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Adventures in the Yucatan

For the After the Bomb® Series

BY ERICK WUJCIK



\$11.95

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This booklet contains two brief adventures and additional source material for our **After the Bomb**[®] adventure/sourcebook **Mutants of the Yucatan!** It also contains a **Quick Roll Villain** table for both the **TMNT RPG** and **After the Bomb**[®].

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ZAPATA—MUTANTS OF THE YUCATAN—

Gateway to the Yucatan

Zapata is the closest thing to civilization in the Yucatan. This sleepy town is at the very end of the last road that *Imperial Mexico* maintains in the Baja Mexico.

The Children of Zapata

At any given time, four to nineteen (3D6⁴) mutant animal children will be hanging around the dusty streets of Zapata. Bored with life in general, they will instantly attach themselves to any strangers, eager for news, money, food, or any kind of excitement.

A Typical Mutant Child at Zapata

Typical Mutant Child: S.D.C.: equal to age, Hit Points: age divided by two. Those over the age of four have either W.P. Blowpipe or W.P. Bow, with poison darts or poison arrows. That's because one of the children's main responsibilities is keeping control over the local cockroach population (20 pounds, A.R.:8, 10 S.D.C. and 2D6 Hit Points). All children over the age of ten know the Jungle well enough to have the Jungle Survival skill at first level, by age twelve it's second level, and the fourteen year olds are at third level.

Some Optional Non-Player Characters

1. **Chac, 9-year-old Vampire Bat.** A precocious kid, almost a brat, and one who'll ask questions constantly; and will become very self-important if asked by the player characters to do anything. Although he's an orphan, he's the natural leader of the Zapata kids.

2. **Avia, 14-year-old Emerald Tree Boa, and Juan, 13-year-old Emerald Tree Boa.** This sister and brother pair are the children of the town's Guardia Commander, Miguel Alguerre. They are the oldest and most responsible of the kids, and they will play "protector" if any other children are threatened. At least for the first few hours, they'll treat strangers with a certain amount of caution. If they figure that any player character "hates kids," they'll report it to their dad, and it could result in the whole town turning hostile.

3. **Juarez and Diego, 7-year-old twin Kinkajous.** The twin sons of Carillo Felipe, the owner of Zapata's only store. They are curious and friendly, with Diego being a lot bolder, and Juarez being more inclined to want to study problems carefully.

4. Three kids who can fly are **Xavio, a 7-year-old Toucan, Maria, a 12-year-old White Hawk, and Simon, a 10-year-old Green Jay.** They are all proud of their aerial skills (although they are a little awkward on take-offs and landings), and will readily help the player characters if treated well.

5. Among the very young kids are **Dona, a 3-year-old Tree Porcupine, and Thomaso, 3-year-old Giant Anteater,** both of whom are very affectionate, and will take a stranger by the hand, or crawl into their lap, at the slightest invitation. **Sangria, a 3-year-old Sloth,** who is very shy, and will usually suck her thumb and hide behind one of the other children. Adventurous pre-teens include **Triguena, an 8-year-old Margay, Juanita, a 9-year-old Cat, and Miguel, an 8-year-old Mouse.**

Guardia Fortress

In addition to being the only outpost of law and order, the Guardia Fortress also serves as Zapata's "Casa Real" (administrative office), and "catastral" (tax office). This is a thick-walled stone building that served as a bank in pre-Death days. Currently, its walls have been fortified, the vault has been put into working order, and there are sandbag positions and two machineguns up on the roof. The teller area has been turned into a jail cell, and there are usually from two to twelve (2D6) prisoners either serving short terms (a week for drunkenness) or waiting for the monthly prison bus to Baja, Mexico's capital. An addition on the back of the building houses the commander and his family.

Miguel Alguerre: Mutant Emerald Tree Boa Constrictor

Miguel is the commander of the Zapata Guardia outpost. He is the only really professional military man in town. When he needs "deputies" he'll usually swear in some of the local drifters, or, if the situation is serious, he'll draft all the capable adults in town into a loose militia.

Alignment: Scrupulous

Attributes: I.Q.:7, M.E.:30, M.A.:14, P.S.:6, P.P.:7, P.E.:4, P.B.:17, Spd.:16

Age: 29 **Sex:** Male

Size Level: 11,

Weight: 245 Pounds (110 kg) **Length:** 18 Feet (5.4 m)

A.R.: 7 **Hit Points:** 51 **S.D.C.:** 65

Disposition: Cautious, slow, but well-meaning.

Human Features:

Hands — FULL

Biped — NONE (No legs either)

Speech — PARTIAL

Looks — NONE

Powers: None

Psionics: Bio-Manipulation: Blind, Mind Block, See Aura.

Level of Experience: 5th level

Occupation: Commander of Zapata's Guardia

Natural Weapons: None

Skills of Note: Radio: Basic (65%), Detect Ambush (65%), Detect Concealment (55%), Interrogation (65%), Tracking (55%), Jungle Survival (65%), First Aid (75%), Demolitions (75%), Pilot Truck (94%), Hand to Hand: Expert (5th level), W.P. Machete, W.P. Automatic Rifle, W.P. Automatic Pistol, W.P. Sub-machinegun, W.P. Machinegun. All skills are at 5th level proficiency.

Attacks Per Melee: 4

+3 to Strike, +2 to Parry, +3 to Dodge; No bonus to damage, +2 to Roll with Punch or Fall. He doesn't do a Kick Attack, but he can attempt to knockdown opponents with his tail with a +2 bonus.

Personal Profile: An easy-going guy, Miguel is devoted to his wife Diana and his children. He'll usually try to talk things out before arresting anyone, and he's not particularly greedy about getting bribes (although he does expect to be paid off; it's his main source of income).

Special Weapons: Usually wears a 9mm Automatic Pistol.

“Disco” Trading Post

Under a huge, rainbow colored sign reading “Disco!,” Carillo Felipe operates the town’s only store. If there’s a market for it, Carillo will try to keep it in stock. His prices are high, about twice what you’d expect to pay in central Mexico. Carillo is also the town Postmaster. All mail comes through the shop (you pick it up, he doesn’t make house calls). This is also the only place in Zapata where you can make a telephone call.

Carillo is also the town banker. He provides saving accounts (5% interest), and lends money (25% interest). Because of failed mortgages and defaulted loans, he also owns most of the houses and shacks in town. As real estate agent, he rents out a number of properties. In addition, he also buys gold and precious stones, as well as ancient antiques from the jungles.

Carillo Felipe: Mutant Kinkajous

Alignment: Unprincipled

Attributes: I.Q.: 13, M.E.: 29, M.A.: 9, P.S.: 26, P.P.: 11, P.E.: 6, P.B.: 12, Spd.: 11

Age: 41 **Sex:** Male **Size Level:** 8

Weight: 165 Pounds (74 kg) **Height:** 5ft 2in (1.6m)

A.R.: 4 **Hit Points:** 16 **S.D.C.:** 30

Disposition: Methodical and friendly, but careful of his money.

Human Features:

Hands — FULL

Biped — FULL

Speech — FULL

Looks — PARTIAL

Natural Weapons: None

Powers: None

Psionics: None

Combat Skills: Untrained, he has only one attack per melee and his only bonus is +5 to Damage.

Personal Profile: He has a wife, Anita, and a pair of 7-year-old twins, Juarez and Diego. Carillo cares about the people of Zapata, and he’ll rarely evict old people or women with children, but he does try to make a good profit.

Market Square

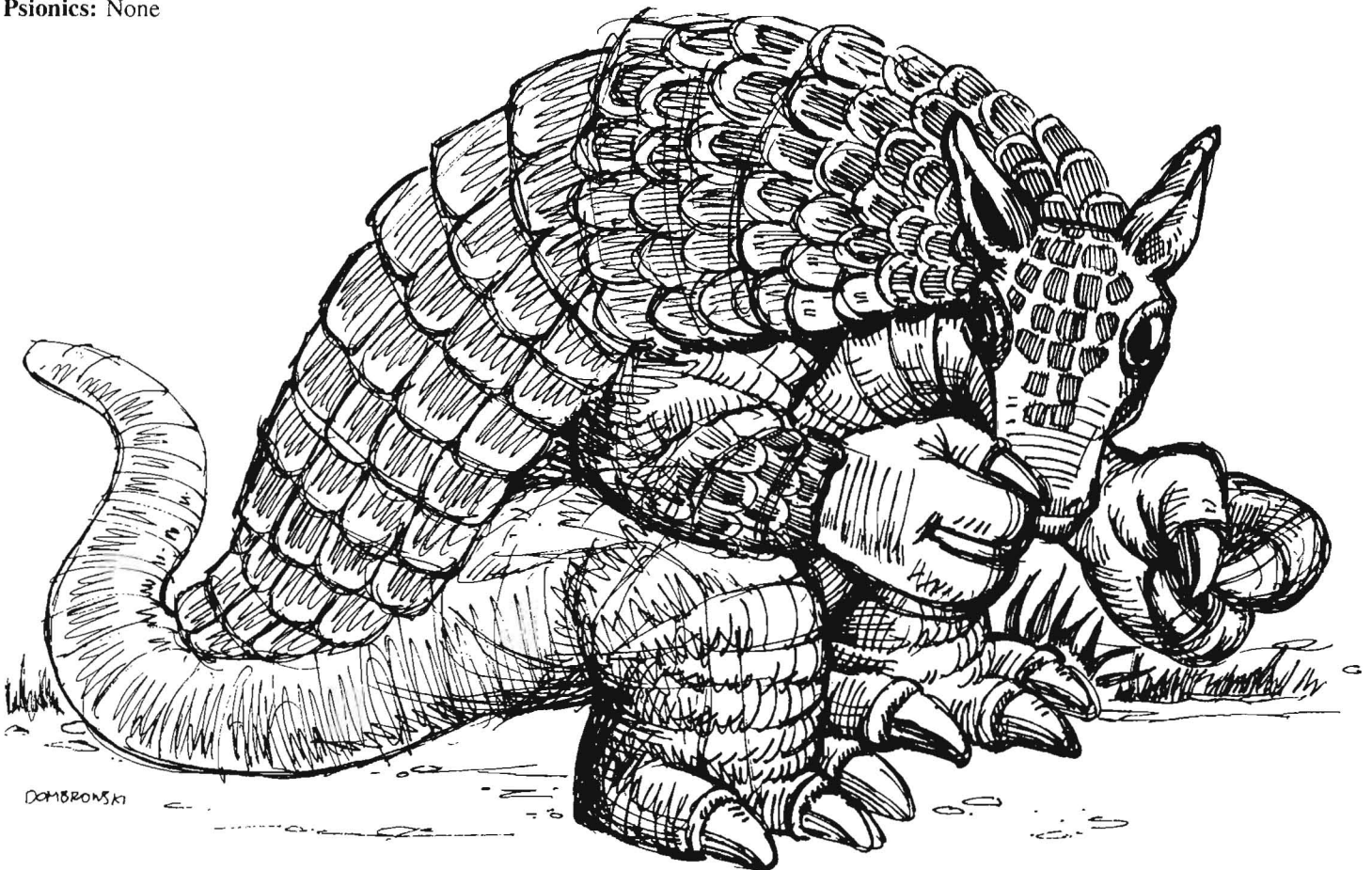
This is an open-air market. On market days, twice a month, it’s filled with dozens of farmers, jungle tribesmen, and merchants from the north. The place is loud, boisterous, and filled with a confusing assortment of merchandise. Food is very cheap, with pounds of fresh fruit, vegetables, or cooked insects going for 500 Pesos or less. It’s also possible to buy old items from the Pre-Death (about half the usual price), and even ancient Mayan antiques.

When it isn’t market day, there are usually no more than one or two hopeful sellers, usually a few sleepy members from a jungle tribe, selling a load of overripe fruit, or somebody having the equivalent of a garage sale, selling whatever unwanted things they’ve found laying around their hut.

Terminal Zapata

The Bus Depot

Operated by Mexico Omnibus, the Imperial Mexican national bus line, this is the town’s *only* gas station, and has the only equipped garage for working on mechanical problems. The bus departs three days a week, at Noon on Mondays, Wednesdays and Fridays. Incoming buses usually arrive sometime in the



evening on Tuesday, Thursday and Saturday. There are six derelict buses in the garage, and all have been heavily cannibalized for spare parts.

Local prices for fuel are 350,000 Pesos for a gallon of gas, and 400,000 Pesos for a quart of oil. A bus ticket to Quartajena, the nearest town (45 miles/72 km and 3 hours travel) is 2,500 Pesos.

Maria Oleana: Mutant Ocelot

The only mechanic in Zapata is Maria Oleana. She's also the Omnibus ticket agent, and the gas station attendant. Although she is the full-time employee of the bus line, she'll work for anyone with enough money to pay her 10,000 Pesos per hour (parts are extra).

Alignment: Anarchist

Attributes: I.Q.:9, M.E.:13, M.A.:2, P.S.:5, P.P.:14, P.E.:18, P.B.:19, Spd.:10

Age: 18 **Sex:** Female

Size Level: 3

Weight: 9 pounds (4 kg) **Height:** 31in (0.8 m)

A.R.: 4 **Hit Points:** 24 **S.D.C.:** 21

Disposition: A little dense, humorless, and businesslike.

Appearance: A beautiful, miniature, cat-like woman. She has golden hair, pale yellow skin, and dark black eyes and lips.

Human Features:

Hands — FULL

Biped — FULL

Speech — FULL

Looks — PARTIAL

Natural Weapons: None

Powers: Nightvision (50 feet)

Mechanical Manipulation (see *Transdimensional TMNT*). The rare ability to sense what is wrong with any machine. Maria uses the power mostly for diagnosis, having figured out that anything that she repairs using her special power falls apart as soon as it gets out of town.

Psionics: Sixth Sense and Telepathic Transmission.

Level of Experience: 3rd level

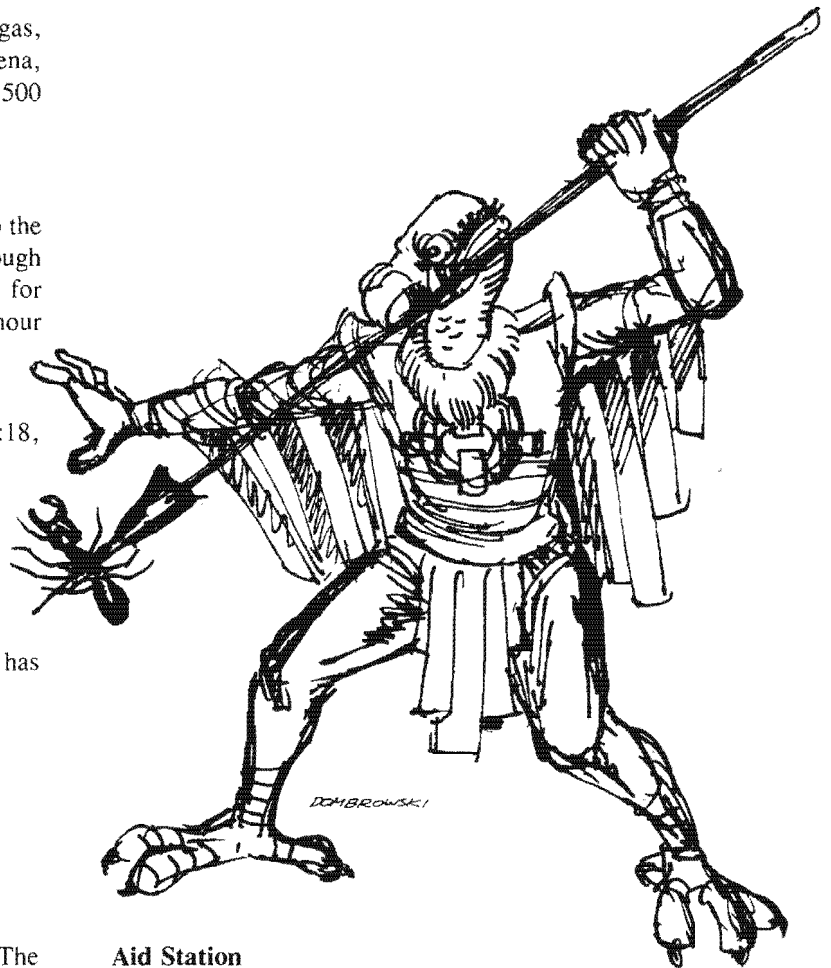
Skills of Note: Pilot Automobile (88%), Pilot Truck and Bus (72%), Prowl (70%), W.P. Revolver (4th level), Automotive Mechanics (59%), Basic Mechanics (52%), Diesel Mechanics (84%): Used to fix Bus and Truck Engines, and Climbing (98%): When you're less than three feet tall, you've got to do a fair amount of climbing in order to fix normal sized trucks and buses.

Attacks Per Melee: 2

No Bonuses in Hand to Hand Combat.

Personal Profile: Maria loves her work, and she deals better with machines than with their operators. Although she passes herself off as a "tough guy," she's a soft touch and will often work for reduced rates, especially if the vehicle is unusual or interesting.

Special Weapons: She carries a special, lightweight, .25 Caliber Revolver. She practices daily with the gun, and usually fires with carefully aimed shots (twice per melee round), with a +6 to Strike. Damage is 2D6 per round.



Aid Station

This run-down shack is also the home of Armando, a mutant Ocellated Turkey, who is the village Curandero ("Healer"). Although he often uses native cures and chants, he's also adept at setting broken bones. There are two "wards" in the house, actually bedrooms with four beds each. The "surgery" is well-scrubbed and equipped with tools used only by the regional doctor, who shows up every year to give everyone an examination.

Name: Armando Fiero

Alignment: Scrupulous

Attributes: I.Q.:17, M.E.:6, M.A.:16, P.S.:11, P.P.:12, P.E.:16, P.B.:18, Spd.:18

Age: 28 **Sex:** Male **Size Level:** 9

Weight: 210 Pounds (94.5 kg) **Height:** 5ft 10in (1.8 m)

A.R.: 4 **Hit Points:** 21 **S.D.C.:** 35

Disposition: Often confused, easily fooled, but cool and competent during a medical emergency.

Human Features:

Hands — FULL

Biped — FULL

Speech — PARTIAL

Looks — NONE

Natural Weapons: None

Powers: None

Psionics: None

Level of Experience: 4th level

Skills of Note: Paramedic (76%), Snake Doctor Medicine (50%), W.P. Machete (4th level).

Hotel El Presidente

Calling El Presidente a hotel is like calling Zapata a city. El Presidente is a cantina restaurant, with sleeping rooms upstairs. Loud music, either pop music from pre-Death compact discs, or live music from the town's only band (they play Rancheros songs, sort of like Mexican country and western), is constant. The food is good, but very expensive, typically 45,000 Pesos for dinner. Wine, at up to 50,000 Pesos a bottle, is also expensive. The rooms are clean, and a relative bargain at 15,000 Pesos a night. Unfortunately, getting a good night's sleep is difficult, since the music downstairs continues until two or three o'clock in the morning.

Cinema Zapata

A twenty year collection of Corazon, a pre-Death Mexican television soap opera, which is a lot like an American or British soap opera, except with a lot more crying, plays at the theatre daily. The owner runs these in two three hour sets each day, at noon, and again at 4:00 in the afternoon. At night, around 9:00 PM, they usually show old western movies (Clint Eastwood is the popular favorite). Which means, if you stick around for it, you can watch the whole cycle in about five years. Daily admission is 5,000 Pesos.

The Cinema is run by Ursala Varguez, an ancient human woman. She looks like a witch, with a long, hooked nose, and dresses in tattered black dresses. Although totally harmless (her alignment is Principled), she is called Bruja ("witch") behind her back and is feared by many of the villagers and most jungle dwellers.

Taverna Roja

Literally, "The Red Bar," this is the worst dive in town, and possibly the roughest, toughest bar in all of Imperial Mexico. It's dark, dirty and stinking of stale beer and even less appealing fluids. There are only two drinks available. Cerveza (beer) is 5,000 Pesos cold, or 2,500 Pesos warm. Chucho con rabia ("rabid dog") is the most popular drink, and the cheapest, with a shot glass costing only 1,000 pesos. A whole liter bottle of Chucho goes for 6,000. Huge, greasy tacos, loaded with peppers and onions, are cooked and served by the bartender a couple of times every night, and cost 5000 Pesos each. Everything, including bar, kitchen, stools, tables, chairs and dart board, is in one big, sixty by twenty-five foot, room.

The patrons of the Taverna are just as greasy and smelly as the tacos. Among the "regulars" are *Tulum*, a *Fish-Eating Bat*, *Artesania*, a *female Toucan*, *Ignacio*, a *mutant Squirrel*, and *Pasqual*, a *White-Lined Bat*. All of them love telling each other lies and tall tales. To strangers, they'll pass off any strange rumors in the form of personal experiences. Rumors run rampant, and, if the player characters ask questions, they'll get an earful from the following table (Game Masters should feel free to make up all kinds of nonsense, and to fill in lots of extra details.):

Jungle Rumor Table (roll percentile dice)

01-15 "Bizarre things in the jungle? Sure, I've seen the strangest sight of all, the Rio Fuego, what you would call the River of Fire. It's like a normal river, as wide as this building (30 feet/9 m), but filled with molten rock. Instead of waves, there were tongues of flame licking the shore."



16-25 "Our Mayan ancestors called them the Nah Tsi-ulu, the tigers of the shadow. It was said that these giant cats could walk between the world of man and the world of the dead. It is said that they are always watching. That they could be watching us right now..."

26-40 "El Dorado? The City of Gold? What all those Conquistadors killed themselves looking for? Maybe they couldn't find it before the Xu-tan, but it's there now. I've seen it, glittering in the sun. I was way up on the top of this big cliff, no way down that I could see, and there, on the other side, like on the top of another cliff, there it was. Glittered in the sun enough to blind 'ya! With a huge Pyramid, all of pure gold! Tons of gold! I'd be rich now, but I never found it again..."

41-50 "Weirdest thing I ever saw was the Aztec gods come back into the jungle. They were way up high, riding this huge rock, the size and shape of a Maya Pyramid! I could see them riding it, three of them, one in pink flamingo feathers, one in jaguar skins, and the other one wearing some kind of pitch-black armor. The one in black armor, it was smoking,

like they describe that old god, Itzcolihqui, the twisted obsidian one. I hid away under a bush and the whole sun was blocked out for ten, maybe fifteen, minutes. Then, after it got light again, I came out. No sign of the gods, but there were little tiny drops of blood around for miles after that.”

51-65 “You going in that jungle, way up in the Yucatan, you better watch out for them Kanank-Ax. What? You never heard of them? They’re the guardians of the jungle. Little spirits, look like an old human indian, but only maybe two feet tall. They decide they don’t like you and they call to you with music. Follow that music and nobody ain’t never going to see you ever again...”

66-75 “Sure, there’s still stuff left from before, from before the Xu-tan. I seen this one place. It was like a sudden stop to the jungle, one second, leaves thick as soup, the next, it was clear, with blacktop pavement. Still marked with white lines like they used to have for parking cars. And right in the middle was this shining Supermarkado, you know, like a supermarket of the gods. I tried to get in the glass doors. Got ’em open a crack, and felt the most beautiful cold air! It was still air-conditioned! But then these sirens and red lights started, and I got a real bad feeling about that place, so I got out of there real quick. Too bad, I would’ve like to go into a place with real air conditioning! Say, Tlaq [to bartender], when you gonna’ put air conditioning in this dump?”

76-85 “They say there’s no cannibals anymore, but I tell you, you better watch out for them Lo-Kyn bats. They’re a tribe that’s gone back to the old ways. They capture you, you’ve had it. They’ll stick you in a cage and suck blood out of you for weeks until you die. Then, just when you think you can’t take anymore, they turn you into a zombie! Walking dead. Then you’ll never have any peace, and you have to spend your time looking for new victims for your Lo-Kyn masters...”

86-90 “I found a cave once. Just fell into it when I was running from some Army Ants. I must have wandered around in that spooky place for a week or more. Had to survive by licking water off the walls, and eating dead insects. It was awful, just darkness for days! Anyway, just when I thought I’d had it, that I was going to lose my mind, I came out into the light. After my eyes adjusted, I saw that I was in a mighty strange place. A jungle, sure, but like no mutant jungle I ever saw. All the plants were big and round and with huge leaves, but little, tiny yellow flowers. I wandered around for a few hours, eating roots and a big beetle I caught, just happy to be free. Then the ground started shaking! These huge beasts, big as this building, on all fours, with three horns on ’em, started charging me! I climbed up a tree and saw the strangest thing I ever seen! The last of the big three-horned critters showed up, but slowing down ’cause he had some kind of green reptile hanging onto his back leg. The big guy staggered, and then a whole bunch more of the lizards ran up, on their hind legs, and started slicing into him. They’d grab on with the talons on their little two-fingered hands and then they ripped into him with this big claw, big as a meat cleaver. Then, when the big three-horn guy was a goner, the whole place started shaking again, and there was this roar like the loudest sound in the world. It was a big lizard, tall as a mountain, with a mouth big enough to swallow us all! I don’t know! My mind just broke. I ran for that cave, and I ran and ran. Next thing I knew, I was back in the regular jungle. Last year I saw a picture in a book, and the things I saw ... dinosaurs! Yep, I saw dinosaurs!”

91-00 Roll on the Jungle Encounters Table, and use the result as the basis for a new rumor.



Tlaq Naq: Mutant Hawk

The owner and barkeep of the Taverna Roja is Tlaq, as close-mouthed as his customers are noisy. He keeps the place marginally orderly, though none too clean. Everyone in Zapata has seen him fight, so nobody messes with him. In response to personal questions, or questions about the Yucatan Jungle, he'll give nothing but a cold stare. His most common verbal expressions are "What?" or "Que?"

Alignment: Unprincipled

Attributes: I.Q.:7, M.E.:5, M.A.:6, P.S.:7, P.P.:24, P.E.:18, P.B.:5, Spd.:3

Age: 48 **Sex:** Male **Size Level:** 9

Weight: 180 Pounds (81 kg) **Height:** 5ft 8in (1.7 m)

A.R.: 4 **Hit Points:** 72 **S.D.C.:** 45

Disposition: Methodical, measured, and dead quiet.

Human Features:

Hands — FULL

Biped — FULL

Speech — PARTIAL

Looks — NONE

Natural Weapons: 1D6 Beak

Powers: None

Psionics: Mind Block

Level of Experience: 15th level

Skills of Note: Hand to Hand: Assassin (15th level), Bartender (70%), Climbing (98%), Cook (as Secondary Skill: 74%), Concealment (98%), Detect Ambush (98%), Detect Concealment (98%),

Escape Artist (98%), Land Navigation (98%), Language: English (82%), Prepare Jungle Poison (98%), Prowl (98%), Swimming (98%), Tracking (98%), Wilderness Survival (98%), Jungle Survival (98%), W.P. Blowpipe, W.P. Blunt, W.P. Knife, W.P. Machete, W.P. Automatic Rifle, W.P. Automatic Pistol, W.P. Revolver, W.P. Sub-machinegun (all W.P.s are at 15th level).

Combat Skills

Attacks Per Melee: 7

+10 to Strike, +8 to Parry, +3 to Dodge, +6 to Damage; +3 to Roll with Punch or Fall. Pull a Punch. Knockout/Stun on roll of 17 or better. Critical Strike on 19 or 20. Kick Attack does 1D6 damage; Death Blow on Natural 20.

Personal Profile: As a teenager, Tlaq was recruited into the *Morte-Verde*, a secret para-military society of assassins. He spent a dozen years as a loyal follower as the organization attempted to seize control and form a new nation in Baja Mexico. It wasn't until the group was on the verge of succeeding that Tlaq, along with a few other dedicated killers, realized that the leaders of the *Morte-Verde* were totally corrupt. Within a few hours the chiefs were dead and the *Morte-Verde* society crumbled. Since then, Tlaq has attempted to put the horror of all his killings behind him. He is now extremely reluctant to take a life, and will likely die before taking up a deadly weapon. On the other hand, he will readily use his old talents if innocents or the villagers are threatened and in self defense.

Special Weapons: Tlaq always keeps his favorite cudgel (club) behind the bar. He will always attempt to knockout or stun his opponents, especially in the case of a bar fight.

River Ferry

At the end of town, heading toward the Yucatan and away from the rest of Mexico, there is a well-blazed trail. It winds through the jungle for about a mile, and comes out at the river. There the player characters can see the remains of the old bridge (just the foundations on each bank, and a single huge pillar sticking out of the middle of the river). They'll also see a sturdy raft with a cable that stretches across the fifteen hundred feet of river (4572 m). The cable moves the raft when pulled from either side, or when riding the raft. It'll handle up to 8,000 pounds (3600 kg). Characters will need a combined strength (P.S.) of twenty-five or better to move the raft when empty or lightly weighted down. Any load of 1,000 pounds (450 kg) or more will need at least thirty points of strength.

Aztec-Land

(Adventure)

NOTE: An easy adventure location, suitable for any number and level of players, and requiring no special skills, powers or abilities. Perfect as an introduction or first encounter in the world of **Mutants of the Yucatan**.

PLAYER BACKGROUND — MISSION FROM CARDANIA

Assuming that the player characters are from Cardania (*After the Bomb*), read the following (also see optional alternate backgrounds which follows):

"As soon as you've all gathered in the room, your briefing agent, Irma Prider, enters. You recognize her as one of Cardania's top intelligence advisors. She hangs a tattered, old map of Mexico on the wall, and starts speaking.

"Today we are faced with a serious threat from our old rivals in the Empire of Humanity. We first became aware of the problem four days ago, when one of our flying scouts spotted an old pre-Death aircraft carrier being repaired. Our agents have since discovered that the Empire refitted the ship, is loading it with at least a dozen jets and helicopters, manning it with at least a hundred Empire Marines, and getting it ready for some kind of long-range priority mission.

"We think we know where they are going, what they are looking for, and why they are in a hurry. Take a look at these."

"She hands each of you a photocopy of what seems to be a pre-Death travel brochure. 'Visit Colorful Aztec-Land!' it says. 'See the Authentic Re-Creation of the Mythic Past of Pre-Columbian America! Fun! Educational!' and it also has a crude map of the old nation of Mexico, with a big star printed on the Yucatan Peninsula."

At this point the player characters can ask questions. Irma will authorize them to purchase whatever equipment, weapons and supplies they think they'll need. In addition, she'll provide them with a pair of heavy trucks, and papers that should give them safe passage through Imperial Mexico. Note that at this point the player characters can, if they wish, ask for Pre-Death money. This stuff is pretty worthless in Cardania, but it's still good in Aztec-Land.

If and when a player character asks why the Empire is interested in Aztec-Land, she'll answer:

“What would the Empire of Humanity want from an amusement park? Well, aside from remnants of the old technology, our scientists believe that their main objective may be the park's power source. It seems that, just before the Big Death, some kind of anti-matter generator was invented. Called a *Conversion Block*, it could last hundreds of years, provide enough power to run all of Cardania, and all in a package that weighs less than a few hundred pounds. Such a thing would be priceless! And in the hands of the Empire, another tool to exterminate all mutant animals. You must keep the Conversion Block from the Empire. And, if possible, return it to Cardania.”

The group will then be given two days to prepare. Since driving will probably take a lot longer than the aircraft carrier, it's important that the characters get there as quickly as possible. As Irma will say:

“We don't expect that you'll get there much ahead of the Empire of Humanity. So think of your mission as a race. Neither we, nor the Empire, has a good map of the Yucatan, especially since the coastline changed after the Big Death. So, the war between the Empire and we mutant animals may be won by whoever gets to Aztec-Land first, and to the one who gets the Conversion Block”

ALTERNATE PLAYER BACKGROUNDS:

If the players are from Americorp (*Road Hogs*), you might want to modify the introduction somewhat, cutting out the references to the Empire of Humanity, and skipping right to the information about the Aztec-Land flyer.

Other player characters, including those who are native to the mutant jungle, could start the adventure with an initial encounter with the invading Empire of Humanity force. Or simply by stumbling across the entrance to Aztec-Land (skip to Step Four — Getting Into Aztec-Land).

Actually, our heroes can learn the frightening information, in any number of ways. They could encounter a fellow mutant animal (dog) who has run away from the Empire of Humanity because of their terrible plans to exterminate all mutant animals. Or a laborer or jungle scout could have overheard the Empire's plans and is desperately trying to find somebody to stop them before it is too late. If the characters are hooked up to a rumor mill or government agency, they may get the information from a spy.



Game Master Information

Aztec-Land was the last “theme park” built before the Big Death. It has the most advanced technology of Pre-Bomb civilization, and it includes a complete re-creation of an ancient Aztec city, complete with lifelike robotic inhabitants, farmlands, temples, and shops.

All are tended by a complex maze of sophisticated, computerized machines that are completely networked together into a neural network computer.

The Empire of Humanity forces should be a fairly constant problem for any group in this adventure. Aside from their raids into the jungle, they'll discover the exact location of Aztec-Land just as the player characters enter the complex. Depending on the pace of the adventure, any time the game master feels it is appropriate, or whenever it's time for the players to stop fooling around, the Empire forces can be on the scene. And, unlike the player characters, the humans *will have* the proper identification and security passwords to bypass all of Aztec-Land's anti-terrorist security measures.

EVENTS AND ENCOUNTERS

The first two steps of the Aztec-Land adventure are optional. The encounters during the travel through Imperial Mexico and the Yucatan Jungle should be determined by the game master. It's also possible, for a shorter adventure, to just skip ahead to Step Three.

Step One: Across Mexico

If the player characters are starting from *Cardania* or *Americorp*, the game master may wish to run the actual travel to the Yucatan. Along the way, the characters should encounter plenty of fun stuff, such as corrupt officials, bandits, hostile mutant insects and plants, Empire of Humanity air raids, and all the problems that come along with bad roads and a scarcity of good mechanics. Eventually, arriving at the village of Zapata, the group will be ready for the next step.

Step Two: Into the Jungle

The characters will first have to arrange for native guides and helpers. Since there's no way to bring a truck into the jungle, short of arranging an airlift, they'll have to hire bearers to carry any stuff they can't handle themselves.

The trip from Zapata to Aztec-Land should take a minimum of two weeks ... assuming that nobody gets lost or delayed. In that time, the game master should make use of the Jungle Encounter Tables, and, depending on how much time is allowed for campaign encounters with the Empire of Humanity, the Itzco, and the other tribes of the Yucatan as presented in the source material. Feel free to be inventive.

Characters who are native to the Yucatan will be concerned about the human invasion force and the consequences should the humans get the Conversion Block. Of course, native mutants will start the adventure in the jungle.

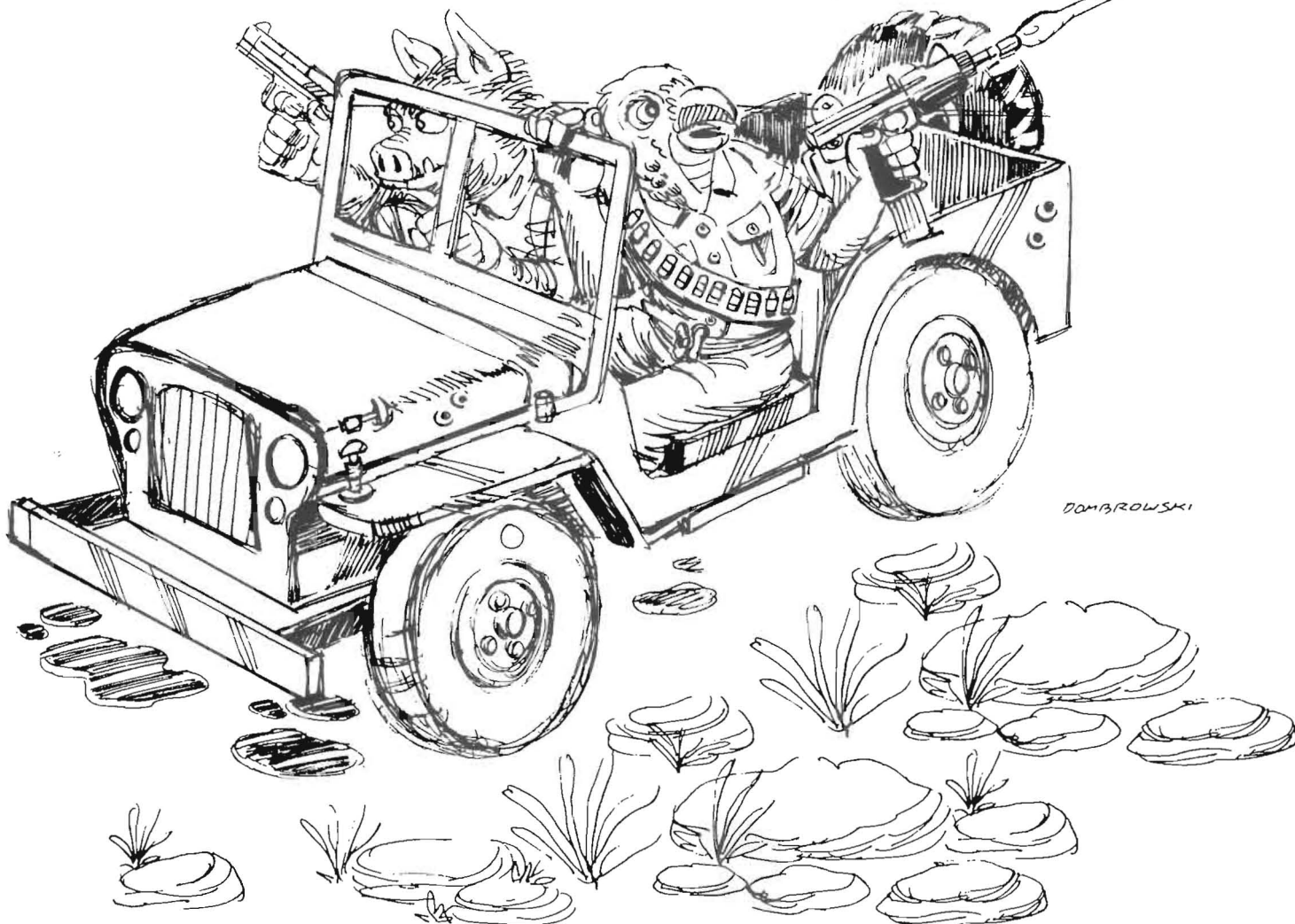
Step Three: Finding Aztec-Land

Once the player group has reached the general area of Aztec-Land, they'll come under the scrutiny of the Tsi-Ulu. Unless the group has been committing actively evil deeds, they'll be contacted by Panio, a talented, young Tsi-ulu mutant jaguar. He has been assigned the task of following the player characters, and, if he finds them worthy, telling them of the Aztec-Land situation. When Panio allows himself to be seen, it will be by appearing, Chesire-Cat-Like, right in front of the player characters.

"The strange black jaguar looks at you calmly, and speaks directly to your mind. There are intruders from the north," he says. Strange humans, with noisy machines, who are looking for the lost city of Aztec-Land. We of the Tsi-Ulu do not like the smell of their minds. So we have hidden Aztec-Land from them. However, we can not keep it hidden for very much longer."

If questioned directly, he will reveal that there are "many" Tsi-Ulu in the area, but that they are "busy" keeping Aztec-Land hidden (they've been psionically masking it, making people forget what they have seen). He will be willing to lead the group directly to Aztec-Land, but he will not enter the park himself. Before leaving the group, he will warn them:

"The black jaguar says, 'I sense that some of the humans now know the location of Aztec-Land. Soon they will convince others. Soon they will come to Aztec-Land. We should hurry.'



Once a “violator” has been stunned, he’ll be gently carried to the gate, and placed outside. A “violator” will no longer be admitted to Aztec-Land, either as an employee or as a paying customer.

Notes 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 direct to Hit Points, with no damage to S.D.C. When the stun damage exceeds the victim’s Hit Points, the victim will go unconscious for 1D6 minutes. Recovery of Hit Point Stun Damage is very quick, less than 2 minutes each. Stun beams do no real damage to 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.

Step Five: Inside Aztec-Land

“Once through the security gate, you emerge into a huge plaza of bright blue cement. Dominating the view are three enormous pyramids, one to the left and right, and the largest, the one you could see over the wall, dead ahead. You also notice that the oppressive jungle heat and the buzzing of insects is no longer bothering you. Somehow, even when you are standing directly in the bright sunlight, things feel cooler.”

Role-Play Robots

These are the robots designed to look and act like the inhabitants of the Aztec-Land *simulations*. Ranging from simple farmers, all the way to simulations of high priests and warriors, they will walk and act like genuine Aztecs, but they’ll speak to the “tourists” in many languages, and will always stop to explain cultural or historical details. They are relatively vulnerable and easily damaged or destroyed (A.R.:6, 10 S.D.C.). Likewise, they have very little “intelligence” — just enough of a memory and program to act out their little roles and answer simple questions from the tourists, like “Where are the restrooms located?” and “When did the Aztecs fall to the Conquistadors?”

It’s also important to note that these robots will tell anything they know. So, if a character asks, “Where is the Power Control Room?” or “Where is the Conversion Block?” the robot will reply:

“Aztec-Land is run on the very latest in power generation technology! Located deep within the main pyramid, at the bottom of the elevator shaft, is Aztec-Land’s power source. It’s called a Conversion Block! Based on the use of anti-matter, this one device, weighing just 280 pounds, and measuring 38 inches long, 20 inches wide, and 16 inches thick, supplies all the power for every Aztec-Land device!”

Temple of the Quetzalcoatl

Although the center steps leading up to the top of the pyramid are normal steps, usually crowded with robot “actors,” the side steps are actually escalators. The right side going up, and the left side going down. There are four “shows” a day, scheduled every two hours, from ten in the morning to four in the evening.

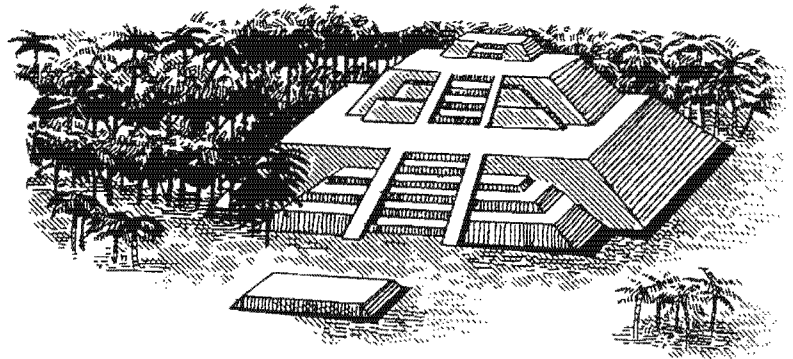
These are the sacrifices to the sun god...

As a special “extra” attraction, tourists, for one token, can arrange to be selected as one of the sacrifices. This will seem to be completely realistic, with holograms showing the beating hearts of the victims being cut out of their bodies. After all, what greater photo opportunity than having a chance to see yourself sacrificed? But no one is actually hurt.

At the rear of this pyramid there is a large metal door. This leads to the main engineering plant of Aztec-Land. Totally off limits to visitors, the players will have to resort to force to make their way into this area. Should they get inside, they’ll have to fight their way through two to twelve (2D6) security robots before they locate the elevator. Once in the elevator, they can push the button for “Power Control,” which takes them to the “Temple Crisis” scenario.

Temple of Tezcatlipoca

This dark and forbidding pyramid houses Aztec-Land’s main “ride.” Entering the doorway at the base of the pyramid, characters will be confronted by a huge statue of Tezcatlipoca, a 40 foot (12 m) tall, skeletal creature with fiery eyes and with the ribs opening and shutting like loose gates. Slipping through the gates starts the characters off on a “house of horrors” style walk that features all the horrible gods of the Aztec underworld.



Temple of Coatl

A temple covered with carvings of the various snake (Coatl) gods, and huge, stone snake sculptures. Inside, there are only a few rooms, with most of the temple closed off with signs that say, still under construction.’ All the open rooms show films and artifacts about the Aztec culture.

OPTIONAL: Here’s where the Aztec-Land promoters had planned to put their star attraction: a real view of the ancient past of the Aztecs. So, if the game master wishes, there can be an inner room containing the Aztec-Land “Time Window.”

This would be a massive structure, extending some 200 feet (10 stories, or basements) underground, and with power requirements that would come close to exceeding the limits of the anti-matter conversion unit. It is set up to work only in establishing links with the past, and only with certain twists (see *Trans-dimensional TMNT* for a full discussion of Time Twists, Cycles and Temporal Science).

Marketplace

Each stall is based on a rug, roughly twelve feet long, and eight feet wide. Some of the robotic vendors just squat on the rug, while others have elaborate kitchens, display counters, or tents constructed on their rugs. A total of 192 stalls fill Aztec-

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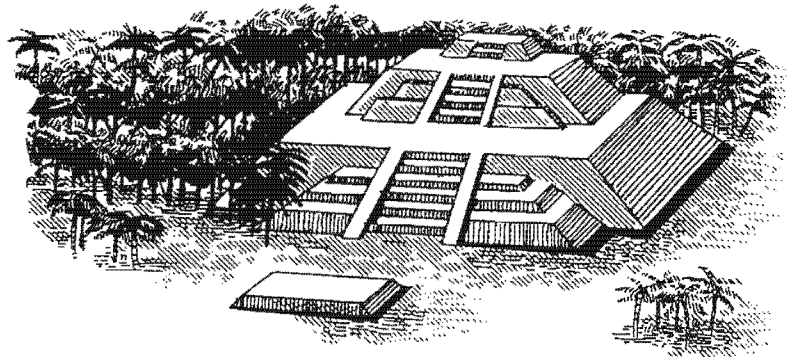
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Land's main plaza. Among the merchandise offered for sale are fresh fruit and flowers, toys and dolls, baskets, clothing, souvenirs by the ton, miniature pyramids, embroidered pillows, along with hot dogs, hamburgers, and french fries, as well as traditional Mexican food. Tokens are used as payment, and here and there, throughout the marketplace, there are automated teller machines for exchanging cash and credit for tokens.

Residential Area

Six square blocks of adobe housing, complete with apartments, hotel rooms, restaurants, tennis court and swimming pool. This area is restricted, with the same kind of arrangement as the main

gateway. Payment of \$280 will register an individual in one of the complex's cheaper rooms.

Farmlands

At the far end of Aztec-Land, still surrounded by the protective wall, are dozens of acres of neatly tended, irrigated, and cultivated farm land. Over a hundred robots, each appearing as an Aztec Indian farm worker, continuously work the fields.

Bus Tour

For one token a character can get on a tour bus manned by two robots, one driver and one announcer. The bus has open sides and drives through the entire Aztec-Land complex.

TEMPLE CRISIS (Adventure)

NOTE: A rough scenario designed for sucking the player into a run away adventure in the quickest time. Any level or type of group should do okay. At least one of the player characters should have knowledge of the Conversion Block.

PLAYER BACKGROUND OPTION #1 — THE END OF AZTEC-LAND

Assuming that the characters have penetrated Aztec-Land's security, and they've gone down into the depths of the tunnel system under the complex, read the following:

"You exit the elevator shaft. Ahead, there seems to be no outlet, just a bare room, ending in a blank stone wall. What are you doing?"

At this point, skip ahead to Step One of the "Events and Encounters" section.

PLAYER BACKGROUND OPTION #2 — CUT TO THE ACTION

Another option, if you don't care to run a whole Yucatan or Aztec-Land campaign, and you just want to jump right into the action, is to run the very end of the Aztec-Land scenario as a "quickie" tournament adventure. Start by reading the following to the players:

"After three hard weeks of cutting your way through the mutant jungle, and dodging helicopter patrols from the Empire of Humanity, you finally find what you've been looking for, a hidden underground passage. Your party of thirty native guides and pack carriers has set up your base camp, and it's time for you, the real adventurers, to do your job. Now, before you go inside, what equipment are you going to take with you?"

Equipment, weapons and supplies should be limited to what each character can easily carry. If there are questions, explain that a reasonable amount is about 25% of the character's body weight, regardless of the character's P.S. or P.E. If there are any complaints, the GM can point out that the characters are going to be crawling through narrow tunnels, and that their camp will be just a short distance back.

"Now, after passing through a couple of thousand feet of treacherous stone passageway, negotiating your way past devilish traps and deadfalls, fighting your way past deadly mutant centipedes, you finally arrive at a dead end. The narrow corridor has dumped you into a room roughly thirty by thirty feet, with a forty foot ceiling.

"Behind you, to the south, is the narrow, five by five by five foot (1.5 m), path that led you here. Ahead, there seems to be no outlet, just a room that seems stark and bare. Even the walls have a definite unfinished look to them, as if the workmen and stone masons had just taken a break from their labors and would return at any moment. What are you doing?"

At this point, skip ahead to Step One of the "Events and Encounters" section.

INSIDE INFORMATION

Player characters who have studied the Pre-Death era civilization will know the following standard policy for dealing with terrorists:

Anti-Terrorist Doctrine:

The period just prior to the Big Death was one where the conflicts between the superpowers had ended, the greatest threat to lives and property came from international terrorists. In an attempt to suppress its worst effects, the following principles were adopted:

1. No negotiation with terrorists.
2. No trading for hostages.
3. All vulnerable points to be wired for self-destruction.

In simple terms, what this means that the core mechanisms of this complex have been prepared against terrorists, i.e. the whole place is wired for self-destruct, and will immediately initiate the self-destruct sequence should unauthorized personnel attempt to seize control.

GAME MASTER INFORMATION

This is an *action* scenario, designed to be run like the last few minutes of an action-adventure movie. Here's a few tips for running this scenario:

1. If things slow down in the entry area, or if the players start backtracking away from the Power Control Room, use the sights and sounds of the Empire of Humanity as a hint to keep them focused on their main task.
2. Once in the Power Control Room, and once the characters have triggered the anti-terrorist mechanism, the self-destruct countdown sequence should be used to keep things moving. Whenever the players start stalling, start increasing the rate that you count down the numbers. As long as things are moving along, fifteen numbers are counted for every melee round.
3. The anti-terrorist laser gun turrets in the ceiling of the Power Control Room aren't really that dangerous. However, using their movement, and the characters displayed on the tracking monitors, is a way to keep the players moving.

Events and Encounters

Things should happen in the following order. First, the characters will have to get by the giant door that blocks off the power control center. Second, they should have the opportunity to explore the Control Room, and retrieve the Conversion Block. Next, they should make use of the Evacuation Capsules sometime before the countdown reaches zero, and Aztec-Land self-destructs. Finally, they'll find themselves back in the mutant jungle of the Yucatan.

Step One: The Wall

Let's start at the dead-end wall. For anyone conducting a close examination of the far wall, read:

"The deadend wall, forty feet high and thirty feet wide, is separated from the rest of the room by thin cracks or seams. Looking at the gaps closely, you realize that the wall is a stone slab resting on the floor, which seems to continue underneath, and wedged between the right and left walls, which also seem to continue beyond the slab."

If someone manages to get up to the ceiling, then they'll find:

"The slab also continues up above the ceiling stone. Where the passage dead ends, will reveal cracks.

Doing a bit of "knocking" or "tapping," checking for different sounds in the building materials will reveal the following. This same information can be noticed by characters using ultrasonic detectors or the advanced sonar sense.

"Most of the stone seems really thick, six feet (1.8 m) or more. However, along the right-hand wall you find something. It would seem that the top edges of the bottom slabs of rock, at a level about three feet above the floor, are hollow. What are you doing?"

The hollow section seems to be about three inches tall, running all the way from the dead end, back to the end of the chamber. It's easy to break through the hollow part, since it is covered

with light plaster, not rock. As soon as someone breaks a hole, and checks the inside, read:

"The hollow portion isn't very deep, extending just two inches into the solid rock. Inside, running the length of the wall, you find three wires. One is colored orange, another red, and the last one is yellow. There seems to be enough slack for you to pull them out a yard/meter if you want to examine them further."

These wires control the door motors for the massive wall at the end of the passage. Characters with electronic skill can be told that it's likely that crossing two of the wires might trigger something. After peeling off the wires plastic coating, and revealing the metal underneath, the characters can attempt to cross the wires. While nothing will happen if the wrong wires are crossed, crossing the red wire with the yellow wire will cause the following:

"Suddenly, with a sound like a gunshot, the entire 30 by 40 foot (9 m x 12 m) end wall slams upward into the ceiling, and you are flooded with bright light from the new opening (a room?) in the passageway. Who is running away?"

Those who do turn to run (a not uncommon reaction), will find that any quick exit has been cut off. For those who simply turn and look, read the following:

"With a bright neon light behind you, it's hard to see back into the gloom of the passageway. However, as your eyes adjust, you realize that the floor is falling away in chunks, down into some deep opening in the earth. Already the edge of the widening pit is fifty feet (15 m) away and getting steadily closer as more pieces of stone break off and fall away."

However, anyone who runs without taking the time to look, will have to roll under their P.P. on twenty-sided to avoid slipping over the edge of the breaking floor. Those who look inside will see:

"Looking inside the light flooded room, you are visually assaulted by a riot of bright lights and strange objects. As your eyes adjust, you see that you are looking into a very modern control area, complete with swivel chairs and high-tech control panels. What are you doing?"

Step Two: Power Control

In the layout of the control room, there are five areas that can be investigated by the player characters. The center, with the access to the conversion cell, the right-hand wall, with the security scanning devices, the left-hand wall, with the escape capsules, the rear wall, where the power control chairs are located, and the ceiling, fitted with automatic cameras and security devices.

Note that the self-destruct countdown will only start once. Since there are a variety of ways that the characters can set off this anti-terrorist measure, ignore any further violations.

Entry to the Control Room

As soon as someone crosses the full eight foot width of the open doorway (and a good GM will ask, "Are you standing under the huge door?"), read the following:

"A mechanical voice crackles from somewhere over-

head. It says, "This is a restricted area, please return to your tour group immediately."

Other than repeating this message, nothing else will happen. However, should any character fire a gun anywhere in the Power Control Room, read the following:

"The overhead speaker speaks again. This time it says, Firing of a weapon by unauthorized personnel is classified as a terrorist act. Unless security personnel enter a countermand, this facility will initiate nuclear self-destruct in 100 seconds ... 99 seconds ... 98 seconds."

Incidentally, it's a good idea to have the door slam down at some point. Wait until all the characters have entered the Power Control Room. Then, WHAM!

The Center of the Power Control Room

Access to the Conversion Block is placed in the center of the room. When someone examines it, read:

"In the center of the brightly lit room you see a ten foot by ten foot (3 m) raised area. There are two steps leading up to its surface. In the middle of the raised area you can see something that looks like a closed circular hatch, sealed with six latches. What are you doing?"

Opening the hatch is simple enough, just open the latches and pull the door open. Looking at the opening they'll see:

"Inside you see a mass of flickering diodes and indicator lights. Dead center you see a rectangular area, about 20 by 16 inches, which seems to be fitted with two solid handles, and two small dials. Lines on the dials are parallel with the long side of the rectangular area."

This area with the handles is, of course, the top of the Conversion Block. In order to remove it, it is necessary to unlock it from its position. This is done by turning each of the two dials 90 degrees, so that they'll be parallel with the short side of the block. Although it really doesn't matter which way they are turned, it's a good game master idea to ask the players whether they're going to turn the dials clockwise or counterclockwise.

Once the dials are turned to the proper position, characters with sufficient strength (it does weight 280 pounds/126 kg!) can pull the Conversion Block out of its slot. As soon as the Block is out (assuming that the group hasn't already initiated the self-destruct routine) read the following:

"The overhead speaker speaks again. This time it says, Removal of the Conversion Block by unauthorized personnel is classified as a terrorist act. Unless security personnel enter a countermand, this facility will initiate nuclear self-destruct in 100 seconds ... 99 seconds ... 98 seconds."

Reinstalling the Conversion Block will not stop the self-destruct. At this point, since all authorized security personnel are long dead, the only option for the player characters is to use the evacuation capsules.

The Ceiling of the Power Control Room

Should anyone examine the ceiling, read:

"Looking upward, aside from neon lights, small air vents, and metal grills, you can also see four strange spheres. Each of the spheres is smooth and white, and each has only two features, a red colored lens, and just below, a short tube. As you're examining the spheres, you

notice one of them moving. It seems to be turning toward you, the tube extending slightly as the red lens is pointed directly at you. What are you doing?"

Aside from the utilitarian lights and vents, the only things of interest in the ceiling are the auto-security monitors. These are bullet-proof (A.R.:17, 12 S.D.C.), and fitted with infrared motion detectors (the red lenses). The tubes house powerful antipersonnel laser rifles. They will swivel and point at anyone moving in the room.

"The overhead speaker speaks again. This time it says, "Tampering with a security device by unauthorized personnel is classified as a terrorist act. Unless security personnel enter a countermand, this facility will initiate nuclear self-destruct in 100 seconds ... 99 seconds ... 98 seconds."

The Right Wall of the Power Control Room

To the right is the holographic (three-dimensional) map. This displays all the other figures (NPCs) stationed on the upper surface of the construct. Anyone inspecting this area should hear the following:

"You see, spread across a long countertop, what looks like an aerial view taken from a point far above this chamber. Everything is presented in a tiny hologram, including miniature Empire of Humanity helicopters moving across the landscape. Also, partially visible below the ground surface of the hologram, you see several pinpoints of blinking yellow lights. In front of the display you see a number of keyboard controls. What are you doing?"

Touching any of the controls results in the following:

"The overhead speaker speaks again. This time it says, Tampering with the holographic monitor by unauthorized personnel is classified as a terrorist act. Unless security personnel enter a countermand, this facility will initiate nuclear self-destruct in 100 seconds ... 99 seconds ... 98 seconds."

The Back Wall of the Power Control Room

The back wall is used as a secondary security station. Currently, the four terminals are each linked to the overhead security devices, and they'll be displaying the views from the infrared lenses.

"Looking at the back wall, you see four computer terminals, each with a padded chair, a monitor flickering with a blue and green picture, and a large keyboard. As you examine the area, you see movement on one of the monitors. Are you going to keep watching?"

Assuming that the character keeps looking:

"Although the picture is a little fuzzy, and the colors are strange, you suddenly realize that you're looking at your own image. It seems like the monitor is linked to some kind of camera overhead. As you watch, you see the picture comes into better focus, and a dotted red cross hair appears in the middle of the picture of your head. What are you doing?"

The monitor is showing the picture that one of the ceiling security device is receiving. Touching any of the keyboard keys results in:

"The overhead speaker speaks again. This time it says, Tampering with security control panels by unauthorized

personnel is classified as a terrorist act. Unless security personnel enter a countermand, this facility will initiate nuclear self-destruct in 100 seconds ... 99 seconds ... 98 seconds."

The Left Wall of the Power Control Room

This is where the emergency evacuation capsules are located. Anyone who checks them out will see:

"Spaced along the wall, at regular intervals, you see five strange circular doors. Each door is bright red, roughly three and a half feet across, each has a small window, just six inches across, and each is equipped with some kind of handle. The doors' hinges are on the bottom. The handles cut across the middle of the doors, and at each end of each handle you see a bright yellow fastener, each marked with the legend, 'pull outward to open.' What are you doing?"

Once a door is triggered:

"With a hiss, the door smoothly opens from the top, and slowly sinks to the ground, revealing a small chamber. The space is spherical, like the inside of a six foot (1.8 m) ball, and padded all the way around, even on the inside of the door, with some kind of thick, brown cushioning. At the top of the chamber there is a small panel, just three inches by three inches, fitted with two switches. One switch is marked 'close,' and the other is marked 'launch'."

Examining the door while it is open reveals a thick, curving piece of metal some eight inches deep. Closer examination yet

will reveal that there are six rods placed evenly around the edge of the door, matching six holes in the door itself.

The capsule will hold around 30 Size Levels' worth of characters (in other words, three Size Level 10 characters, or one Size Level 18 and a Size Level 12). Pulling the inside handle will automatically cause the door to close and seal shut.

"Again, there is the hissing noise and the door closes completely. Now the interior of the ball is complete, with the only features being the small window and the tiny switches. After a moment there is a metallic 'shcankk!' from inside the door, and then another, and another. It would seem that the door is now bolted shut like a bank vault."

Go to "Step Three — Escape" for the rest of the capsule instructions.

Step Three: Escape!

"Now, with the door closed, you find yourself inside a ball, padded all around with a brown material that looks like leather, but feels more like a foot of soft foam rubber. On the inside of the closed door you see only two features, a tiny, round window, just eight inches across, and the padded door handle, and, above you, a six-inch square control panel. The right side of the control panel has two toggle switches, marked "A" and "B," and both switched to the "OFF" position. To the left of the switches there is a small screen displaying glowing green letters. What are you doing?"

Reading the control screen is a good idea. However, if the character doesn't speak English, or can't read, then the letters will mean nothing to them. Those who can read English will see:

"It says, 'Switch A for pre-launch.'"

If "A" is switched to "ON," then read the following:

"You feel a slight vibration. Looking through the tiny window, you realize that the whole chamber is rotating, so that the window is moving upward. What are you doing?"

At this point, flipping switches will do nothing. All the character can do is wait until the pre-launch is complete.

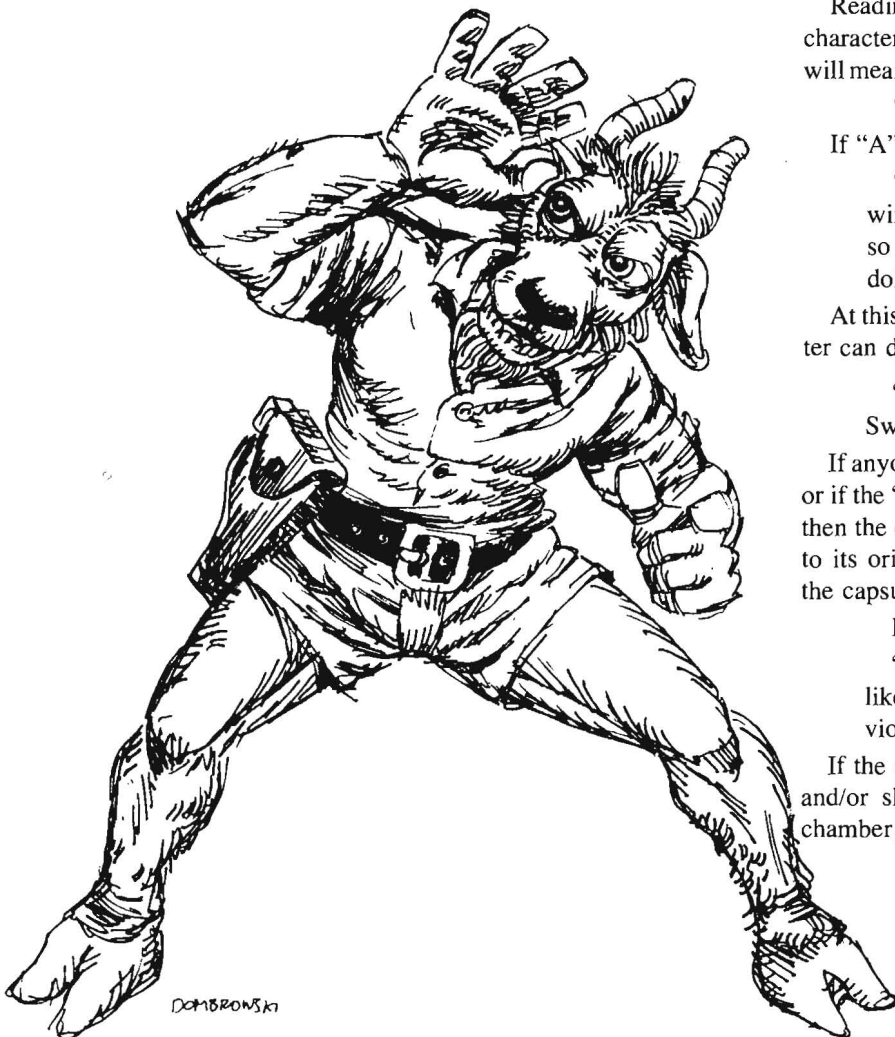
"The control screen now says, 'Switch B for launch. Switch A for abort.'"

If anyone presses the "A" switch back to the "OFF/73 position, or if the "A" switch was moved after the capsule started moving, then the capsule will return to the control room, and rotate back to its original position. Unfortunately, this will use up half of the capsule's compressed air supply.

Pressing "B" starts the following:

"With a deafening 'bang' the chamber slams upward, like an elevator totally out of control. You are pressed violently down onto the floor."

If the characters have the slab with them, or any other heavy and/or sharp object (large weapons, for example) inside the chamber, this is where things may start getting a little rough.



In the first play-test, a rather small mutant sparrow ended up riding the capsule with just the slab. It wasn't pretty. Of course, every time the slab threatened to crash into something, he was more or less obliged to put his own body in the way. Heavy objects with sharp corners will do 1D6 points of damage for every 80 pounds (so the Conversion Block, unless it's well wedged in, will do 4D6 damage).

If they're looking out of the view port:

"It's dark, then whoosh,' you see a flash of green. Then blue with tiny clouds, and then the clouds get bigger and bigger. Then white, then blue, darker blue, purple-blue. Then, suddenly, you can see the stars in a blue-black sky and the tremendous weight leaves you until you feel like you are floating."

Of course, they are floating. The zero gravity lasts just long enough for all the characters to save against losing their lunch (under their P.E. on twenty-sided). It doesn't last long, and pretty soon, they fall back to Earth. Then a parachute pops out. Eventually:

"Finally, with a soft crunch,' you come to a complete halt. The parachute settles over the window. You realize that it is starting to get a bit warm in here. What are you doing?"

If there is still compressed air in the capsule, then turning the door handle will allow the bolts to be retracted and the door to "hiss" open a crack.

However, if the compressed air is gone, because the characters kept flipping the switches, then the door won't open automatically. Getting the door open will take 1D6 hours (it involves peeling off the padding, removing the screws from the tiny interior window, removing the bolts from the matching exterior window, pulling the air tubes out from the hollow section between the interior and exterior hull, and then huffing and puffing in the tubes to get the bolts to retract). Of course, getting both windows off should be a top priority, because there is no other way to get fresh air into the capsule. In the meantime, it will get extremely hot and uncomfortable inside the capsule, since the heat that the exterior hull picked up during re-entry will gradually heat up the interior.

Step Four: The Jungle

The capsule will land deep in the jungle, miles to the west of Aztec-Land. It will also land on the top of the jungle's canopy, so characters will have to figure out how to get down to ground level, or at least over to a branch that can support their weight. If they get out quickly, they'll be just in time to see the mushroom cloud from the exploding Aztec-Land!

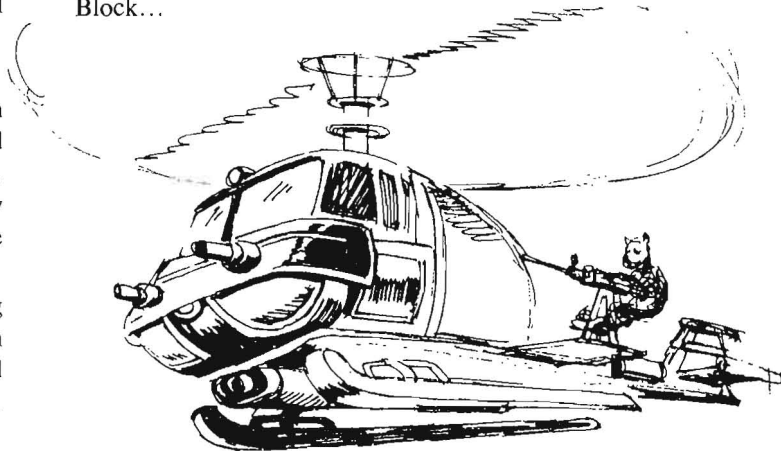
The game master should be sure to roll on the Jungle Encounter Table for the landing site of the capsule.

From this point on, the characters' job will be to escape from the Yucatan, taking the Conversion Block with them, if they managed to get away with it.

Unfortunately, the detonation of a new bomb, with the vision of the mushroom cloud in the distance, will antagonize every tribe and primitive mutant animal in the jungle. Not only will they be unable to listen to reason, they will be hysterically expecting the very worst, the return of the Big Death. Every tribe with any hostility toward outsiders will blame them for the

calamity, and will likely consider options like sacrificing strangers to appease the gods.

Meanwhile, the remaining Empire of Humanity forces will have tracked the escaping capsules, and will soon be combing the skies over the jungle, searching for the missing Conversion Block...



YUCATAN GLOSSARY

Pronunciation for most Aztec, Maya and Spanish Words:

1. Usually the letter "c" is pronounced with a hard "k" sound, as in "cook" or "criminal," and almost never with the soft "s" sound.
2. The letter "i" is almost always pronounced with an "e" sound, like in "peek."
3. A "j" is more like the English "h," so "j" sounds more like "ho."
4. When you see an "x," it's supposed to be said something like the English "sh." So "xok" sounds a lot like "shock," not like "sock."
5. The hardest thing about these words is getting the "tl" sound right. Try saying the word "hotel" really fast. When it sounds like "hotl," without the "e," then you know you've got it right for words like Coatl ("Ko-Atl"). A word like Tochtli ("Tok-tli") is a little different, so the "tli" rhymes with "bee."
6. Most long words have the accent on the next to last syllable, or in two syllable words, on the last syllable.

achiote [Spanish] — A red dye used to imitate blood in ceremonies, or as body paint, extracted from the annatto tree.

ba-ats [Maya] — Monkey.

bitl [Maya] — A nasty insult, it refers to an older term, "bil," that described a dog breed and grown for eating. Mutant dogs, or any mutant meat animal (cows, pigs, chickens) will be mortally offended by the term.

brujeria [Spanish] — Traditional practice of native magic.

brujo [Spanish] — Someone who practices or studies magic.

cascabel [Spanish] — Rattlesnake.

cerveza [Spanish] — Beer. A bottle usually costs 5,000 pesos warm, or 15,000 pesos cold.

chaac [Maya] — The Rain God, sometimes called Mensabak.

chalchihuitl [Aztec] — The green stone, Jade, used as symbol of water. It has trade value even among the most remote tribes of the Yucatan.

chambal-kuhn [Maya] — A ghost or spirit.

Chantico [Aztec] — Goddess of fire and fertility symbols include a red serpent and cactus spikes

chucho con rabia [Spanish] — It means “rabid dog,” but it refers to a really cheap liquor. In a bar a shot of “rabia” costs 2,000 pesos, and a whole liter bottle costs just 12,000 pesos.

Cinteotl [Aztec] — One of the primary Aztec gods associated with corn (“maize”). Sacrifices would involve farmers, and even nobles, bleeding onto the ground or a plant to assure a good harvest.

cipactli [Aztec] — Alligator.

coatl [Aztec] — Snake.

Coatlicuey [Aztec] — **The snake goddess of the Earth, whose sign is jade. There are five snake gods in all, including Quetzalcoatl, the feathered snake god of the air, whose holy symbol is the tail feather of the Quetzal bird, and Mixcoatl, the cloud serpent god, who is associated with hunting, war, and the opals. The last two are Itzcoatl, the obsidian snake god of death and darkness, and Xiuhcoatl, the turquoise snake god of fire.**

cozcaquauhtli [Aztec] — Vulture.

cuetzpalin [Aztec] — Lizard.

curandero [Spanish] — A local healer. Not a doctor, the curandero usually acts more like a nurse, or performs first aid, and decides whether or not the patient needs more expert help.

cutzha [Maya] — Duck.

hachbalum [Maya] — Jaguar.

hoh [Maya] — Crow.

Huitzilopochtli [Aztec] — One of the most important Aztec deities. The word translates into “the blue hummingbird on the left.”

icim [Maya] — Owl.

Itzamna [Maya] — God of time and creation.

Itzcolihqui [Aztec] — The name means “Twisted Obsidian One,” and refers to the god of darkness and destruction.

itzcuintli [Aztec] — Dog.

kiyekyen [Maya] — Peccary.

kiyiba-a-wilik [Maya] — A phrase that translates into “be careful what you see,” used to wish one goodnight, and to have good dreams.

k'inayah [Maya] — A divination or dream of the future.

Kisin [Maya] — A Mayan god whose name means “He who causes death.” The god of death or the devil.

kitam [Maya] — Wild Boar.

Kukulcan [Maya] — Mayan name for the feathered serpent god, called Quetzalcoatl by the Aztecs.

lo-ki-yin [Maya] — A word for cannibal, refers to mythical primitive people.

ma [Maya] — Word for “no.”

marabunta [Spanish] — Army Ant.

mazatl [Aztec] — Deer.

Metlan [Maya] — The underworld or hell where the souls of the wicked are punished.

mik-chal [Maya] — A formal rite of passage to adulthood.

Miquiztli [Aztec] — God of Death.

morral [Spanish] — A shoulder bag made of cords woven into a net. Easily made (in about 30 minutes) by anyone with Jungle lore. A brightly colored version costs about 1,000 pesos.

nacom [Maya] — War Chief.

nauyaca [Spanish] — Fer-de-lance Snake.

ocelotl [Aztec] — Tiger.

oken [Maya] — A greeting that means “welcome.” Usually the person being visited waits until the visitor makes the first friendly greeting and then responds with “oken.”

onen [Maya] — An “onen” is an animal icon or symbol. Each Maya has a family onen and also a personal one. In the post-Death world, a mutant animal with onen will be prohibited from killing any of those creatures.

ozomatli [Aztec] — Monkey.

quauhtli [Aztec] — Eagle.

que [Maya] — Parrot.

sak-al [Maya] — Army Ant.

sas-wich [Maya] — Someone who is clairvoyant, or a clairvoyant experience.

say [Maya] — Leaf-Cutter Ant.

Tah Tsi-ulu [Maya] — Mythical jaguars of great power and the ability to travel between Earth and the spirit world.

tal-in-wilech [Maya] — When coming to see someone, this phrase tells them “I have come to see you,” and also implies that the visit is peaceful. The one being visited usually responds with “okne.”

Tezcatlipoca [Aztec] — Translated as “Mirror that Smokes,” this is the god of shadows, and of evil magic. Seen as a ghastly skeletal creature with fiery eyes and a slobbering tongue, with ribs opening and shutting like squeaking gates in the wind.

teyolia [Aztec] — Soul or spirit.

thul [Maya] — Rabbit.

tochtli [Aztec] — Rabbit.

teyo-yohil [Maya] — Great spiritual leader or teacher.

tsoy [Maya] — Word for “good.”

Ueuecoyotl [Aztec] — **A fun loving, trickster, God. Ueuecoyotl is usually depicted as an old coyote.**

utiu [Maya] — Coyote.

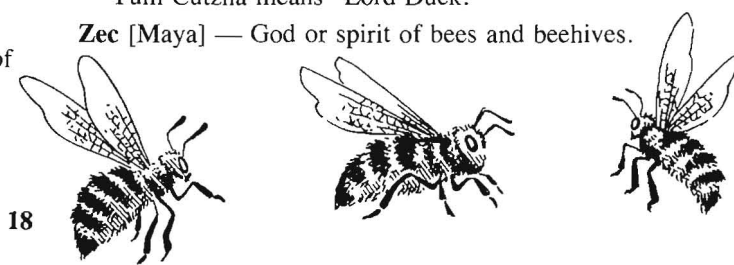
Xiuhtecuhli [Aztec] — God of Fire. Traditionally, all fires were to be doused and reset every 52 years as a sign of respect.

xok [Maya] — A supernatural creature of the water.

xu-tan [Maya] — The word for the end of the world, long predicted for the year 2008 AD by Mayan study of their sophisticated calendar alignment of the planets. Now used by speakers of the Mayan language to describe the Big Death.

yum [Maya] — A word of respect meaning “Lord” or “Sir.” Yum Ah Say means “Lord of the Leaf Cutter Ants,” and Yum Cutzha means “Lord Duck.”

Zec [Maya] — God or spirit of bees and beehives.





What follows is a set of tables that should enable Game Masters to roll-up secondary characters quickly. These tables provide the means of creating an average mutant animal villain quickly. However, speed and convenience also means sacrificing variety and detail. Game Masters may wish to add details or modify characters as they see fit. Likewise, the GM may make use of the random rolls or *select* items/characteristics using these tables as a guide.

Gender

01-65 Male
66-00 Female

Level of Experience

01-25 First
26-50 Second
51-75 Third
76-90 Fourth
91-00 Fifth

Age (optional)

01-15 16 years
16-30 18 years
31-40 20 years
41-60 24 years
61-70 28 years
71-80 34 years
81-90 40 years
91-00 50 years

Alignment

01-20 Aberrant
21-50 Miscreant
51-80 Diabolic
81-00 Anarchist

The Animal (General Specie)

01-05 Zoo: Alligator
06-10 Zoo: Lion or Tiger
11-15 Zoo: Gorilla
16-20 Wild: Bear
21-30 Urban: Cat
31-40 Urban: Dog
41-50 Urban: Rat (or other rodent, like squirrel or hamster)
51-60 Urban: Bird (robin, pigeon, sparrow, crow, etc.)
71-80 Wild: Predatory Bird (owl, falcon, hawk, eagle)
81-90 Wild: Lizard or Snake
91-95 Wild: Canine (wolf, coyote, fox)
96-00 Wild: Feline (mountain lion, lynx, etc)

Human Looks & Attributes

01-15 None; animal, but does have partial speech.
16-48 All Partial; full speech
49-80 Partial looks; full hands, bipedal stance, and speech.
81-00 All Full!

Animal Size Level

01-20 Medium build, Size level 6, a little over four feet tall, about 70 pounds.
21-40 Medium build, Size level 9, about 5 ft 5 inches tall, 160 pounds.

Quick Roll Mutant Animal Villains

By Kevin Siembieda

One of the most frequent comments I hear, is the cry for a fast and easy way to generate villains. Okay here it is!

- 41-60 Medium build, Size level 11, about 6 ft 2 inches tall, 240 pounds.
 61-80 Medium build, Size level 14, about 7 ft 3 inches tall, 380 pounds.
 81-95 Medium build, Size level 18, about 8 ft 3 inches tall, 850 pounds.
 96-00 Short build, Size level 16, about 6 feet tall, 550 pounds.

Animal Powers

- 01-20 None
 21-40 One, select one power that is available to that animal type.
 41-50 Two, select two powers that is available to that animal type.
 60-70 Two heightened senses.
 71-80 Two powers of choice (available to that animal type).
 81-90 Four powers of choice (available to that animal type).
 91-00 Two heightened senses two of choice.

Animal Psionics

- 01-20 None
 21-40 See aura and telepathic transmission
 41-60 Animal control and animal speech
 61-80 Hypnotic suggestion and mind block
 81-85 Detect psionics and sixth sense
 86-90 Telepathic transmission and mind block
 91-95 Bio-Manipulation and see aura
 96-00 Mind trap and mind block

Disposition toward Humans

- 01-10 Likes humans.
 11-30 Does not trust humans; always suspicious.
 31-50 Hates humans; the only good one is a dead one!
 51-70 Indifferent toward humans and fellow mutants alike.
 Everybody is just another sucker waiting to be used.
 71-90 Fears and dislikes humans; paranoid, will react in without thinking, lashing out wildly or with deadly force if frightened by humans.
 91-00 Psychotic killer, hates everybody, especially humans.

Basic Types and Skills of Modern Day Villains

Game Masters can roll on the following random table or select one of the four villain categories. Generally speaking, the following villains can be mutant animals or humans.

01-25 Criminal Thugs

Tend to be tough, but not too bright.

- I.Q. roll 2D4 + 4
 P.S. roll 4D6
 P.P. roll 3D6
 P.E. roll 3D6
 All other attributes average (8-9).
 S.D.C. roll 1D6 × 10 + 10

Thug Skills:

- W.P. Knife
 W.P. Blunt or Chain or Sword (pick one)
 W.P. Revolver or Automatic Pistol (pick one)
 W.P. of choice
 Hand to Hand Expert or Martial Arts (if the latter remove one W.P.)

Body Building

- Boxing or Wrestling (pick one)
 Swimming or Climbing (pick one)
 Pilot Automobile or Motorcycle (pick one)
 Can select 1D6 secondary skills (optional).
 Plus +10% skill bonus where applicable.

25-50 Rogue/escaped experimental animal turned to crime

- I.Q. roll 3D6 + 1
 P.S. roll 3D6
 P.P. roll 3D6 + 1
 Spd. roll 4D6
 All other attributes average (8-9)
 S.D.C. roll 1D6 × 10

Rogue skills:

- W.P. Revolver or Automatic Pistol (pick one)
 W.P. Blunt or Knife (pick one)
 W.P. of choice
 Hand to Hand Martial arts
 Escape Artist (+10% skill bonus)
 Pick Locks (+5% skill bonus)
 Pick Pockets (+5% skill bonus)
 Prowl (+10% skill bonus)
 Read and Write and Basic Math (all at 80% + 4% per experience level)
 Pilot automobile or motorcycle (pick one, +5%)
 Can select 2D4 secondary skills (optional)

51-75 Criminal Mastermind, highly educated

- I.Q. roll 4D6
 P.S. roll 3D6
 P.P. roll 3D6
 All other attributes average (8-9)
 S.D.C. roll 1D4 × 10

Educated:

- W.P. Revolver or Automatic Pistol (pick one)
 W.P. Blunt or Knife (pick one)
 Hand to Hand Basic (Martial arts can be selected if two other skills are given up)
 Read and Write and Basic Math (all at 96% per experience level)
 Computer Operation (+5%)
 Pilot automobile and small truck (+5%)
 Can select any two skill Programs (no restrictions) (optional)
 Can select 2D6 secondary skills (optional)

76-00 Ninja or Military/Espionage Agent turned bad

- I.Q. roll 3D6 + 1
 P.S. roll 3D6 + 1
 P.P. roll 3D6
 P.E. roll 3D6 + 2
 All other attributes average (8-9)
 S.D.C. roll 1D4 × 10 + 10

Educated:

- W.P. Revolver or Automatic Pistol (pick one)
 W.P. Blunt or Knife (pick one)
 W.P. Rifle
 W.P. of choice
 Hand to Hand Martial Arts or Assassin (pick one)
 Gymnastics or Acrobatics (pick one)
 Boxing or W.P. Paired Weapons (pick one)
 Read and Write and Basic Math (all at 96% per experience level)
 Pilot automobile and motorcycle (+10%)

Pilot airplane (+10%)
Prowl (+10%)
Can select any six skills from the *Espionage* category.
Can select 2D6 secondary skills (optional)

NOTE: Also see *Heroes Unlimited* for alternative quick roll villains (page 228) and quick roll mystic villains/monsters (page 106), as well as rules for creating humans and mutant animals with super powers or magic. Robots, cyborgs, and aliens too.

After the Bomb Random Mutant Animal Villains

01-25 Wilderness Rogue/Scout

P.S. roll 4D6
P.P. roll 3D6
P.E. roll 3D6
All other attributes average (8-9).
S.D.C. roll 1D6 × 10 + 10
Wilderness Skills:
Wilderness Survival (+10%)
W.P. Knife
W.P. Blunt or Chain or Sword (pick one)
W.P. Rifle or Sub-machinegun (pick one)
W.P. of choice
Hand to Hand Expert or Martial Arts (pick one)
Body Building or Archery (pick one)
Boxing or Wrestling (pick one)
Climbing or Running (pick one)
Swimming or W.P. Paired Weapons (pick one)
Land Navigation or Interrogation (pick one + 15% skill bonus)
Tracking or Detect Ambush (pick one; +10% skill bonus)
Pilot Automobile or Motorcycle (pick one)
Can select 2D4 secondary skills (optional).

25-50 Bandits or Evil Militia

I.Q. roll 3D6
P.S. roll 3D6
P.P. roll 3D6 + 1
Spd. roll 3D6 + 2
All other attributes average (8-9)
S.D.C. roll 1D6 × 10
Rogue skills:
W.P. Revolver or Automatic Pistol (pick one)
W.P. Blunt or Knife (pick one)
W.P. of choice
Hand to Hand Expert
Escape Artist or Disguise (pick one, +10% skill bonus)
Pick Locks (+5% skill bonus)
Pick Pockets (+5% skill bonus)
Prowl (+10% skill bonus)
Radio Basic (+10% skill bonus)
Knows two other languages (+10% skill bonus)
Pilot automobile or motorcycle (pick one, +5% skill bonus)
Can select 2D4 secondary skills (optional)

51-70 Criminal Mastermind or evil Scientist/technician

I.Q. roll 4D6
P.S. roll 3D6
P.P. roll 3D6
All other attributes average (8-9)
S.D.C. roll 1D4 × 10

Highly Educated:

W.P. Revolver or Automatic Pistol (pick one)
W.P. Blunt or Knife (pick one)
Hand to Hand Basic (Martial arts can be selected if two other skills are given up)
Read and Write and Basic Math (all at 96% per experience level)
Computer Operation (+5%)
Basic Mechanics (+10%)
Pilot automobile or motorcycle (pick one, +5%)
Can select any two skill Programs (except espionage)
Can select 2D4 secondary skills (optional)
Note: Likely to be working for, or selling to, the Empire of Humanity; 1-60% chance.

71-85 Slavers: fiends who capture and sell other living creatures

I.Q. roll 3D6 + 1
P.S. roll 3D6 + 2
Spd. roll 3D6 + 2
All other attributes average (8-9)
S.D.C. roll 1D6 × 10
Rogue skills:
W.P. Revolver or Automatic Pistol (pick one)
W.P. Automatic Rifle or sub-machinegun (pick one)
W.P. Blunt or Chain (pick one)
W.P. of choice
Hand to Hand Expert
Boxing or Wrestling (pick one, +10% skill bonus)
Body Building or General Athletics (pick one)
Pick Locks (+5% skill bonus)
Prowl (+5% skill bonus)
Radio Basic (+10% skill bonus)
Surveillance (+10% skill bonus)
Knows two other languages (+5% skill bonus)
Wilderness Survival or Tracking (pick one, +5% skill bonus)
Pilot automobile or motorcycle (pick one, +5% skill bonus)
Can select 2D4 secondary skills (optional)
Note: 1-50% chance working for the Empire of Humanity or other evil organization.

85-00 Ninja or Military/Espionage Agent turned bad

I.Q. roll 3D6 + 1
P.S. roll 3D6 + 1
P.P. roll 3D6
P.E. roll 3D6 + 2
All other attributes average (8-9)
S.D.C. roll 1D4 × 10 + 10
Educated:
W.P. Revolver or Automatic Pistol (pick one)
W.P. Blunt or Knife (pick one)
W.P. Rifle
W.P. of choice
Hand to Hand Martial Arts or Assassin (pick one)
Gymnastics or Acrobatics (pick one)
Boxing or W.P. Paired Weapons (pick one)
Read and Write and Basic Math (all at 96% per experience level)
Pilot automobile and motorcycle (+10%)
Pilot airplane (+10%)
Prowl (+10%)
Can select any six skills from the *Espionage* category.
Can select 2D6 secondary skills (optional)

NOTE: Of-course, the Empire of Humanity's marines, canine scouts and rangers, are always potential villains, as are evil scientists and hate filled humans and hostile mutant animal tribes.

Empire of Humanity

Empire of Humanity; Sources of information

General Background & Troops (*After the Bomb* page 7)

Canine Rangers (*After the Bomb* page 43)

Emperor Christian (*After the Bomb* page 7)

Empire of Humanity Troops:

Typical Soldier in Robot Armor (*After the Bomb* page 9)

Typical Solder in type 2xd Armor (*After the Bomb* page 10)

Typical Grunt with G-9 Rifle (*After the Bomb* page 10)

Empire of Humanity Weapons:

Saber 15 Jet Fighter (*After the Bomb* page 10)

LC-12 Assault Helicopter (*After the Bomb* page 10)

35-H Tank (*After the Bomb* page 11)

2xj Flying Armor (*Mutants of the Yucatan*)

10-APC (holds 16 soldiers; *Mutants of the Yucatan*)

Aircraft Carrier (*Mutants of the Yucatan*)

General Ulster (*After the Bomb* page 9)

Professor Sybek (*After the Bomb* page 8)

Security Robots (*After the Bomb* page 44)

Jakartan Military Forces/Humans (*Mutants Down Under* page 28)

Typical Jakartan Buffalo Soldier (*Mutants Down Under* page 29)

Typical Jakartan Human Soldier (*Mutants Down Under* page 28)

President Suharno-Sukarto (*Mutants Down Under* page 31)

New Rules & Skills

Dimensional Travel Rules & Vehicles (*Transdimensional TMNT*)

Time & Dimensional Travel (*Transdimensional TMNT* pages 32-61)

New skills (Aboriginal/wilderness; *Mutants Down Under* page 8)

New skills (Time Travel Magic; *Transdimensional TMNT* page 41-51)

New skills (Historical & W.P.; *Transdimensional TMNT* pages 30-31)

New psionic animal powers (*Mutants Down Under* pages 11-13)

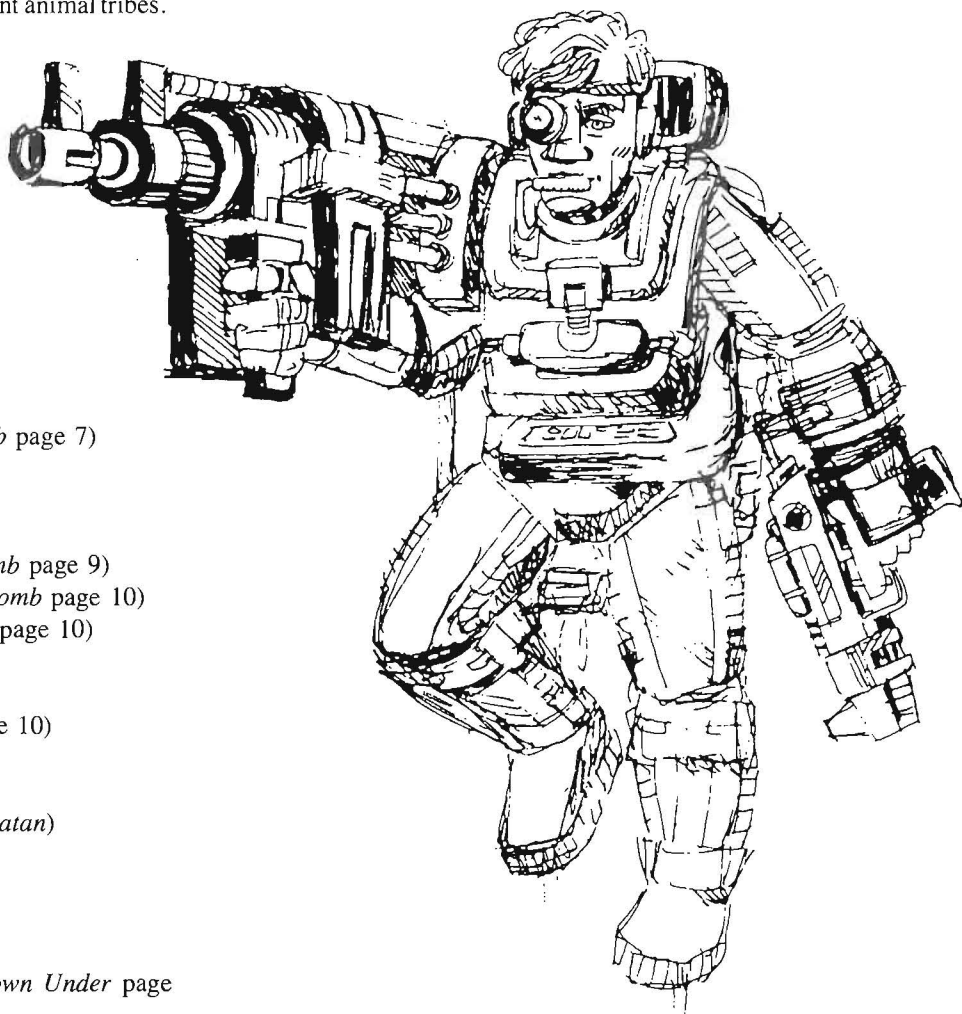
New psionic human powers (*Transdimensional TMNT* pages 12-15)

Vehicle Rules & Combat (*Road Hogs* pages 14-24)

Vehicle Rules (air & space; *TMNT Guide to the Universe*)

Vehicle Rules (airships/dirigibles; *Mutants Down Under* page 34)

Note: *Heroes Unlimited* and *Rifts* contain additional types of super powered humans, mutants, and aliens. *Beyond the Supernatural* contains psychics, paranormal powers, modern day magic, and supernatural creatures. *Ninjas & Superspies* contains over 40 types of hand to hand combat/martial arts, spies, and secret agencies. *All are directly compatible with both the Teenage Mutant Ninja Turtles and After the Bomb role-playing series.*



Mutant animals found in Transdimensional TMNT

Dinosaurs (intelligent mutants) — 17-29

Human Mutants (different than *Heroes Unlimited*) — 11

Hominid Mutants (prehistoric man) — 16

Mutant animals found in Mutants of Avalon

(Page numbers are not known at this time)

Badger	Puma
Coypu	Red Fox
Eagle	Red Squirrel
Falcon	Shire Horse
Hedgehog	Starling
Heron	Swan/Goose
Pheasant	Swallow/Swift
Pinemartin	Toad
Polecat/Stoat	Water Rat/Vole

Mutant in Avalon! Coming this fall! After much delay, *Mutants in Avalon* will ship this fall (September?). Another title in the popular *After the Bomb* series, this adventure and source book explores the post-holocaust British Isle and the return of *King Arthur* (mutant animal style)!

Mutants in Avalon will contain new mutant animals, magic, King Arthur, the Knights of the Round Table, and a whole lot more. Written by British author James Wallis. Tentatively a 64 page item. Watch for it!



Magic, danger, treasure, and creatures spawned by evil and born to madness all await you in . . .

Adventures in the Northern Wilderness

The Great Northern Wilderness is a 2000 mile expanse of pine forest, wind swept steppes, and snow laden mountains. A frozen, unyielding land, mostly shunned by human kind.

Despite its reputation for desolation, it is alive with magic and all manner of *non-human* creatures. It is said to be the last haven of the faerie folk and home of supernatural beings.

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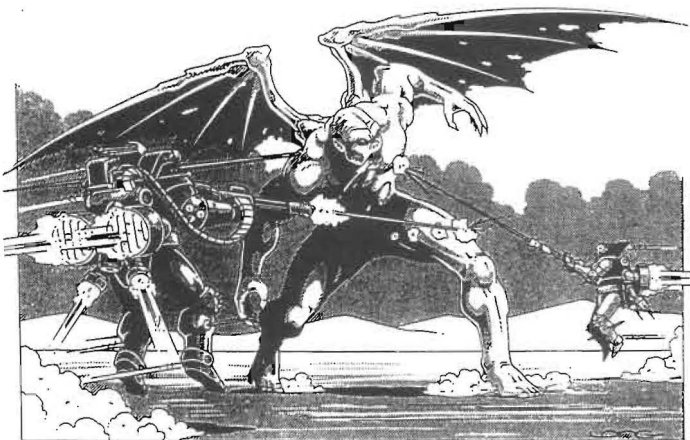
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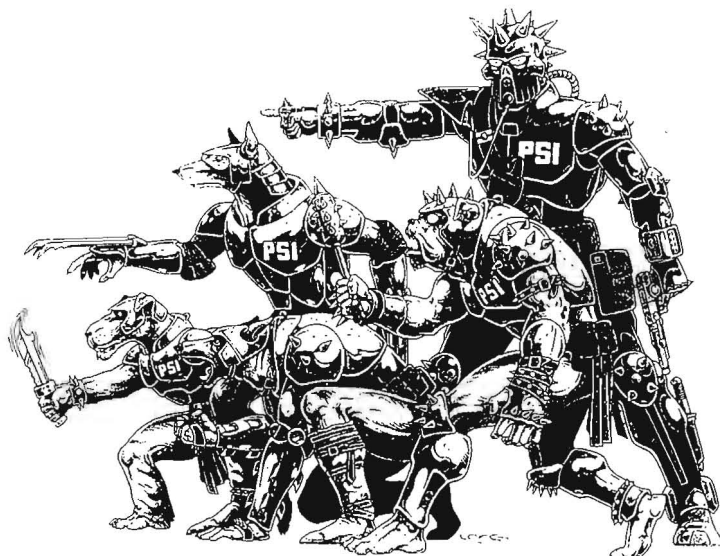
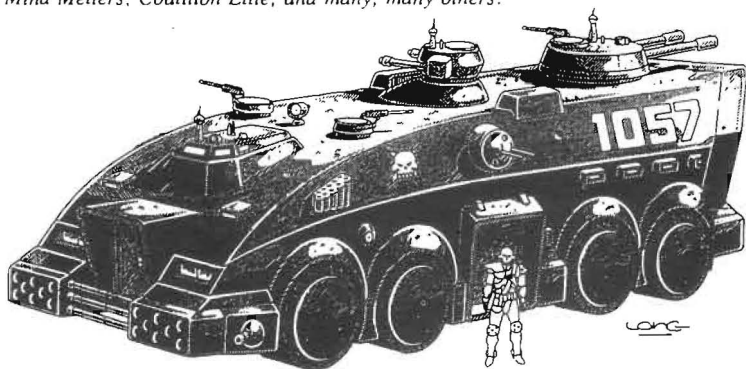


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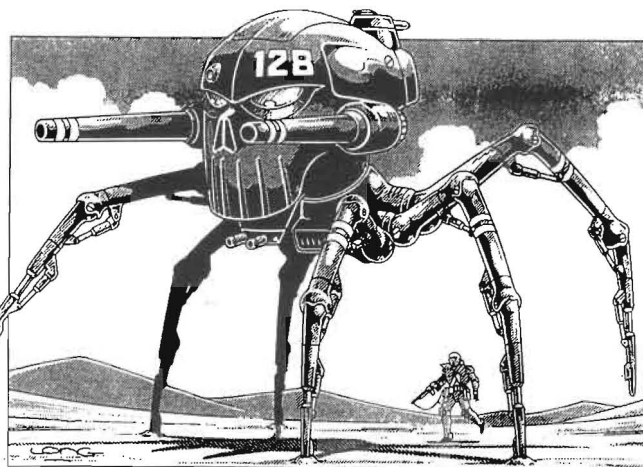
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Game Shield



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No new mutant animal types are introduced in *After the Bomb*. However, the following Non-Player Characters can be found.

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- Ant Mutants (Warriors) — 28
- Ant Mutants (Drones) — 29
- Ant Mutant (Queen) — 29
- Bear Cult Members — 27
- Beetle Mutant — 30
- Buffalo (Weschek, leader of Free Cattle) — 13
- Cat (Ali Komani) — 38
- Crow (Isaac Crow, ruler of Bird Island) — 14
- Crow (Dwayne, mutant crow) — 33
- Dogs (leaders of New Kennel) — 11
- Fox (Thana, leader of Cardania) — 12
- Horned Toad (Cosgrave) — 34
- Horse (One-Year mutant scout) — 25
- Lynx (Kristopher leader of Bear Cult) — 26
- Mole (Eustice Mole) — 43
- Rabbits (Gun Bunnies, rabbit survivalist) — 17-21

Mutant animals found in Road Hogs

- | | |
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| Condor — 6 | Jumping Mouse — 11 |
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| Vulture — 7 | Pronghorn (deer) — 10 |
| Coati — 7 | Ringtail (deer) — 11 |
| Dolphin — 8 | Sea Turtle — 12 |
| Donkey — 8 | Sea Lion Family — 12 |
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| Chameleon — 9 | Walrus — 13 |
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Mutant animals found in Mutants of Avalon

(Page numbers are not known at this time)

Mutant animals found in Mutants Down Under

- | | |
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| Riding Insects | Marsupial Mole — 19 |
| Beetles in General — 10 | Mulgara — 19 |
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| Drone Fly — 10 | Numbat Anteater — 20 |
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| Wolf Spider — 11 | Platypus/Allertil — 20 |
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| Dingo — 15 | Snakes in General — 22 |
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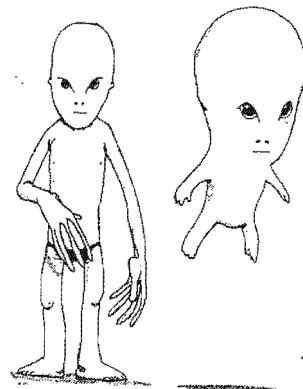
- | | |
|---------------|----------------|
| Badger | Puma |
| Coyu | Red Fox |
| Eagle | Red Squirrel |
| Falcon | Shire Horse |
| Hedgehog | Starling |
| Heron | Swan/Goose |
| Pheasant | Swallow/Swift |
| Pinemartin | Toad |
| Polecat/Stoat | Water Rat/Vole |

Mutant animals found in Transdimensional TMNT

- Dinosaurs (intelligent mutants) — 17-29
- Human Mutants (different than *Heroes Unlimited*) — 11
- Hominid Mutants (prehistoric man) — 16

Mutant animals found in Mutants of the Yucatan

- Giant Armadillo
- Insects:
- Giant Tarantula —
- Tree Spiders —
- Tsi-Ulu (Gene-molded-Cats) —
- Disk-Winged Bat —
- False Vampire Bat —
- Fisherman Bat —
- Vampire Bat —
- Jaguarondi —
- Margay —
- Flamingo —
- Giant Anteater —
- Giant Armadillo —
- Iguana —
- Kinkajous —
- Manatee —
- Paca —
- Agoutis —
- Sloth —
- Boa Constrictor —
- Emerald Tree Boa —
- Rattlesnake —
- Fer-De-Lance —
- Bushmaster —
- Tapir —
- Toucan —
- Tree-Climbing Anteaters —
- Tree Porcupine —
- Water Opossum —



Teenage Mutant Ninja Turtles® & Other Strangeness

Animal Type

ANIMAL HERO CHARACTERS

First, roll to determine animal category:

- 01-35 Urban
- 36-50 Rural
- 51-75 Wild
- 76-85 Wild Birds
- 86-00 Zoo

Second, roll on that specific table to determine the actual animal.

Optional, as always, if the G.M. and players prefer, the animal types may be chosen. However, we recommend random determination.

Cause of Mutation

01-14 Random Mutation: This means that the animal just happened to come out like that. For example, in T.M.N.T., Splinter was an unusually intelligent and skilled rat long before the accident that created the T.M.N.T. Roll on Wild Animal Education Table.

15-60 Accidental Encounter: Some "strange stuff", radiation, energy, chemicals, biologicals, or other strangeness, causes the animals to mutate. Roll on Wild Animal Education Table.

61-00 Deliberate Experimentation: Some kind of laboratory experiment is performed on the animal that causes the changes. The animal's structure or genetics were purposely altered for some purpose.

Organizations

(Roll percentile dice to determine what was the type of organization)

- 01-25 Biological Research Facility
- 26-45 Private Industry
- 46-50 Secret Medical Experiment Organization
- 51-55 Secret Criminal Organization
- 56-60 Secret Crime Fighting Organization
- 61-65 Secret Military Organization
- 66-70 Secret Espionage Organization
- 71-75 Secret Medical Research Organization
- 76-00 Military Organization

HUMAN ATTRIBUTES

Many animal characters will want to develop human-like characteristics. There are many advantages to the human form. **Hands**, for manipulating tools and weapons. **Speech**, for communicating with others. **An Upright Bipedal Stance**, that allows for simultaneous movement and use of objects, and finally, **Human Looks** are necessary if the character is to pass unnoticed in society.

For each human attribute there are three levels, **None**, **Partial** and **Full**. See the section below for complete descriptions. Average BIO-E costs are for reference purposes, actual BIO-E costs are listed with specific animal characteristics.

Hands:

None — this is a natural paw. The character can not pick up or grab objects. Many skills are impossible without hands. Average Cost: 0 BIO-E.

Partial — The paw develops fingers and a (non-opposable) thumb. Manual dexterity is now rough, but capable of grasping objects. All physical Skills are at -20% proficiency. Hand to Hand (HTH) weapons are used at -4 to Strike, -6 to Parry. Average Cost: 5 BIO-E.

Full — A hand with a fully opposable thumb. No penalties for use of tools, weapons or skills. Equal to human. Average Cost: 10 BIO-E.

Speech

Important Note: All mutated animals understand human speech.

None — No vocal cords capable of speech. (Character MUST purchase Telepathic Transmission ability listed in the Psionics section.) Average Cost: 0 BIO-E.

Partial — Vocal cords are roughly equivalent to a parrot or a poor speech synthesizer. While everything said can be understood by friends, strangers may have difficulty. The voice will be growly, grated and animal-like. Average Cost: 5 BIO-E.

Full — Sophisticated vocal cords equal to that of most humans. Character can learn singing, imitating voices and ventriloquism. Average Cost: 10 BIO-E.

Upright Bipedal Stance

None — Character can not stand upright without support. Average Cost: 0 BIO-E.

Partial — Much like a bear, the character can stand and fight. While in upright position, speed is only a third of normal. Running, leaping, jumping, kicking and quick turn are NOT possible while standing on two legs. The character will still drop to all fours for running. Average Cost: 5 BIO-E.

Full — This is a fully human bipedal stance. The character has the same unlimited movement as a normal, athletic human. Average Cost: 10 BIO-E.

Human Looks

Note: Animal characters who are very small (under Growth Step 5) or very large (over Growth Step 12) will be noticeably tiny or large, regardless of how human-like they might look. But, at least, a very large or small animal with human looks will only be considered unusual, not a monster.

None — Character still looks pretty much like an animal. In other words, a wolf character with hands and bipedal stance would still have a wolf-shaped head, black nose, snout, fur, and pointed ears at the top of the head. Nobody will mistake this creature for human, it will look like a beast or a monster, NOT a human. Normal people will also assume that the character is unintelligent and possibly vicious or evil. (The Teenage Mutant Ninja Turtles and Splinter have NO HUMAN LOOKS!) Average Cost: 0 BIO-E.

Partial — These characters look vaguely human and can pass for human in a bad light. Extreme features like heavy fur, long snouts and pointed ears are all reduced. At night, the character can pass for human if disguised in clothes that cover up the animal features. Anyone getting a good look will take the character for an intelligent half-man, half-animal. Average Cost: 5 BIO-E.

Full — This fully transforms the character into something that can easily pass for human, not NORMAL human, but human. Hair will appear in normal human amounts. The body will take on a completely human structure, and the features like eyes and teeth will look more-or-less normal. Animal characters will never look completely human but, with this option, they won't be immediately suspect.

Height & Weight Table



Size	Weight	Height — Short	Height — Medium	Long
1	3D6 ounces	1D6 inches	2D6 inches	3D6 inches
2	1D6 pounds	3D6 inches	12 + 1D6 inches	12 + 2D6 inches
3	4 + 1D6 pounds	12 + 1D6 inches	12 + 2D6 inches	12 + 3D6 inches
4	10 + 2D6 pounds	12 + 3D6 inches	24 + 2D6 inches	24 + 3D6 inches
5	20 + 4D6 pounds	24 + 1D6 inches	36 + 2D6 inches	36 + 3D6 inches
6	40 + 6D6 pounds	24 + 2D6 inches	48 + 1D6 inches	48 + 3D6 inches
7	75 + 3D10 pounds	24 + 3D6 inches	60 + 1D6 inches	60 + 2D6 inches
8	100 + 6D10 pounds	36 + 1D6 inches	60 + 1D6 inches	60 + 3D6 inches
9	150 + 3D10 pounds	36 + 2D6 inches	60 + 2D6 inches	72 + 2D6 inches
10	175 + 3D10 pounds	36 + 3D6 inches	60 + 3D6 inches	72 + 3D6 inches
11	200 + 6D10 pounds	48 + 1D6 inches	72 + 1D6 inches	84 + 2D6 inches
12	250 + 6D10 pounds	48 + 2D6 inches	72 + 2D6 inches	84 + 3D6 inches
13	300 + 6D10 pounds	48 + 3D6 inches	72 + 3D6 inches	96 + 2D6 inches
14	350 + 6D10 pounds	60 + 1D6 inches	84 + 1D6 inches	96 + 3D6 inches
15	400 + 1D% pounds	60 + 2D6 inches	84 + 2D6 inches	108 + 2D6 inches
16	500 + 1D% pounds	60 + 3D6 inches	84 + 3D6 inches	108 + 3D6 inches
17	600 + 2D% pounds	72 + 1D6 inches	96 + 1D6 inches	120 + 2D6 inches
18	800 + 2D% pounds	72 + 2D6 inches	96 + 2D6 inches	120 + 3D6 inches
19	1,000 + 5D% pounds	72 + 3D6 inches	96 + 3D6 inches	132 + 2D6 inches
20	1,500 + (% × 100)	72 + 4D6 inches	132 + 3D6 inches	

EXAMPLES

Figure the height and weight for a character of *Size Level 3* and **Long**. For **weight** roll 1D6 and add the number to 4. **Height** (long) is done by rolling 3D6 and adding that to 12. If we roll a 3 on 1D6 for weight, that means the character will weigh 7 pounds (3+4). Rolling an 11 for height, long, on 3D6 means that the character will be 23 inches or 1 foot, 11 inches tall.

Let's look at a character that's *Size Level 18* and **medium build**. **Roll percentile dice TWICE**, i.e., 43 the first time and 92 the second. Add those numbers to 800 (800+43+92) and that gives us a weight of 935 pounds. For height we roll 2D6 and add that to 96. Let's say a 7 is rolled, it is then added to 96 which means the character is 103 inches tall, that's 8ft 7in.

Size Level 20 is just a little trickier. If we have a character that's *Size Level 20* then for weight we roll percentile dice, multiply that by 100 and add it to 1,500.

Growth Levels (Steps)

Animals undergoing their transmutation into intelligence will probably change in size as well. The very smallest animals (like the T.M.N.T.) will either have to grow or suffer severe mental penalties due to their small size. By the same token, very large creatures will have to sacrifice some of their natural size and strength in order to gain human features.

The size of the animal character is measured in growth steps. Each animal's original size level is listed by growth costs of 5 BIO-E. Characters can also gain BIO-E points by giving up growth steps. For each growth step given up, the character gains 5 BIO-E points. The BIO-E points can be applied to other changes, powers and abilities found in the animal descriptions. BIO-E points CAN NOT be sold, given or traded to another character.

GROWTH STEP EXAMPLE #1: Increasing Size

Assume that you've rolled up a *Size Level 1* creature, a mouse. Playing a creature that small has many disadvantages, especially the penalties of -8 in I.Q., -12 in P.S. -4 in P.E. Fortunately, you can change the character's Growth Level.

By spending 25 points of BIO-E, the character can be raised to a *Size Level 6*. At level 6 the character now has no penalties whatsoever. Of course, you can continue to spend BIO-E points and make the mutant mouse even larger and even gain attribute bonuses. All it takes is 5 points of BIO-E per level of increase.

GROWTH STEP EXAMPLE #2: Decreasing Size

Suppose that you've rolled up an Elephant character. If you check the Animal Section, you'll see that Elephants have *Size Level 20*. You'll also notice that Elephants start out with no BIO-E points. Since it wouldn't be much fun to have an unchangeable character, the thing to do is trade in some of the Elephant's Growth Levels for BIO-E points.

Let's reduce the Elephant's by 6 Levels. Every Growth Level sacrificed means it "gains" 5 points of BIO-E. So now the Elephant character is *Size Level 14*, AND you have 30 points of BIO-E to play with. If that's not enough BIO-E, then you can simply trade in *more* Growth Levels for BIO-E points.

Expanded Physical Size Chart

Growth		BIO-E	I.Q.	P.S.	P.E.	Spd	SDC
Step	Weight						
1	to 1lb	0	-8	-12	-4	+7	5
2	to 5lbs	5	-6	-6	-4	+7	10
3	to 10lbs	10	-4	-3	-1	+3	15
4	to 20lbs	15	-2	-2	-	-	20
5	to 40lbs	20	-	-1	-	-	25
6	to 75lbs	25	-	-	-	-	30
7	to 100lbs	30	-	+1	-	-	30
8	to 150lbs	35	-	+2	-	-	35
9	to 175lbs	40	-	+3	+1	-	35
10	to 200lbs	45	-	+4	+2	-	35
11	to 250lbs	50	-	+5	+3	-1	40
12	to 300lbs	55	-	+6	+4	-2	40
13	to 350lbs	60	-	+7	+5	-3	45
14	to 400lbs	65	-	+8	+6	-4	50
15	to 500lbs	70	-	+9	+7	-5	55
16	to 600lbs	75	-	+10	+8	-6	60
17	to 800lbs	80	-	+11	+9	-7	65
18	to 1,000lbs	85	-	+12	+10	-8	70
19	to 1,500lbs	90	-	+13	+11	-9	75
20	to 2,500lbs	95	-	+14	+12	-10	80
21	to 5,000lbs	100	-2	+15	+13	-12	90
22	to 10,000lbs	105	-4	+16	+14	-15	100
23	to 20,000lbs	110	-6	+17	+15	-20	120
24	to 50,000lbs	115	-8	+18	+16	-25	150
25	to 100,000lbs	120	-10	+19	+17	-30	200



Hit Points

Finally, **Hit Points** are determined by rolling a six-sided die and adding the result to the P.E. Every time the character gains an experience level another 1D6 is added to the total Hit Points.

The Attribute Bonus Chart Represents The Following:

- I.Q.** Skill bonus (add to all skills)
- M.E.** Save vs. Psionics
- M.A.** Degree of Charm and Influence; Trust/Charisma
- P.S.** Hand to Hand Combat damage
- P.P.** Bonus to Strike, Parry and Dodge
- P.E.** Save vs. Coma/Death
- P.B.** Degree of Physical Beauty; Charm/Impress
- Spd.** Bonus to Dodge

Saving Throws

- Lethal Poison:** 14 or higher
- Drugs:** 15 or higher
- Psionics:** 10 if psionic, 15 if not

ATTRIBUTE BONUS CHART

	I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.E.	P.B.	Spd.
16	+3	+1	45%	+1	+1	+5%	+1	40%	+1
17	+4%	+1	50%	+2	+1	+6%	+1	45%	+1
18	+5%	+2	50%	+3	+2	+7%	+2	50%	+1
19	+6%	+2	60%	+4	+2	+8%	+2	55%	+2
20	+7%	+3	65%	+5	+3	+9%	+3	60%	+2
21	+8%	+3	70%	+6	+3	+10%	+3	65%	+2
22	+9%	+4	75%	+7	+4	+11%	+4	70%	+3
23	+10%	+4	80%	+8	+4	+12%	+4	74%	+3
24	+11%	+4	84%	+9	+5	+13%	+5	78%	+3
25	+12%	+5	88%	+10	+5	+14%	+5	82%	+4
26	+13%	+5	90%	+11	+6	+15%	+6	86%	+4
27	+14%	+6	92%	+12	+6	+16%	+6	90%	+4
28	+15%	+6	94%	+13	+7	+17%	+7	92%	+4
29	+16%	+7	96%	+14	+7	+18%	+7	94%	+4
30	+17%	+7	98%	+15	+8	+19%	+8	96%	+4
31	+18%	+8	98%	+16	+8	+20%	+8	97%	+5
32	+19%	+8	98%	+17	+9	+21%	+9	98%	+5
33	+20%	+9	98%	+18	+9	+22%	+9	99%	+5
34	+21%	+9	98%	+19	+10	+23%	+10	99%	+5
35	+22%	+10	98%	+20	+10	+24%	+10	99%	+5
36	+23%	+10	99%	+21	+11	+25%	+11	99%	+6
37	+24%	+11	99%	+22	+11	+26%	+11	99%	+6
38	+25%	+11	99%	+23	+12	+27%	+12	99%	+6
39	+26%	+12	99%	+24	+12	+28%	+12	99%	+6
40	+27%	+12	99%	+25	+13	+29%	+13	99%	+6
41	+28%	+13	99%	+26	+13	+30%	+13	99%	+6
42	+29%	+13	99%	+27	+14	+31%	+14	99%	+7

TMNT Mutant Animal Selection Table

01-35 Urban Animal

- 01-25 Dog
- 26-45 Cat
- 46-50 Mouse
- 51-55 Rat
- 56-60 Pet Rodent (Guinea Pig/Hamster)
- 61-65 Squirrel
- 66-75 Sparrow
- 76-83 Pigeon
- 84-85 Pet Bird (Parakeet/Budgie)
- 86-88 Bat
- 89-92 Turtle
- 93-96 Frog
- 97-00 Monkey

36-50 Rural Animals

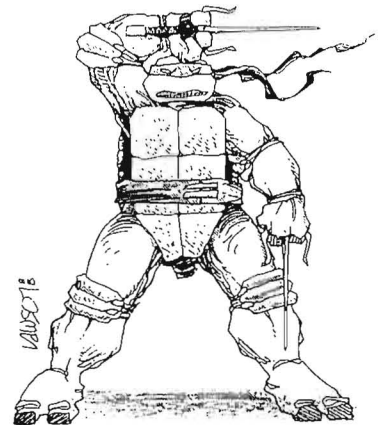
- 01-10 Dog
- 11-15 Cat
- 16-25 Cow
- 26-35 Pig
- 36-45 Chicken
- 46-50 Duck
- 51-60 Horse
- 61-70 Rabbit
- 71-80 Mouse
- 81-85 Sheep
- 86-90 Goat
- 91-94 Turkey
- 95-00 Bat

51-75 Wild Animals

- 01-05 Wolf
- 06-10 Coyote
- 11-15 Fox
- 16-20 Badger
- 21-25 Black Bear
- 26-27 Grizzly Bear
- 28-30 Mountain Lion
- 31-33 Bobcat
- 34-35 Lynx
- 36-37 Wolverine
- 38-45 Weasel
- 46-49 Alligator
- 50-52 Otter
- 53-55 Beaver
- 56-60 Muskrat
- 61-65 Raccoon
- 66-70 Opossum
- 71-75 Skunk
- 76-80 Porcupine
- 81-83 Mole
- 84-85 Marten
- 86-88 Armadillo
- 89-95 Deer
- 96-97 Elk
- 98-99 Moose
- 100 Boar

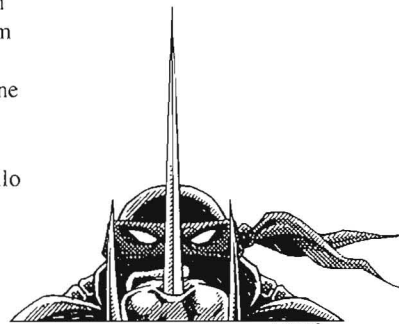
76-85 Wild Birds

- 01-05 Sparrow
- 06-10 Robin
- 11-15 Blue Jay
- 16-20 Cardinal
- 21-30 Wild Turkey
- 31-35 Pheasant
- 36-40 Grouse
- 41-50 Quail
- 51-60 Crow
- 61-65 Pigeon
- 66-70 Duck
- 71-80 Hawk
- 81-85 Falcon
- 86-90 Eagle
- 91-95 Owl
- 96-00 Escaped Pet Bird



86-00 Zoo Animals

- 01-10 Lion
- 11-15 Tiger
- 16-20 Leopard
- 21-25 Cheetah
- 26-30 Polar Bear
- 31-35 Crocodile (or Alligator)
- 36-40 Aardvark
- 41-45 Rhinoceros
- 46-50 Hippopotamus
- 51-60 Elephant
- 61-65 Chimpanzee
- 66-70 Orangutan
- 71-75 Gorilla
- 76-85 Monkey
- 86-90 Baboon
- 91-95 Camel
- 96-00 Buffalo



Hand to Hand Combat

Hand to Hand Basic: This is the kind of fighting techniques taught in military basic training or in self-defense classes. Students learn elementary methods of attack and self-defense. This includes Automatic Parry, Pull Punch, Roll with Punch/Fall, Kick Attack (1D6 damage), Knock-Out/Stun, and Critical Strikes. It does NOT include the ability to do Death Blow, Jump Kick or Leap Attack. All bonuses are accumulative.

Hand to Hand Basic Skill Levels

- Level 1** +2 to pull/roll with punch/fall
- 2 +2 to parry/dodge
 - 3 +2 attacks per melee
 - 4 +2 to strike
 - 5 +2 to damage
 - 6 Kick Attack does 1D6 damage
 - 7 +1 attack per melee
 - 8 Critical strike from behind
 - 9 Knock-Out/stun on roll of 19-20
 - 10 +2 to parry/dodge
 - 11 +1 attack per melee
 - 12 Critical strike on a roll of 19-20
 - 13 +2 to roll with punch/fall
 - 14 +2 to damage
 - 15 +1 to strike

Hand to Hand Expert: An advanced form of self-defense and unarmed combat usually taught to commandos in the military or some other form of special training. This includes Automatic Parry, Pull Punch, Roll with Punch/Fall, Kick Attack (1D6 damage), Knock-Out/Stun, Critical Strikes and Death Blow. It does NOT include the ability to do Jump Kick or Leap Attack. All bonuses are accumulative.

Hand to Hand Expert Skill Levels

- Level 1** +2 to pull/roll with punch/fall
- 2 +2 attacks per melee
 - 3 +2 to parry/dodge
 - 4 +3 to strike
 - 5 Kick Attack does 1D6 damage
 - 6 +3 to damage
 - 7 +1 attack per melee
 - 8 Knock-Out/stun on roll of 19-20
 - 9 Critical strike from behind
 - 10 +1 attack per melee
 - 11 +2 attack per melee
 - 12 Critical strike on a roll of 19-20
 - 13 +2 to parry/dodge
 - 14 +2 to strike
 - 15 Death blow on a roll of a natural 20

Hand to Hand Assassin: Taught only to character trained by secret organizations (CIA, Mafia, etc.), this is the specialized science of killing. It includes learning Automatic Parry, Pull Punch, Roll with Punch/Fall, Kick Attack (1D6 damage), Knock-Out/Stun, Critical Strike and Death Blow. It does NOT include the ability to do Jump Kick or Leap Attack.

Hand to Hand Assassin Skill Levels

- Level 1** +2 to strike
- 2 +2 attacks per melee
 - 3 +3 to pull/roll with punch/fall
 - 4 +4 to damage
 - 5 +1 attack per melee

- 6 +3 to parry/dodge
- 7 Knock-Out/stun on a roll of 17-20
- 8 +1 attack per melee
- 9 Kick attack does 1D6 damage
- 10 Critical strike on a roll of 19-20
- 11 +2 to strike
- 12 Death blow on a roll of a natural 20
- 13 +1 attack per melee
- 14 +2 to damage
- 15 +2 to strike

Hand to Hand Martial Arts: This is some form of oriental fighting skill (Karate, Kung-Fu, etc.) that teaches advanced hand to hand combat. This includes Automatic Parry, Pull Punch, Roll with Punch/Fall, Kick Attack (1D8 damage), Jump Kick, Knock-Out/Stun, Critical Strike, Death Blow, and Leap Attack. All bonuses are accumulative.

Hand to Hand Martial Arts Skill Levels

- Level 1** +3 to parry/dodge
- 2 +2 attacks per melee
 - 3 +4 to pull/roll with punch/fall
 - 4 Kick Attack does 1D8 damage
 - 5 +3 to strike
 - 6 +1 attack per melee
 - 7 Knock-Out/stun on a roll of 19-20
 - 8 Body throw/flip does 1D6 damage, victim loses initiative and one attack.
 - 9 +1 attack per melee
 - 10 Critical strike on a roll of 19-20
 - 11 +4 to damage
 - 12 +2 to parry/dodge
 - 13 +1 attack per melee
 - 14 Death blow on a roll of natural 20
 - 15 +2 to damage

Hand to Hand Ninjitsu: (Special). Ninja experts differ from other martial artists in that they are more concerned with avoiding detection and injury than in inflicting damage. This includes Automatic Parry, Pull Punch, Roll with Punch/Fall, Kick Attack (1D6 damage), Jump Kick, Knock-Out/Stun, Critical Strikes, Death Blow and Leap Attack. **Note:** Ninjitsu are required to also take *Acrobatics*, *Climbing*, *Prowl*, and at least one form of *Fencing* using a Ninja weapon.

Hand to Hand Ninjitsu Skill Levels

- Level 1** +3 to pull/roll with punch/fall
- 2 +2 to parry/dodge
 - 3 +2 attacks per melee
 - 4 +3 to strike
 - 5 Body throw/flip does 1D6 damage, victim loses initiative and one attack.
 - 6 +1 attack per melee
 - 7 Knock-Out/stun on a roll of 18-20
 - 8 Critical strike on a roll of 17-20
 - 9 +2 to parry/dodge
 - 10 Critical strike from behind
 - 11 +1 attack per melee
 - 12 +2 to pull/roll with punch/fall
 - 13 Death blow on a roll of a natural 20
 - 14 +5 to damage
 - 15 +2 to pull/roll with punch/fall

Note: All Ninjitsu must have *Acrobatics*, *Climbing*, *Prowl*, and at least one form of *fencing* using a ninja weapon. Characters who roll the "mentor" background get these skills automatically. All other characters must select these skills before selecting Hand to Hand Ninjitsu.

PALLADIUM BOOKS® PRESENTS . . .

After the Bomb® Game Shield



After the Bomb®

Mutation Background

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

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

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

36-55 Guerrillas: Primitive communities, far removed from the protection of Cardania, have had to learn guerrilla techniques in order to survive the constant raiding from the Empire of Humanity as well as mutant renegades. From an early age the children have to learn how to avoid mines, booby traps and other hazards. No scholastic bonus, but all these characters have 2 high school skills, 4 secondary skills, 2 military skills, plus basic survival — 50%, prowl — 40%, tracking — 75%, and basic explosives — 40%. 100 to 600 bucks (1D6 × 100) worth of equipment is available. These characters have learned to hide their true feelings (usually hatred) from humans.

56-75 Scouts: Some families are so remote that a mutant child will be raised without seeing more than one stranger a year. These characters are usually recruited as scouts. No scholastic bonus. The character has 4 secondary skills, 2 military skills, plus basic survival — 90%, escape artist — 25%, prowl — 80%, fishing — 80%, hunting — 80%, tracking — 80%, and trapping — 65%. Bonuses of +10 in S.D.C. and a +2 in P.E. are also added. The character usually comes out of the wilderness with ragged clothes, one aged weapon, and a gunny sack of cooking tools, and useful scavenged items. The character is friendly, but rustic, curious, and not necessarily hostile toward humans.

76-85 Feral Scouts: After so many attacks by the empire it's not surprising that many mutant animal young found themselves lost and alone in the wilderness. Those that survived alone and eventually returned to civilization are known as Feral Scouts. They tend to be tougher, but not as well educated as the average mutant animal. No scholastic bonus. 2 secondary skills, 2 military skills, basic survival — 98%, climbing — 50%, escape artist — 15%, prowl — 90%, tracking — 75%, and hunting — 50%. There is an S.D.C. bonus of +15, a P.E. bonus of +6, a P.S. bonus of +3, and a P.P. bonus of +2. The character will have 200 bucks worth of government supplied weapons, supplies and equipment. These characters tend to be antisocial in the extreme.

86-90 Free Slaves: Born into slavery in the Empire of Humanity, these young mutant animals eventually escaped. For the rest of their lives they have a burning desire to bring down humanity. They have

6 secondary skills, 2 military skills, basic survival — 30%, and escape artist — 50%. Add an S.D.C. bonus of +25 and a P.S. bonus of +5. Characters have 200 bucks worth of government supplies weapons, supplies and equipment. Cruel treatment has left them with many kinds of scars and a total hatred of humankind.

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

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

Empire of Humanity; Sources of information

General Background & Troops (*After the Bomb* page 7)

Canine Rangers (*After the Bomb* page 43)

Emperor Christian (*After the Bomb* page 7)

Empire of Humanity Troops:

Typical Soldier in Robot Armor (*After the Bomb* page 9)

Typical Soldier in type 2xd Armor (*After the Bomb* page 10)

Typical Grunt with G-9 Rifle (*After the Bomb* page 10)

Empire of Humanity Weapons:

Saber 15 Jet Fighter (*After the Bomb* page 10)

LC-12 Assault Helicopter (*After the Bomb* page 10)

35-H Tank (*After the Bomb* page 11)

2xj Flying Armor (*Mutants of the Yucatan*)

10-APC (holds 16 soldiers; *Mutants of the Yucatan*)

Aircraft Carrier (*Mutants of the Yucatan*)

General Ulster (*After the Bomb* page 9)

Professor Sybek (*After the Bomb* page 8)

Security Robots (*After the Bomb* page 44)

Jakartan Military Forces/Humans (*Mutants Down Under* page 28)

Typical Jakartan Buffalo Soldier (*Mutants Down Under* page 29)

President Jakartan Human Soldier (*Mutants Down Under* page 28)

President Suharno-Sukarto (*Mutants Down Under* page 31)

New Rules & Skills

Dimensional Travel Rules & Vehicles (*Transdimensional TMNT*)

Time & Dimensional Travel (*Transdimensional TMNT* pages 32-61)

New skills (Aboriginal/wilderness; *Mutants Down Under* page 8)

New skills (Time Travel Magic; *Transdimensional TMNT* page 41-51)

New skills (Historical & W.P.; *Transdimensional TMNT* pages 30-31)

New psionic animal powers (*Mutants Down Under* pages 11-13)

New psionic human powers (*Transdimensional TMNT* pages 12-15)

Vehicle Rules & Combat (*Road Hogs* pages 14-24)

Vehicle Rules (air & space; *TMNT Guide to the Universe*)

Vehicle Rules (airships/dirigibles; *Mutants Down Under* page 34)

Note: *Heroes Unlimited* and *Rifts* contain additional types of super powered humans, mutants, and aliens. *Beyond the Supernatural* contains psychics, paranormal powers, modern day magic, and supernatural creatures. *Ninjas & Superspies* contains over 40 types of hand to hand combat/martial arts, spies, and secret agencies. All are directly compatible with both the Teenage Mutant Ninja Turtles and *After the Bomb* role-playing series.

Cause of Mutation

The next step is to determine the reason for the animal's change or mutation. Roll percentile and consult the following table:

01-14 Random Mutation: This means that the animal just happened to come out like that. For example, in T.M.N.T., Splinter was an unusually intelligent and skilled rat long before the accident that created the T.M.N.T. Roll on Wild Animal Education Table.

15-60 Accidental Encounter: Some "strange stuff", radiation, energy, chemicals, biologicals, or other strangeness, causes the animals to mutate. Roll on Wild Animal Education Table.

61-00 Deliberate Experimentation: Some kind of laboratory experiment is performed on the animal that causes the changes. The animal's structure or genetics were purposely altered for some purpose. Roll percentile again on the following table to find out the character's current relationship with the creator organization. This also determines the character's educational level.

01-10 Adopted and raised as one of a researcher's family. Still living in the home, mutually loves and is loved by family members. This character has been treated as a human and, while some discrimination may have been experienced, the character will feel that humans are basically good. Educated as a normal human student equal to one year of college. Select two skill programs and 10 Secondary skills. Skill bonus +10% on scholastic skills only. Character can buy any standard weapons, armor or equipment with 3D6 time \$1,000 in savings.

11-20 Raised in the home of a researcher as a pet. Still living in the home and fairly loyal to family members. The character will resent humans somewhat, but will still attempt to find acceptance among mankind. Trained instead of educated. (No skill bonuses) Automatically knows Mathematics: Basic, can read and write and speak native language (the same as the researcher's family). Also, select 14 Secondary skills. Can Spend 1D6 times \$1,000 on equipment.

21-30 Raised in the home of a researcher as a pet. Escaped and hostile, but not hunted with deadly force. The character will be resentful of humans. Roll education as wild animal character.

31-40 Brought up as an experiment. Trained and educated with cruel punishments. The character will distrust humans. Education consists of 6 Physical skills and 12 Secondary skills. Escaped, now hunted by the organization. Has 2D6 time \$500 to spend on equipment purchased before the escape.

41-50 Raised as a caged, experimental animal. Character escaped and wants to destroy the organization and has a strong distrust (and possibly hatred) of all humans. Roll education as wild animal character.

51-60 Educated and trained as if the character were a normal human. Character has good relationships and balanced outlook on humans. Education is equal to one year of college. Select two skill programs and 8 Secondary skills. Skill bonus +10% on scholastic skills only. Separate from the organization, but with a good relationship. Can buy weapons, armor and equipment with 2D6 times \$2,000 in savings.

61-70 Rescued from the organization and adopted by a friendly researcher at a young age. Raised while continuously being hunted by the organization. Character distrusts humans but knows that there are some good people who deserve help and friendship. Education: has learned 4 scholastic skills which can be selected from communications, computer, physical, pilot basic, science or technical. Also knows 3 military/espionage skills and 10 Secondary skills. Skill bonus is +8% on scholastic skills only. Savings are 2D6 times \$200.

71-80 Highly trained and educated as a specialist using the character's natural abilities. The character feels equal or is equal to Bachelor's Degree in college. Select 3 skill programs and 10 Secondary skills. Skill bonus is +25% on all scholastic skills only. Character is a valuable employee of the organization and is paid at least triple the going rate (minimum \$75,000 per year). Character has saved 1D6 times \$10,000.

81-90 Highly trained as a specialist using the character's natural abilities. Education is equal to three years of college. Select 3 skill programs and 8 Secondary skills. Skill bonus is +15% on all scholastic skills only. The character was treated as a slave and eventually escaped. Character has stolen \$30,000 to \$180,000 (3D6 times \$10,000) worth of cash and equipment before leaving. Character distrusts most humans. Hunted by law enforcement agencies and organization.

91-00 These characters have been deliberately raised as assassins or warriors. Knows 8 Secondary skills and choice of Expert, Martial Arts, or Assassin Hand to Hand combat. +15% bonus in all Military skills. Character knows and respects some humans but distrusts all large organizations. The character escaped the organization and is now considered very dangerous and is hunted by law enforcement agencies and the organization. Before escaping, the character took \$20,000 to \$120,000 (1D6 times \$20,000) worth of equipment and weapons.

WILD ANIMAL EDUCATION TABLE

(Roll percentile dice. Roll ONLY if educated as a wild animal)

01-20 Everything is self-taught as the animal lives in the wild with no help or assistance. Character mistrusts humans and other animals. Basic reading, writing and arithmetic are at a low level. Wilderness skills include Prowl (+24%), Survival Skills (+24%), Escape Artist (+10%), Climbing (+15%) and Swimming (+10%). There is an S.D.C. bonus of +10%, a P.E. bonus of +6, a P.S. bonus of +3, an a P.P. bonus of +2 and two additional attacks per melee. Characters can pick only one (1) Secondary skill. Character has scavenged 3D6 times \$100 in various equipment, most in poor condition.

21-40 By skulking around the fringes of society the character picks up rudimentary education. The character probably has a small number of human friends but distrusts people in general. Knows 14 Secondary skills. Character also has Prowl (+12%), a P.P. bonus of +1, and Hand to Hand Basic. Character has scavenged 3D6 times \$200 in equipment.

41-90 Adopted by a "mentor" who teaches and guides the character in some form of special training. This is often Ninjitsu, but all areas of special training can be selected. These characters will learn to be philosophic about all creatures. Their attitude could be summed up as, some people are good, some bad, everyone deserves a chance to earn your trust. Ninja characters learn 3 military/espionage skills, 10 secondary skills (with a skill bonus of +5%) and Hand to Hand Ninjitsu. In addition, the character has a choice of 3 ancient or ninja weapon proficiencies. Character has scavenged and build 3D6 times \$100 worth of equipment.

91-00 Character goes public and is educated at a major university. The character likes and trusts humanity in general. Education is four years of college. Select 3 skill programs and 10 Secondary skills. The skill bonus is +20% on all scholastic skills only. Although struggling for financing, at least 2D6 times \$500 worth of equipment has been collected.

Vehicle Rules For The World of After the Bomb®

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

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

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

Vehicle Expense

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

Step 1 — The Basic Vehicle

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

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

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

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

TABLE NOTES

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

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

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

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

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

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

Step 2 — Adding Speed to Vehicles

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

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

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

Adding Speed to Vehicles

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

TABLE NOTES

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

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

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

Bike: Cost of equipping any Motorcycle with matching speed.

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

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

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

Step 3 — Adding Vehicle Weapons

Gun Ports

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

Swivel Gun Port \$100 each

Fixed Mount

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

<u>Weapons</u>	<u>Damage</u>	<u>Effective Range</u>	<u>Price</u>
5.56mm Light Machinegun	5D6	1,200ft	\$2,000
7.62mm Medium Machinegun	6D6	2,200ft	\$3,000
Empty Swivel Mount			\$800
Can be used with any weapon.			
2.75" Rocket Launching Tube	8D6	5,000ft	1500ea

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

Swivel Mount

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

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

Can be used with any weapon.

Turret Mount

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

<u>Weapons</u>	<u>Damage</u>	<u>Effective Range</u>	<u>Price</u>
5.56mm Light Machinegun	5D6	1,200ft	\$3,000
7.62mm Medium Machinegun	6D6	2,200ft	\$4,000
.50 Calibre Heavy Machinegun	7D6	3,000ft	\$8,000
Empty Turret			\$1,000

Can be used with any weapon.

Flame Thrower	4D6	60ft	\$6,000
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Does damage to everything in an 8 square foot area. All combustible items will ignite. If used on unarmored vehicles the gas tank may detonate (30% chance).

Step 4 — Adding Vehicle Armor

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

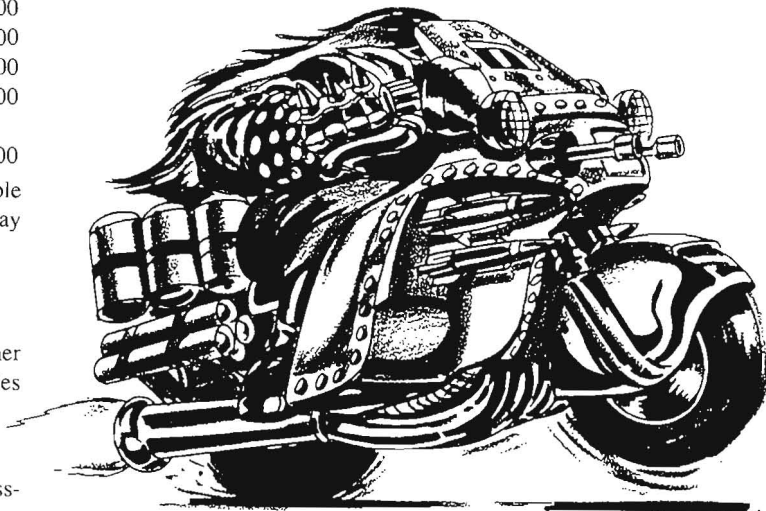
Passenger Armor

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

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

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

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



Vehicle Armor

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

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

T.M.F. IMPROVEMENT TABLE

	Helicopters	Airplanes	Ion Drives
Maximum T.M.F.	7	8	10
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

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
Personal Jetpack	\$40,000	25	6	250lbs
Stunt Plane	\$125,000	250	5	300lbs
Single Engine Fighter	\$750,000	400	4	2,000lbs