Name: Unpronounceable and alien, Momentag is an Earth equivalent.

Alignment: Scrupulous

Attributes: I.Q.: 16, M.E.: 15, M.A.: 12, P.S.: 24, P.P.: 20, P.E.: 31, P.B.: 13, Spd.: 14

Age: 97 **Sex:** Male

Human Features: Hands — FULL

Biped — FULL

Speech — FULL

Looks — NONE

Size Level: 12

Weight: 279lbs **Height:** 6ft 8in

Hit Points: 69 **S.D.C.:** 63

Disposition: Normally rambunctious and enthusiastic, currently suffering from a death fugue.

Scholastic Bonus: +90%

Occupation: Space Explorer, Pilot-Navigator

Natural Weapons: 1D8 Retractable Claws

Weapon Proficiencies: W.P. Energy Rifle, 8th level, W.P. Energy Pistol, 9th level

Combat Skills: No training or combat experience.

Attacks Per Melee: 3 No Bonuses to Strike/Parry/Dodge/Damage

Game Master Tip: An effective way to get across Momentag's fugue state is by putting in a long pause before speaking. Then, as he begins to draw back into the world, show his confusion by partly repeating the words of the player characters.

THE MUTANT MASTERING MIND MACHINE

Note: For groups involved in a continuing fight with the insidious *Doc Feral*, this promises to be the most difficult challenge yet. Any number or level of mutant animal characters can be used, although a psionic or two might come in handy. Likewise, characters with Human Looks — Full will have certain advantages.

PLAYER BACKGROUND:

There are plenty of possible entries to the events of this scenario. Depending on the characters other activities, and the effort they put into investigation, they may get involved long before the *InterTech* forces have surrounded Igor.

And, whether the characters get actively involved or not, starting this scenario off before the end of the previous adventure could add even more tension to the setting. Just start leaking some of the different "Inside Information" before they've wrapped up their last job.

Here's one way to start the scenario off with a bang. While the characters are out on patrol, or wandering around, read the following:

"You hear a distinctive siren coming toward you. It's neither police, nor fire department, nor even the sound of an ambulance. As you slip into a convenient shadow, you realize that it must be one of *InterTech*'s Security Cruisers. Just as you start wondering what *Doc Feral*'s henchmen are up to, you see them come around the corner. One, two, three *InterTech* cruisers... and, even more interesting, a black *BIO-Spawn* utility van, complete with mirrored windows."

If the character(s) follow, they'll see the following:

"The flashing lights and spotlights from at least a dozen patrol cars are illuminating a vacant industrial complex. Eight *InterTech* cruisers, two *BIO-Spawn* vans and at least a dozen police cars, are surrounding the barbed wire-topped, hurricane fence of the complex. As you watch you see a group of eight *InterTech* officers escorting some shadowy figures into the front gate. The *InterTech* guys are obviously trying to keep the cloaked figures from being seen by the regular police. And, if that shuffling gait is what you think it is, the creatures they're hiding are another variety of *Doc Feral*'s mutant servants."

INSIDE INFORMATION:

Player characters with an informant, with official police channels, will find that all units have been directed to search for:

"...a huge mutant rat, somewhat human-shaped — it's vital

that it be captured alive! It is supposedly dangerous, but not necessarily life threatening."

GAME MASTER INFORMATION:

Good ol' Doc Feral is at it again! This time he's come up with a device that makes psionic powers look pitiful. The thing is, the device looks as if it is a psionic device.

Feral's first test of his completed *Mentawave Device* is on his assistant Igor. This is so unexpected that Igor doesn't have a chance to recommend (i.e. Hypnotically Suggest) otherwise. The next thing Igor knows, he's being forced to perform like a puppet on a string.

Igor, the mutant rat, is more than normally alarmed by Doc Feral's success with the Menta Wave device. Mainly because Igor has things to hide. Things like the fact that he long ago deactivated his control collar. And like the fact that he has been manipulating Doc with his minor psionic talent of Hypnotic Suggestion. And that, by using his other psionic ability, Detect Psionic, he has managed to weed out any psionic animals created in Feral's laboratories.

Knowing that any one of these things will lead to his immediate vivisection, Igor goes into a blind panic. He immediately escapes from Feral's lab and heads out into the city.

Feral, surprised by Igor's escape, decides that it is caused by one of two things. Either the Menta Wave device is somehow malfunctioning, which might also explain why the control collar is not working right, or else Igor was overcome by his animal instincts and fled. Regardless, Doc Feral wants Igor recovered immediately. Feral's own mutant animal teams, InterTech Security and local police will all be mobilized in the search for Igor.

FACTORY COMPLEX:

The main building inside the factory complex is a gutted, six-story shell. The walls are intact, but all the interior walls, and about half the floors, are destroyed. Lighting is very poor with numerous shadows and flickering. Characters with Nightvision are at no particular advantage because of the occasional spotlight coming from outside.

Player characters will find it relatively easy to get into the factory building through the sewers.

Inside, Igor is attempting to stay away from the mutant baboons, Runuld and Vulcan. Meanwhile, they are enjoying their little game of cat and mouse. They remember tortures at the hands of Igor, and intend him to suffer before they haul him out. They will attack any other, mutant animal, intruders.

Rescuing Igor from Feral is really only the beginning of the adventure. From that point on, they'll have the problem of being pursued by Feral, Feral's creatures, InterTech and the police. Every time Igor stays in one place, it takes about 3 hours for his position to be located.

Of course, if the player characters can get the control collar off Igor, that'll help a lot. Unfortunately, it requires a pretty tricky piece of surgery. Disabling the transmitter is another possibility. That can be done by any character with electronics or electrical engineering skills, after 2D4 hours of examinations.

Igor is not the most trustworthy character in the world. However, he will reveal many of Feral's secrets, especially about the "Psionic Menta Wave" device. On the other hand, Igor is not so foolish to reveal his own secrets. And, unless he's stopped somehow, he will use his Hypnotic Suggestion power shamelessly to get anything he wants.

ADVENTURE CONCLUSION:

If Igor escapes both the player characters and Feral's forces, he'll just hole up somewhere else a few hours later. Then the whole adventure starts all over again, except that all four of the mutant baboons will be sent in for him.

If Igor is captured by Feral, then the characters still have a few options. They can attempt to intercept the vehicles on the way back, or they can actually try breaking into the Feral mansion for Igor. Igor will not live more than a day after Feral recaptures him.

If the characters manage to get Igor they will have a few problems to contend with. Of course, they should realize that the main problem is Feral's new device. According to Igor:

"If I could just get Feral separated from that device for half an hour... I know how to convince him that it is terribly defective..."

Of course, Igor intends to use his Hypnotic Suggestion on Feral. He'll convince Feral that there are too many problems with the Menta Wave, and that it should be modified so that only Igor can use it.

Breaking into the Feral mansion will be easier with Igor's help, but will still pose many problems. First, Feral's Menta Wave powers are strongest at the gate and in the laboratory. Then there are the defensive forces: 8 InterTech guards at the fences, the controlled animals in the labs, and, perhaps most deadly of all, Feral's personal bodyguard *Otto*.

Non-Player Characters

DOCTOR VICTOR FERAL™ (AS AUGMENTED BY THE MENTA WAVE DEVICE)

Good old Doc Feral; in this adventure he's just as twisted as ever. The *TMNT and Other Strangeness* description is perfectly accurate. However, connected to his Menta Wave device, he is capable of developing and using an entirely *new* set of powers.

The main idea behind the device is not psionic. It is actually a sort of electronic hologram device, capable of "reading" and "reconstructing" three-dimensional, electrical patterns. In practice, this means that Feral can duplicate and analyze the electrical pattern of a character's brain and nervous system.

Reading minds is still beyond the capacity of the machine; it still doesn't know how to translate the abstract, electronic "picture" into thoughts. However, the connection between the electrical patterns and body motion is quite clear. And, by "overlaying" a reconstructed pattern on top of a character's body, Feral can make them perform any physical action.

A successful "Strike" is required in order for the machine to read or overlay a pattern on a character. Any roll over a 10 on a twenty-sided die is successful, and only one attempt can be made per melee round. The device can only handle one mind at a time.

The device only works when connected to a network of electronic sensors and projectors. Currently that covers Doc Feral's laboratory, the gates around the Feral estate, and everything within 250 feet of one of the modified utility vans. Here's a list of the things that Feral can do:

1. **Psionic Invulnerability.** This is automatic. The incredible electrical power flowing through Feral's mind makes psionics too weak a force to have any impact.
2. **Electronic Projection.** Works out to a variation of Astral Projection. Feral can construct an energy pattern of his own body anywhere within range of his sensors. Using it, he can see, hear, and touch, as if he were actually there. The projected image can withstand 40 S.D.C. of damage before being disrupted and requiring recreation (which takes 2 melees).
3. **Mind Assault.** This is a simple attempt to shut down a character's electrical pattern. Stuns the character for 2D6 Melee Rounds.
4. **Mind Control.** By overlaying, Feral can control the movements of any character. It's really too slow for combat; in fact, the controlled character can only perform one action per melee round. In other words, under Feral's control, you can't chew gum and walk at the same time.
5. **Sensory Deprivation.** Feral can blank-out the sight or sound of any character.

If Feral is given a few weeks more to work on his device, he'll be able to add quite a few features. Included are Mind Reading — basically the ability to interpret the mental snapshots taken by the device, and Total Recall — where Feral can track down obscure memories hidden deep within the brain. Most powerful would be the ability to Program the Menta Wave device. This would mean that many characters could be attacked simultaneously and automatically.

IGOR

See the character description in *TMNT and Other Strangeness*, page 90. Here is a summary that includes the things that have changed in the last two years. He is still wearing the (deactivated) control collar, but figures that it may help if someone mistakes him for one of Feral's animal searchers. Unfortunately, he doesn't realize that it's still trans-



mitting a signal.

Size **Level:** 9 **Weight:** 168lbs **Height:** 4ft 6in

Hit Points: 41 **S.D.C.:** 56

Disposition: Usually quietly vengeful, he has been driven into a frenzy by his fear of Doc Feral.

Powers: Advanced Hearing

Psionics: Hypnotic Suggestion, Detect Psionics.

Education: 7th Level

Natural Weapons: 1D6 damage Claws

Scholastic Skills: Automotive Mechanics 80%/60%, Computer Technology 90%, Computer Programming 98%, Pilot Van 98%.

Other Skills: Carpentry 55%, Photography, Video 62%, Pick Locks 56%, Prowl 98%, Sewing, Basic 82%, Surveillance Systems 65%.

Combat Skills: Hand to Hand Expert, 7th level

Attacks Per Melee: 6

No Bonus to Strike, +2 to Parry, +5 to Dodge, +11 to Damage, +4 to Roll with Punch or Fall, +4 to Pull a Punch., Kick attack does 1D8 damage.

Other abilities: Sense of Direction 98%, Excellent Balance 96%, Walk Tight Rope 98%, Climb Rope 96%, Leap 12 feet, Back Flip 90%

Personal Profile: Igor's reaction to this whole situation started with one fundamental mistake. He thinks that Feral has achieved unlimited psionic powers. He is sure that the horrible truth has already been discovered; that Igor has been pumping Feral with Hypnotic Suggestions for years.

Special Weapons: 9mm Automatic Pistol (2D6/round damage). Igor has no training with this weapon and has yet to fire it. There's a 30% chance that it will jam as soon as he tries to use it. He fires with a penalty of -3 to Strike.

KURTUS, NATHUN, RUNULD and VULCAN

Designed by Doctor Feral to be hunters of mutant animals. They are usually transported by the BIO-Spawn utility vans. All wear Feral's control collars.

Description: Mutant baboons designed for combat with other mutant animals. Powerfully built.

Attributes: I.Q.: 5, M.E.: 6, M.A.: 4, P.S.: 23, P.P.: 24, P.E.: 34, P.B.: 4, Spd: 25

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

Size **Level:** 11 **S.D.C.:** 68 **Hit Points:** 45

Special Skills: Tracking 55%, Prowl 85%

Natural Weapons: 1D8 Claws 2D6 Bite

Attacks per Melee: 4

+8 to Strike, +2 to Parry, +4 to Dodge, +8 to Damage.

DUANE, HOMER, JEROME, JOYCE, MADDIE, NORMAN, RUSSEL, and WILBUR

These are all longtime followers and highly trained assistants of Doc Feral. All are mute and communicate exclusively in sign language. They are the primary recovery teams, with two assigned to each of the BIO-Spawn utility vans.

Description: Human-sized mutant mice. In a bad, light they can sort of pass for human. All have sparse, white fur, pink eyes and poor posture.

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

Size **Level:** 9 **S.D.C.:** 36 **Hit Points:** 28

Special Skills: Paramedic 65%, Nurse (Surgical Assistant Specialist) 60%, Pilot Van 97%, W.P. Hypodermic Pistol, 4th level (+2 to Strike).

Weapons:

Hypodermic Pistols fire Darts of Anaesthetic; no S.D.C. or Hit Point damage, but the character must save against poison or be knocked out for 1D6 hours. They look like over-sized, plastic, .45 automatic pistols. Each clip holds 8 darts and fires just once per melee round.

Attacks per Melee: 3

+1 to Strike, +3 to Parry/Dodge, +6 to Damage

MODIFIED BIO-Spawn Utility Vans

Base S.D.C.: 450

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

Speed Class: 7 **Maximum Speed:** 105mph

Special Features: The main modification consists of a roof-top micro-wave dish. Also new are external, video and electronic pick-ups. With the new features, Feral can use any of the Vans as a remote channel for his Menta Wave device.

Standard Equipment: All Feral's vans come with mirrored, bullet-proof glass on all windows. The back area is built to carry reluctant passengers; it contains four bunks with restraints built in (can handle characters of up to P.S.:26), surgical tools and equipment, complete emergency ambulance medical kit, and no windows.

Description: Four of these vans are used in the search for Igor.

INTERTECH SECURITY & INVESTIGATIONS

John Millea is the local InterTech bureau chief, and he's under a lot of pressure to capture Igor. Although there are over 170 uniformed employees on the payroll, he can't afford to neglect his regular customers. By calling in off-duty men and putting several on double shifts he manages to devote 8 cars and 40 men to the search. All the other InterTech forces, in charge of guard, watchman or patrol duty for various companies, have been alerted and are also keeping a careful eye out for mutant animals.

TYPICAL INTERTECH SECURITY OFFICER

Description: Uniforms of dark grey with yellow "InterTech" patches on the shoulders.

Size Level: 10 **S.D.C.:** 24 **Hit Points:** 14

Skills: W.P. Revolver — 3rd level Expert, W.P. Shotgun — 2nd level, Hand-to-Hand Expert — 4th level, Surveillance Systems 70%, Pilot Automobile 98%.

Weapons: .38 Revolver (3D6 damage)

Attacks per Melee: 3

+3 to Strike, +2 to Parry/Dodge, +2 to Roll with Punch/Fall.

InterTech Security Cruiser

Base S.D.C.: 400

Vehicle Armor: **A.R.:** 14

S.D.C.: 350

Passenger Armor: **A.R.:** 11

S.D.C.: 300

Speed Class: 11

Maximum Speed: 165mph

Special Features: Stereo, coffee dispenser, engine readout package, theft alarm system, police-style flashing lights, searchlight, and loudspeaker. A two-way radio that can be used to communicate with InterTech HQ and to monitor police calls.

Description: Eight will be devoted exclusively to the search. These will be specially equipped with a locator-type radio, designed to track down the signal from Igor's control collar. Others, on regular patrol duties will also be available for emergency situations. One police-style shotgun (4D6 damage/round) is kept in the trunk.

DAY OF THE TRANSMAT

NOTE: Instead of an adventure, the introduction to the return of the *T.C.R.I. Aliens* starts with the player's reactions to a common street crime. Each of these run-ins are *easy* scenarios designed to get the players in contact with the *T.C.R.I. Aliens*. There's not much real danger, just suspense. Any number or level of player characters allowed. No special skills, powers or abilities needed.

GAME MASTER INFORMATION:

Here's an opportunity to introduce a whole range of new adventures for your TMNT and Other Strangeness player group. The main idea is that the *T.C.R.I. Aliens* have moved into town and are looking for recruits. Basically they're looking for help in resisting the Triceraton invasion of Utrom space.

The *T.C.R.I. Aliens* already know what they need. Mutant Earth animals, with the kind of reflexes and killer instincts it takes to battle Triceratons, are exactly what they need.

Recruiting mutant animals from Earth has several advantages. First, Earth is so remote that a steady traffic will not be noticed by any of the other Galactic civilizations. Second, Earth is a backwards planet, too technologically inferior to understand the principles of the Transmat. Finally, the mutant animals of Earth are isolated outcasts, too few in number to threaten the Utroms if they should suddenly turn hostile.

Still, the Utroms don't want just any mutant animals. Their basic pacifism will not allow them to employ killers. Even more important, they would really prefer "good" characters who have a history of helping the underdog.

POSSIBLE ENCOUNTERS:

Once the T.C.R.I. Aliens have established their new, concealed, Transmat station, they will place tiny observation posts throughout the area. At that point, they will begin watching for potential recruits, specifically mutant animals who come to the aid of people in distress.

Use the following table to determine the kind of crime that the character(s) might stumble across. The criminals can be armed with either (01-15) Sheer Physical Intimidation, (16-20) Baseball Bat, (21-50) Knife, (51-80) Pistol, or (81-100) Shotgun.

01-15 Purse Snatching. Young kid has just knocked a woman to the ground and is running away with her purse.

16-30 Mugging. From 1 to 4 criminals (roll 1D4) are holding up an innocent (pick one) old lady, young woman, businessman, teenager, or jogger.

31-45 Armed Robbery. A small store is being held-up by two armed robbers. There is also a get-away car waiting outside with the driver.

46-60 Kidnapping. Three armed bruisers are dragging a (choose one) young woman, small child or old man into a waiting van.

61-75 Assault. A criminal is forcing a victim into a deserted alley or abandoned building.

76-00 Gang Violence. From 3 to 18 (3D6) gang members are extorting money from a victim. This involves both verbal threats and beating.

RECRUITING MEETING:

Once the mutant animal has finished with any violence, and all the victims and criminals have departed, they will be approached by one of the recruiting robots.

T.C.R.I. RECRUITING ROBOTS

Description: Basically human-shaped (like the Utrom biped robots), they can be used in a variety of disguises to test mutant animals for suitability. The robot will directly address the mutant animal (by name, if it's been mentioned) and will ask it, "Will you help my people? We are in danger and we need someone to protect us." It will answer no other questions saying, "You must follow me to those who would speak to you."

Attributes: I.Q.: 4 (they get confused if things don't go according to their instructions, then they communicate with the Utroms for help), P.S.: 18, P.P.: 8, Spd.: 10.

Armor: A.R.: 12 **S.D.C.:** 280

Combat Skills

Attacks per Melee: 1

-4 to Strike, No Parries or Dodges, +6 to Damage.

SIMULATION TESTS (OPTIONAL):

At the option of the game master, the Utroms may want to put characters through more exotic tests before approaching them directly. Basically, it works the same as the street crimes, except that both the victims and evildoers are bizarre looking aliens. The whole point is to test the character's basic morality. In other words, will the characters risk their own lives to save a funny-looking alien? Here are three possibilities.

1. Scenario starts with the character getting hit on the back of the head by a piece of garbage. Three, small, ugly creatures (looking like D'Ants) yell insults, and scamper away when pursued. Later on, the character hear sounds of distress, and discovers the three little guys captured by something like a small Spasmasaur. Acceptance by the Utroms depends on whether the character acts to save the little creatures. The D'Ants and the Spasmasaur are all disguised robots that can be *easily* destroyed. (20 S.D.C. each).

2. From a dark, abandoned building comes the sound of breaking wood and the 'thuds' of something being hit. Inside, three creatures, (robots disguised as smallish Triceratons) are beating up another ugly alien (robot disguised as a Tuber). Characters who come to the rescue are acceptable recruits.

3. The character hears something moaning and struggling in a sewer. Upon investigation there is an ugly creature (an Utrom) struggling to take off a device that's been chained to it. The device will give off an ominous "tick.. tick..." and is immediately identifiable as a bomb. The creature (a real Utrom) obviously needs help, but will tell the character to, "Save yourself, no reason for both of us to die", as the ticking starts speeding up. Characters who stick around will be accepted by the Utroms.

INVASION OF THE TRICERATONS

NOTE: All levels of adventures are included in this section: Easy, Moderate and Difficult. The number and level of players, along with any required special skills or powers, vary according to the mission.

GAME MASTER INFORMATION:

Once the player characters have made contact with the T.C.R.I. Aliens, they will have the opportunity to participate in a number of missions. The Utroms will give the group direct briefings on the situation, and then leave it up to the characters to come up with a plan.

There are only certain kinds of missions where mutant animals are needed. In anything like a conventional space battle, the T.C.R.I. Aliens will simply use the Transmat to send their opponents elsewhere. Situations where the Utroms have difficulty tend to be of the terrorist or commando variety, where the invaders have already infiltrated or are too spread out for Transmat use. This works as a framework for the player characters to get involved in a long-running series of hard-fought battles.

ROLLING A MIX-'N-MATCH SCENARIO:

Game masters can choose (or roll) appropriate T.C.R.I. missions from the tables below. Use the first table to determine what kind of situation the characters are up against. Then, if the mission involves Triceratons, check the second table for the forces involved. Be sure to start the groups off easy, then build up to the more difficult missions.

01-05 Triceraton Commando Infiltration. This is a defensive mission where the players have to hold off Triceratons who are assaulting some T.C.R.I. position. Usually the characters will be working against the clock, delaying the Triceratons long enough for the facility to be abandoned.

06-20 Triceraton Commando Invasion Operation. Triceratons have already penetrated the T.C.R.I. Transmat complex. Characters must save any remaining Utroms and keep the Triceratons from carrying off any parts from the Transmat.

21-35 Catch Incoming Triceratons. The Triceratons have already captured a T.C.R.I. Transmat and are funneling troops into the Utrom's main base. Characters will have to drive the invaders back and give the Utroms time to blow up the remote Transmat.

36-50 Utrom Hostage Situation. The Triceratons have already captured a Transmat base and are holding 1D6 Utroms as hostages. Gravity-sensitive devices make it impossible for the Utroms to be recovered without character interference.

51-55 Major Triceraton Incursion. The Triceratons have invaded a planet with a major Utrom population. Several days of delaying actions are needed for the entire population to be evacuated.

56-60 Infiltration and Rescue. A group of Utrom hostages have already been shipped off-planet in a Triceraton Fast Transport Ship. Player characters will have to hijack the ship and rescue the Utroms.

61-70 Recover Transmat Elements. T.C.R.I. sensing devices indicate that some stolen Transmat components are being activated inside a



Triceraton Asteroid Base. Characters will have to play secret agent, be Transmatted into the heart of Triceraton territory, recover (or destroy) the organic circuitry, and escape.

71-80 Lost In Space. A T.C.R.I. exploration ship has been boarded by Triceratons in deep space. They have just enough time to get off a distress signal before they're cut off. Characters will have to board, and rescue the Utroms.

81-85 Wild Planet Problems. An Utrom exploration ship has crash landed on a Wild Planet. The mutagenic environment is playing havoc with the Transmat search routines and the characters are needed to find the missing Utroms.

86-95 Shopping Trip to Free Trade Zone. Occasionally the Utroms go shopping in the Free Trade Zone for rare components. Utroms will be disguised as humans and the player characters will be brought along as much needed bodyguards.

96-00 Human Federation Troopers. Eventually, the Federat spies among the Triceratons will make a report about the T.C.R.I. and the possibility of getting a Transmat. That'll bring in several ships. Use this table again to see what kind of mischief they're up to.

POTENTIAL TRICERATON TEAMS

01-05 Major Triceraton Incursion. A complete Asteroid Base, commanded by a Triceraton General and with over 700 Commando Squads deployed, as well as over 100 Troop Dropships with dozens of Triceraton fighter craft. In the face of this kind of threat, the challenge for the players is to retreat with as few casualties as possible.

06-20 Serious Triceraton Incursion. Triceraton Fast Transport will land in the area with 27 Commando Squads, all coordinated by a High Commander.

21-50 Three coordinated dropships, under the command of a Triceraton Commander, will off-load 9 Commando Squads.

51-80 Standard Triceraton Dropship. Ship will hover while off-loading 3 Squads of Triceraton Commandos and a three-Triceraton, Flight Pack Team. The Dropship will remain in the area, providing air support from two gunners.

81-90 Veteran Triceratons. 9 Commando Squads, lead by a Squad Leader, are sent in overland. No air support, but each soldier has a backpack-supported weapon and is at least 3rd level.

91-97 Triceraton Specialist Unit. One Squad, all armored in Triceraton Battle Armor, and with each Commando being at least 3rd level. Includes at least one specialist from each category, including Explosives, Hand-to-Hand (6th level), Pilot Troop Dropship, Pilot Flight Pack, Sniper (9th level, W.P. Energy Rifle), Weapon Repair Specialist, and Psionics (with Mind Block, Mental Assault, and either Alter Aura, Hypnotic Suggestion or Mental Assault).

98-00 Triceraton Secret Operative. Involves sending in a modified, "cloaked," solo Shuttle with a single Triceraton. However, this will be a 10th level Triceraton specially trained in martial arts, espionage and assassination. **Size Level:** 15, **S.D.C.:** 155, **Hit Points:** 48

Attacks per Melee: 8

+5 to Strike, +6 to Parry/Dodge, +16 to Damage, +7 to Pull/Roll with Punch/Fall; Kick Attack does 1D12, Tail Attack does 1D10, Body Throw does 1D8, and victim loses attack for 1D6 melee rounds.

Notes on the Transmat: Although the Transmat is a wonderful device, it is far from perfect. It can be used to teleport something, or somebody, to or from anywhere in the universe. However, it can

only work in one of the following conditions:

1. The obvious, when the person or object is on the Transmat platform.
2. Any person or object that can be scanned directly by an Utrom base or ship.
3. Things, including living things, that have already been transported by a Transmat. For example, when the Teenage Mutant Ninja Turtles accidentally Transmatted to the Federat, the Transmat automatically recorded their matrix. This matrix record allowed for the Transmat to recover them with a Retro-Search Function.
4. Although it can transport just about anything, it must work on an area at least 15 feet larger than the target object.
5. Gravity-sensitive devices, although easily teleported by the Transmat, will be triggered by the teleportation. A creature with a gravity-sensitive explosive attached will successfully teleport — and then blow up at the destination point.

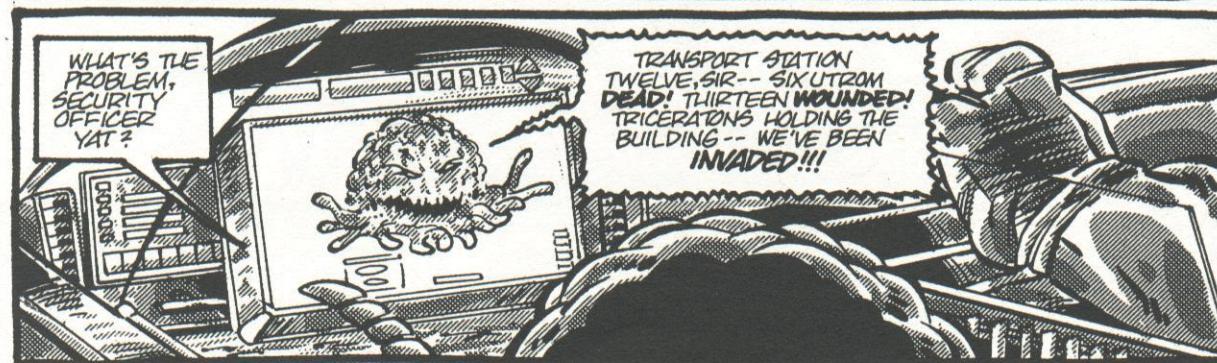
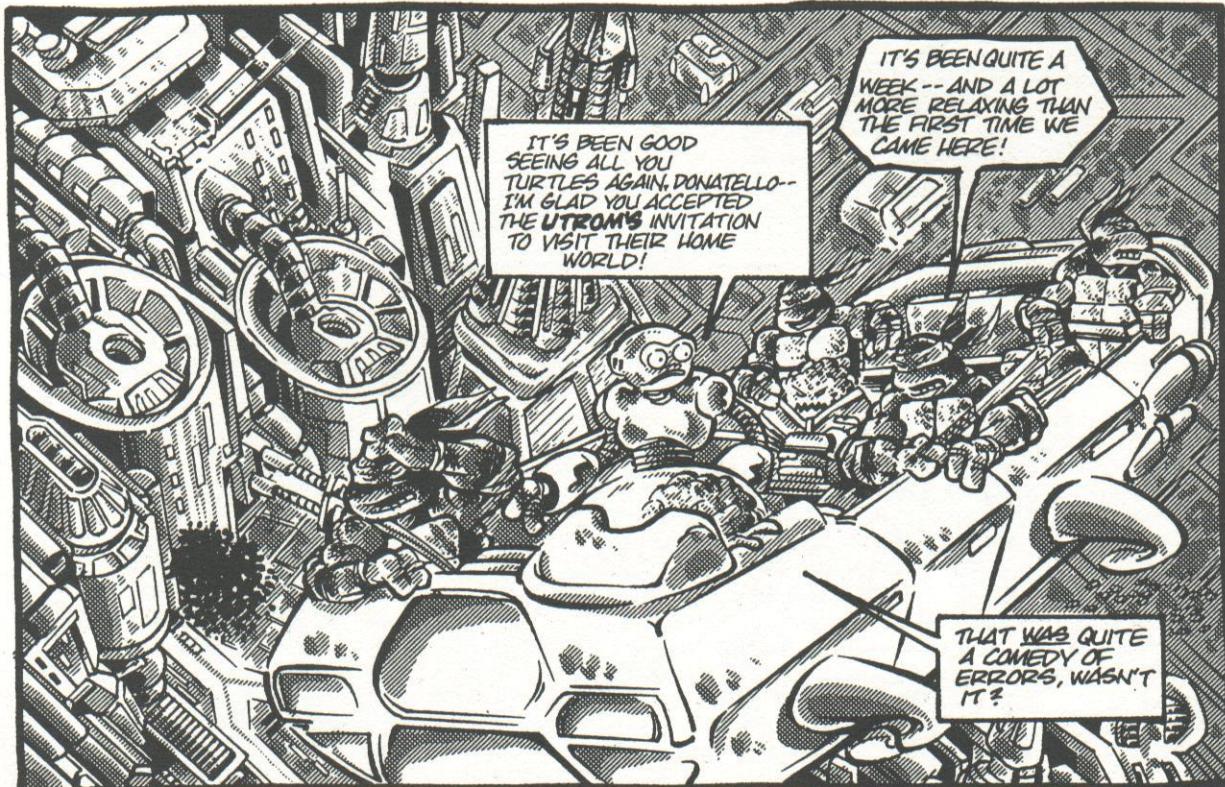
T.C.R.I. Devices: Depending on the mission, the Utroms will supply characters with any or all of the following items.

1. Omni-Detectors. A wristwatch-sized item that can be set for detecting anything from energy sources to Triceratons.
2. T.C.R.I. Hand Blasters. These are usually set for stun only because of the Utrom's pacifist philosophy.
3. Breathing Units. A small device that can be attached to the head or neck, with a breathing tube extending to the mouth. Useful in places with non-terrestrial atmospheres.
4. Space Suits. Customized space suits designed for use in total vacuum or in really hostile environments. The suits work as a kind of limited armor with A.R. 7 and S.D.C. 25. Punctures are self-repairing thanks to the Utrom organic circuitry.
5. Flight Packs. These backpack flying devices use advanced ion drive technology. Speed Class is 24 and T.M.F. is 6.

Notes on other Utrom Devices: The game master may wish for the Utroms to build or supply futuristic gizmos for the characters. Of course, many characters will end up taking these "presents" back home to Earth. To preserve game balance, the game master should build in some kind of limitation. Here are two suggestions:

1. The device has only a limited number of charges or uses.
2. It operates only in a fairly energy saturated environment. So it won't work at all out in the wilderness, and in a city, where electricity is plentiful, it will tend to blackout the entire metropolis for a few minutes each time it is used. Just picture the newspaper headlines: "MYSTERIOUS BLACKOUT BLAMED ON VIGILANTE MUTANTS!" and "OUTER SPACE ANIMALS EAT CITY POWER — ARE OUR CHILDREN NEXT?"

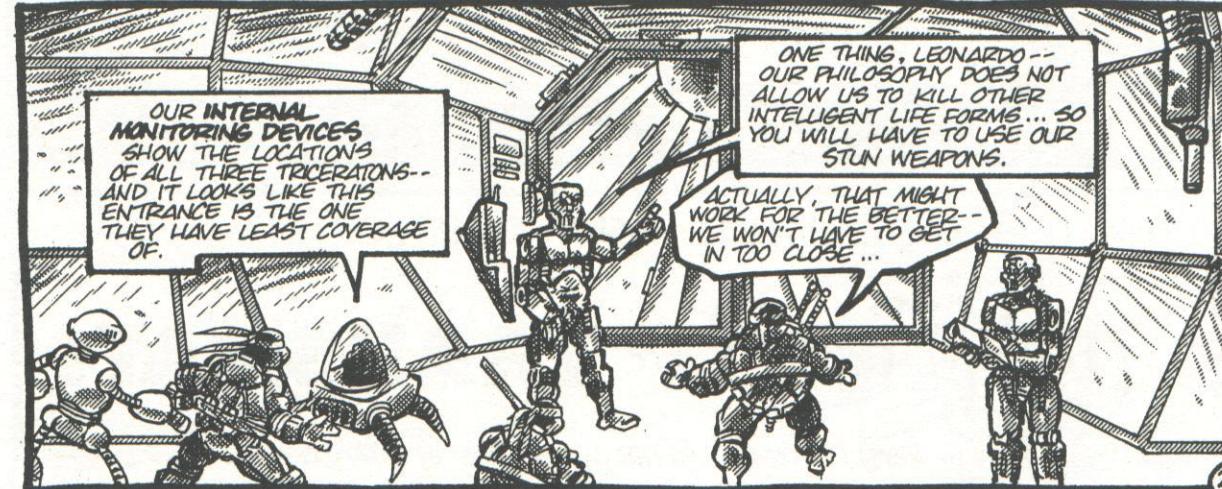
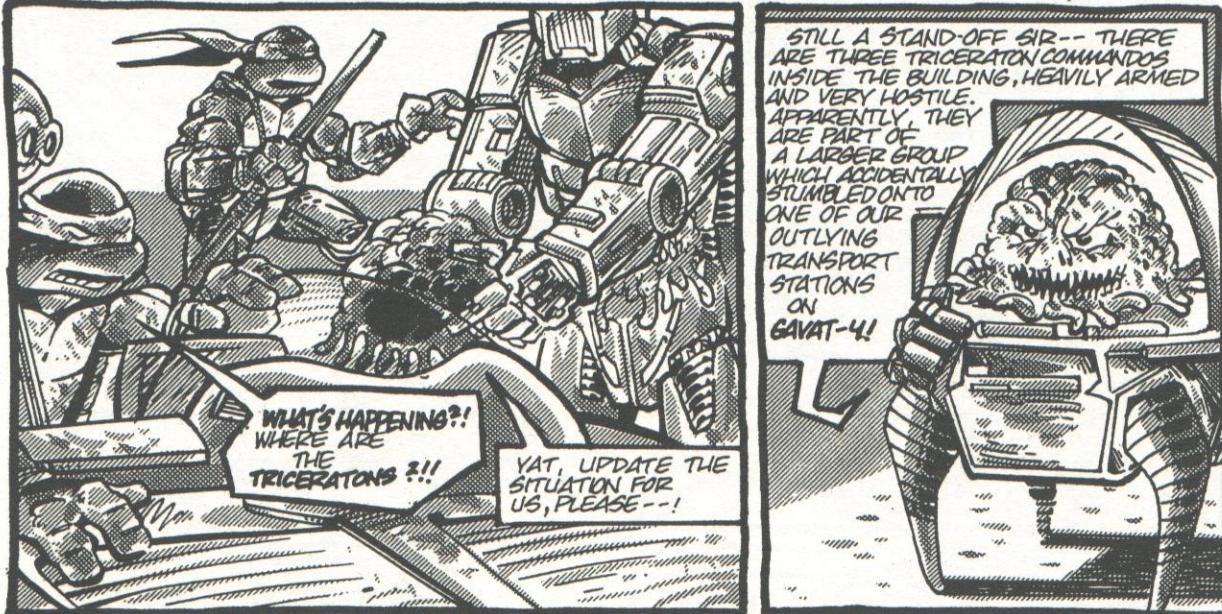


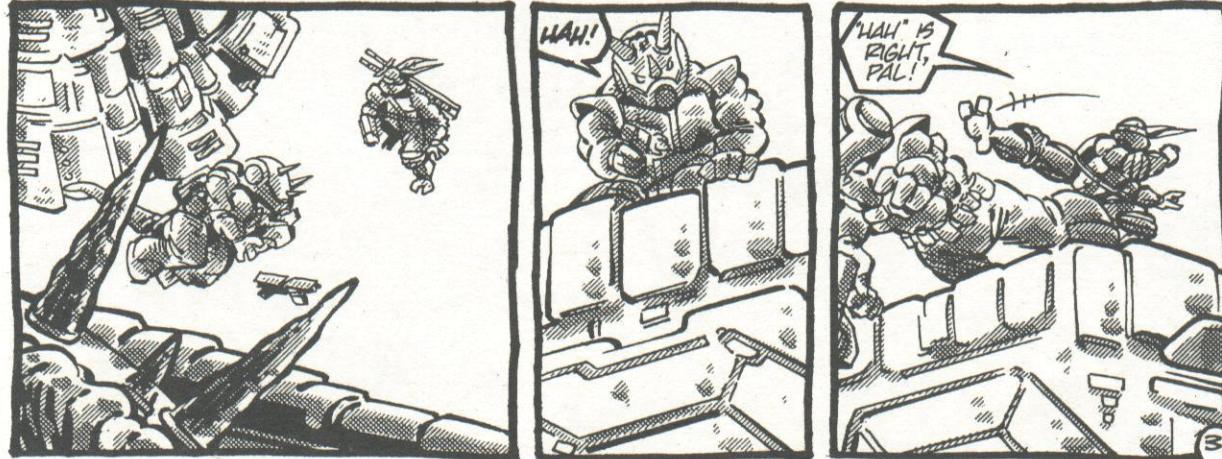
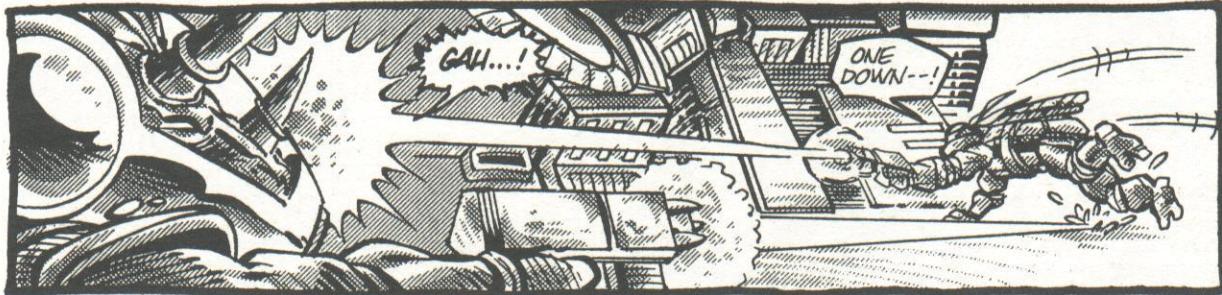
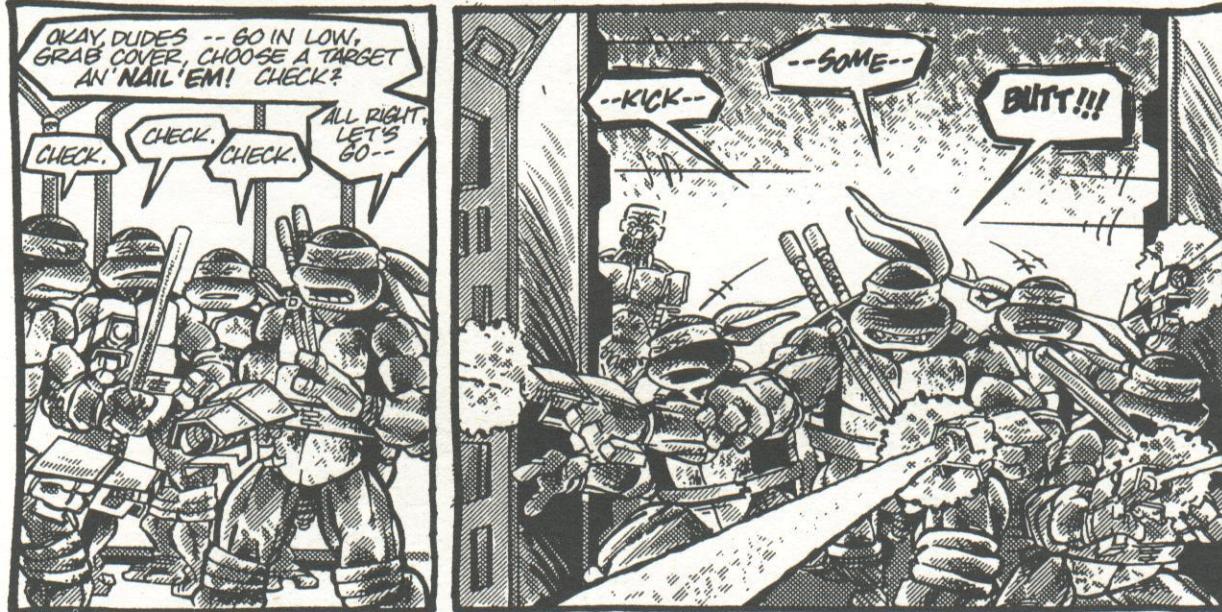


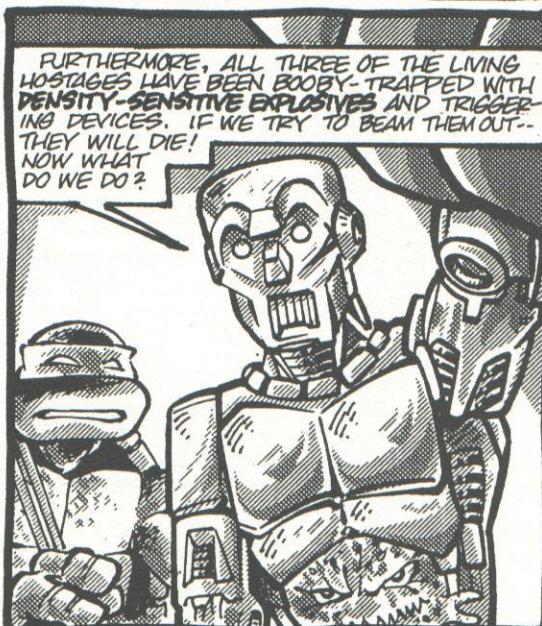
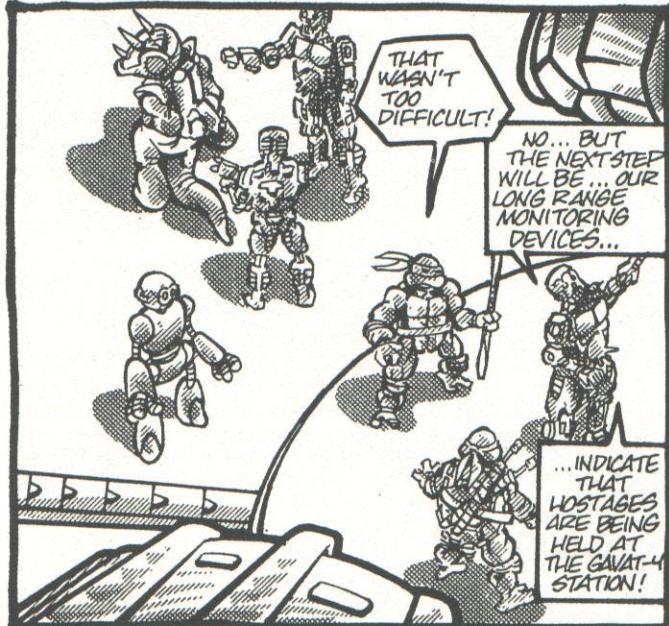
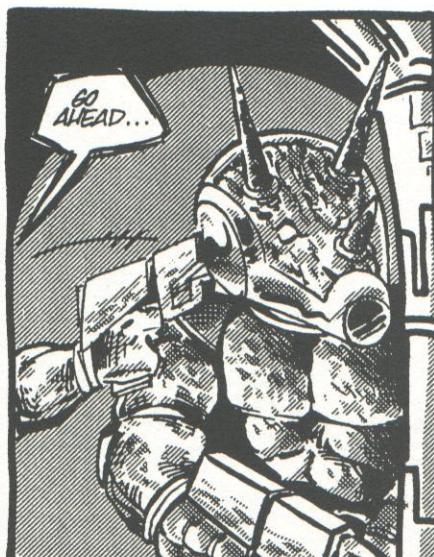
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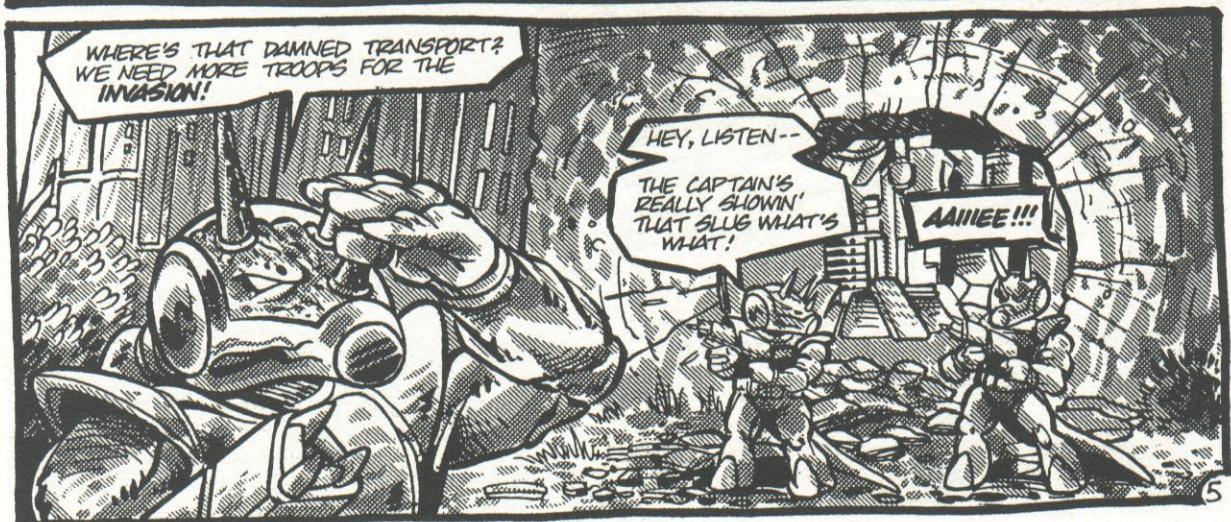
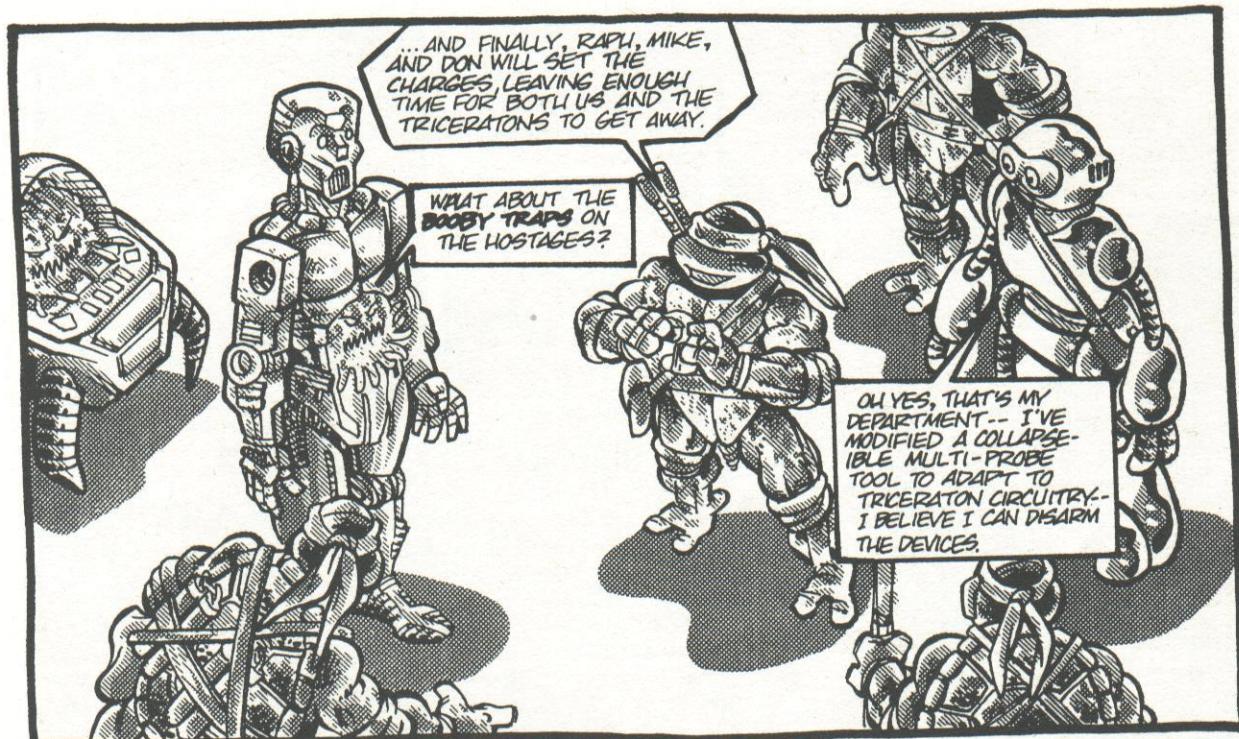
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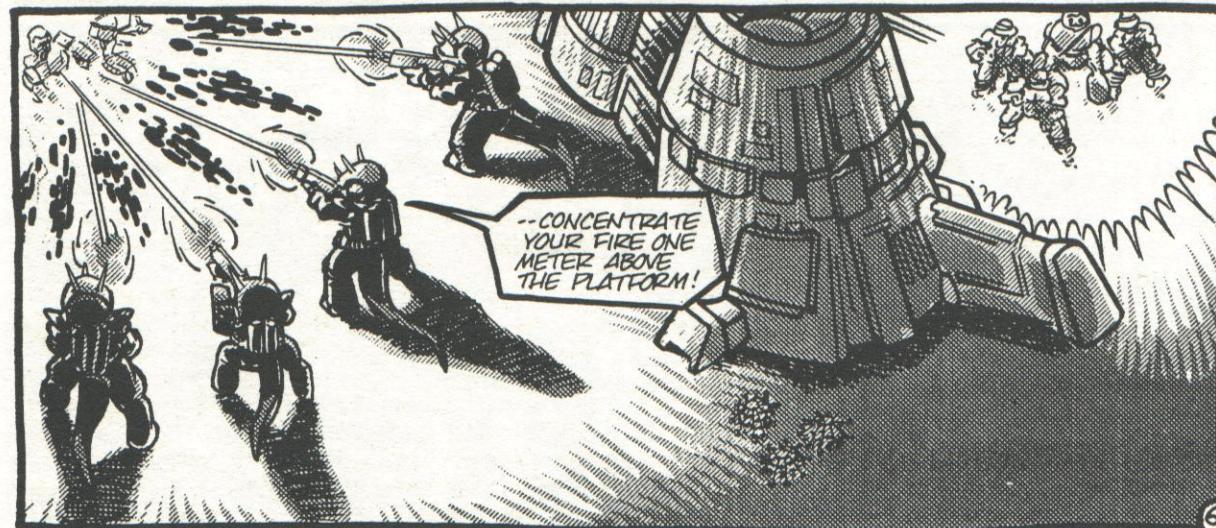
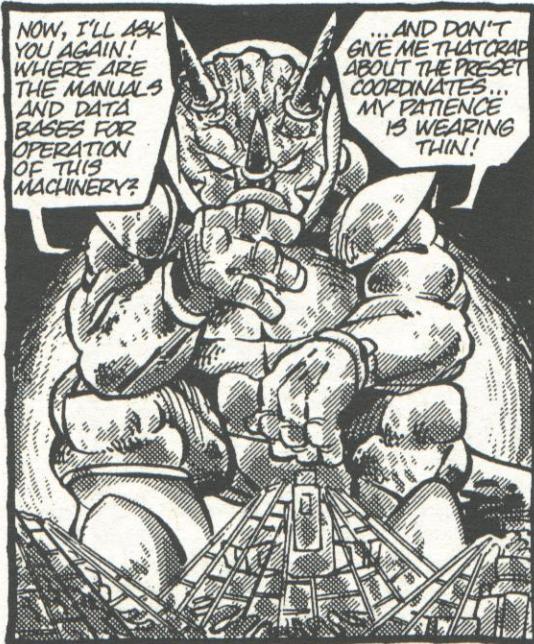
STORY AND ART BY KEVIN EASTMAN / PETER LAIRD - INKS BY RYAN BROWN - LETTERS LAVIGNE

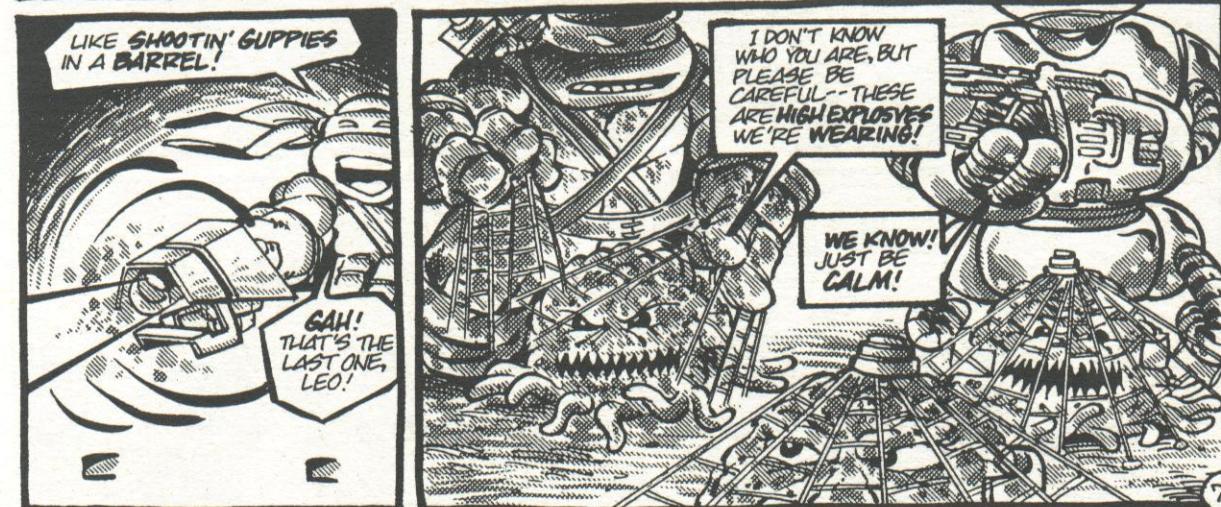
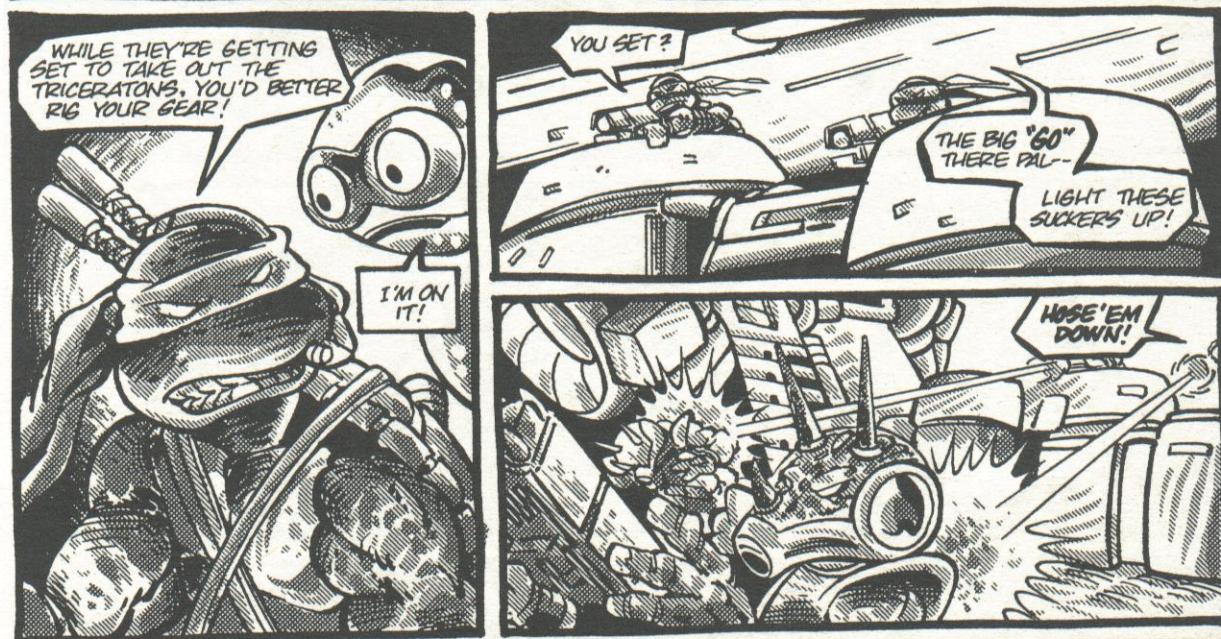


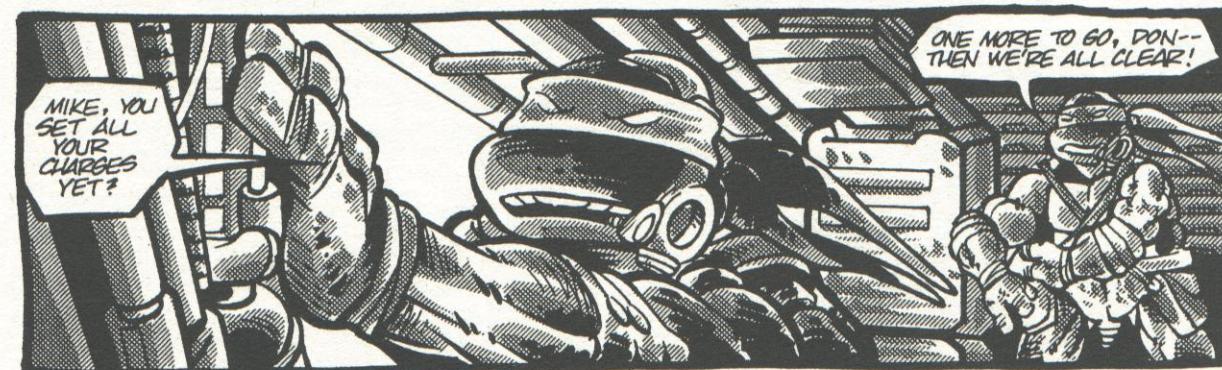
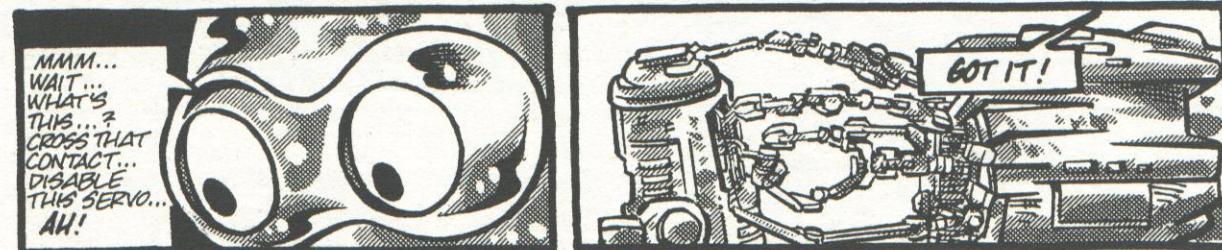
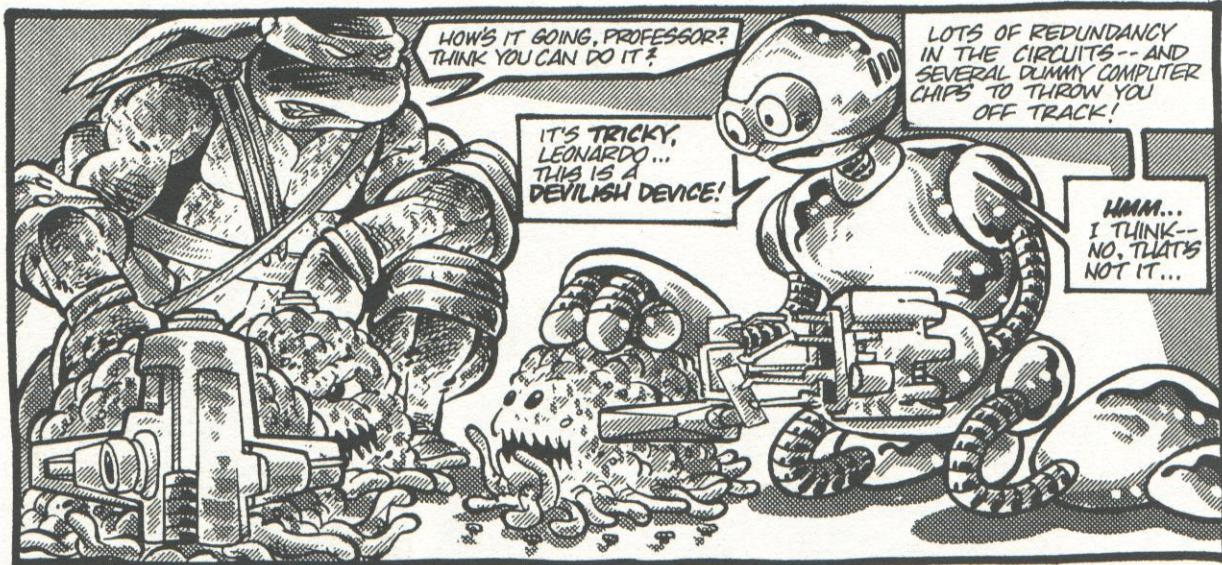


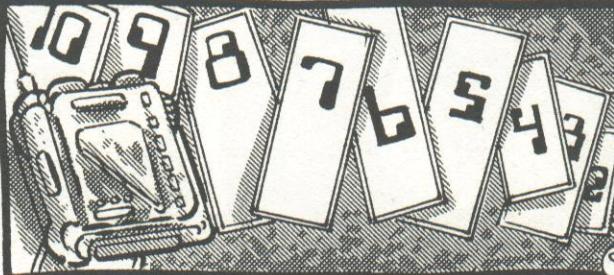
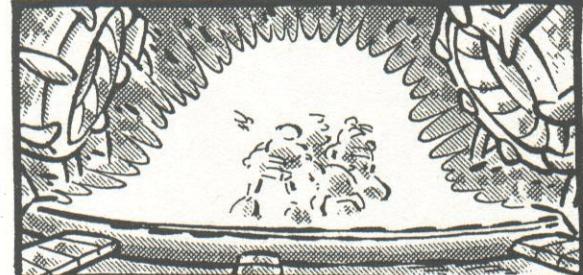
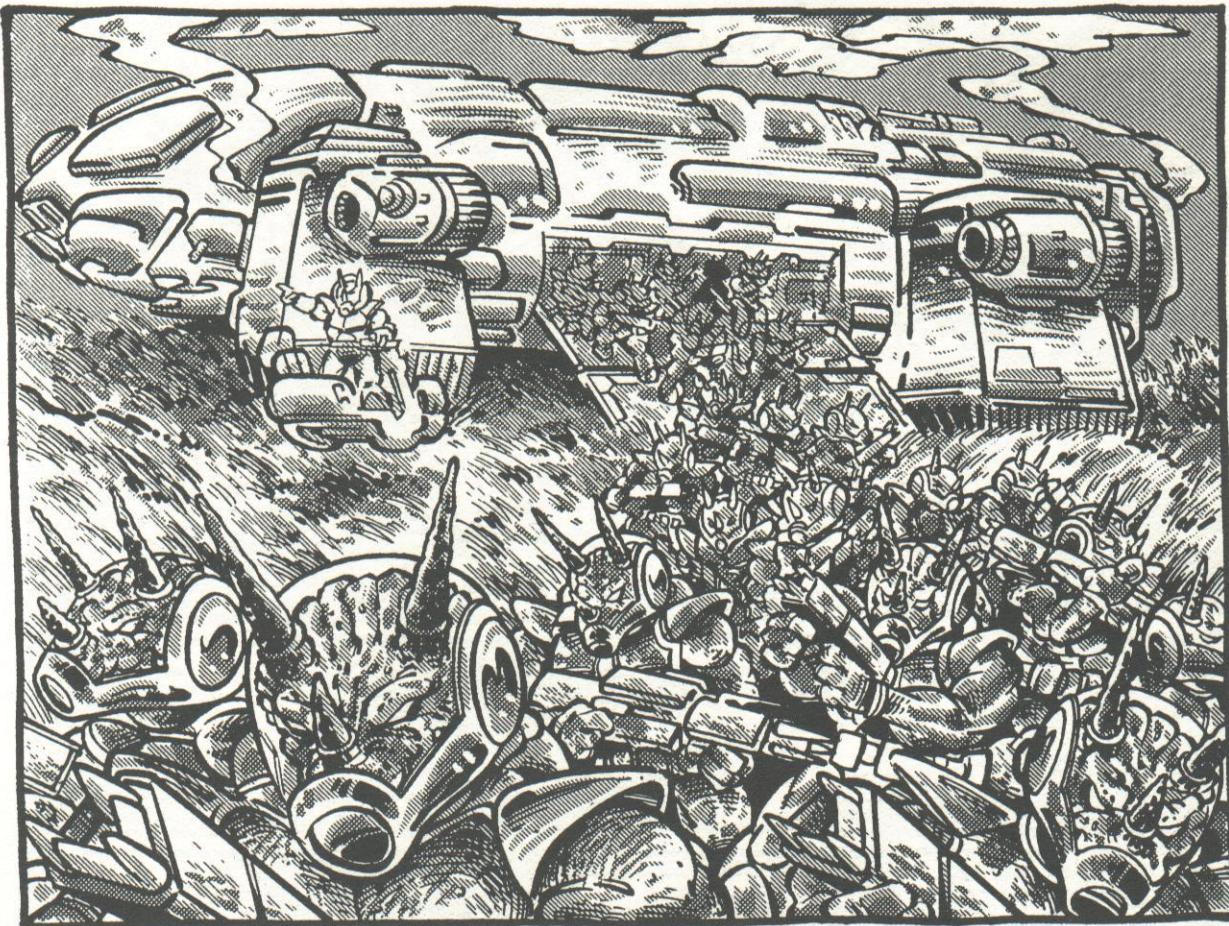


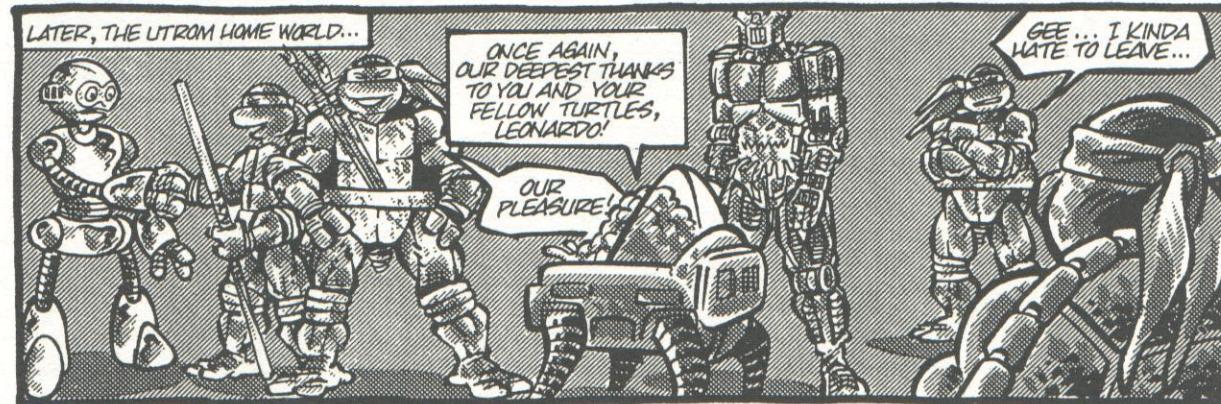
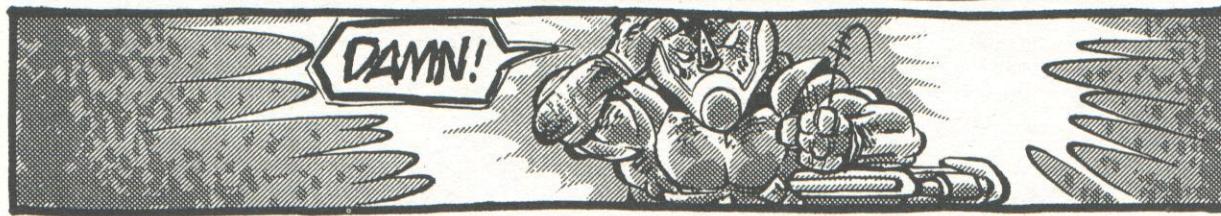
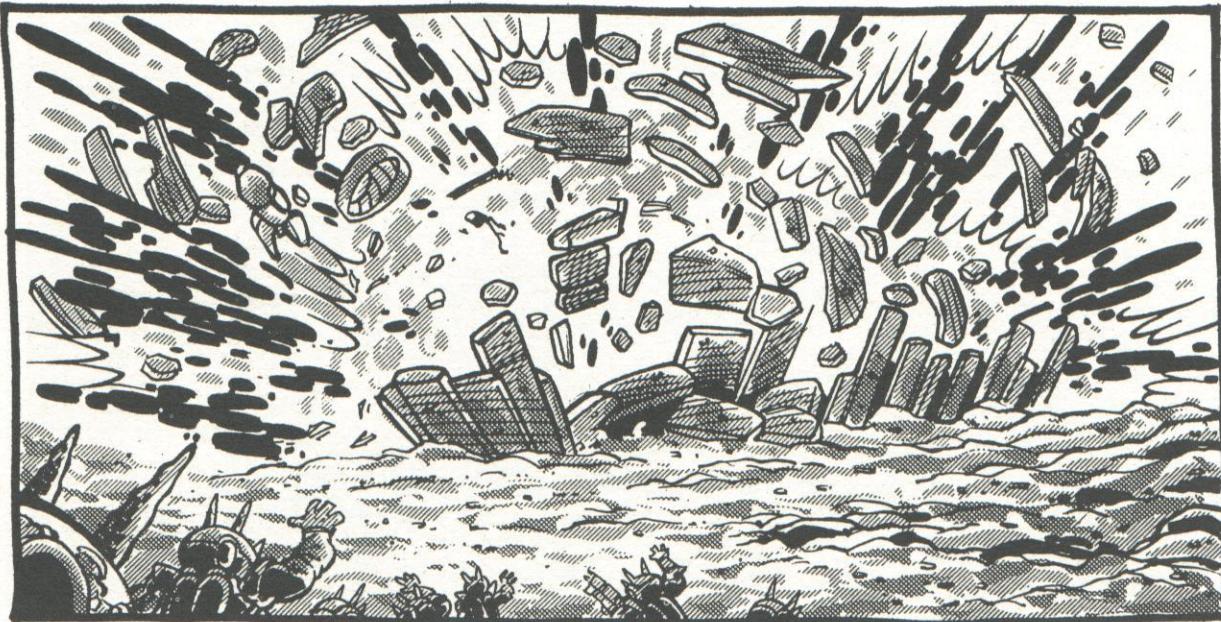


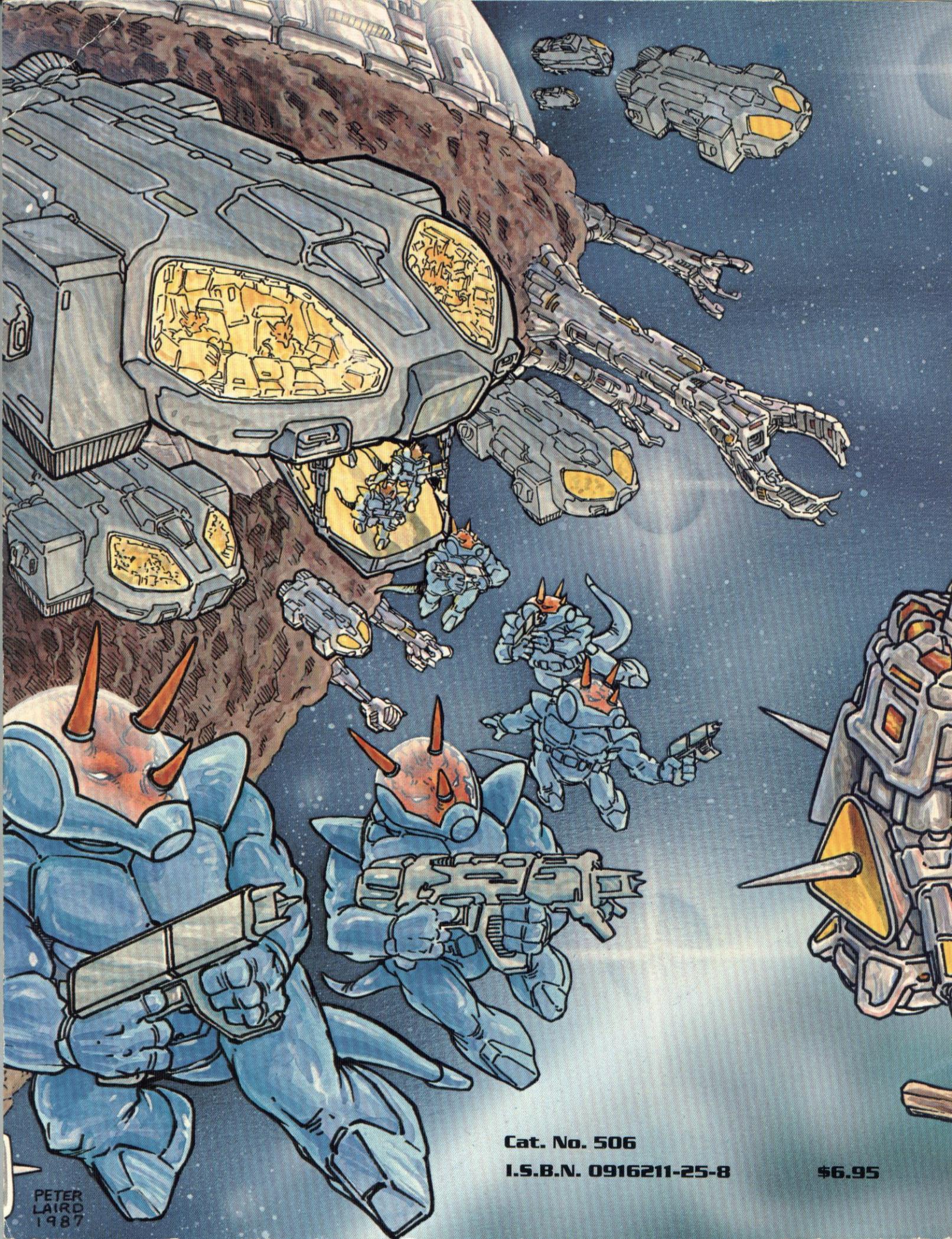












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