



HEROES

ROLE
PLAYING
MODULE

HEX™



By Matthew J. Costello

CREDITS

ESCORT TO HELL

© 1986 DC Comics, Inc.

All Rights Reserved

Produced by Mayfair Games, Inc.

Author: Matthew Costello

Editor: Jackie Leeper

Maps: Jerry O'Malley

Front Cover Art: Ed Hannigan-Art,
Mark Texiera-Pencils, Bob LaRose-Colorist,
Carlos Garzon-Inker
Interior Art: DC Staff

Johan Hex, Hovo, Reinhold Borsten, Lotus Blossom, Rado Waste, Soames, Stiletta, Zone Suit,
(and any component thereof) are trademarks of DC Comics, Inc. used under license by Mayfair Games, Inc.



FEATURING
JONAH HEX!

HEX

TM



HEROES

ROLE
PLAYING
GAME

TM

and © DC Comics, Inc.

is a trademark of DC Comics, Inc. used under license by Mayfair Games, Inc.

® is a registered trademark of Mayfair Games Inc.

All characters in this book are fictitious. Any resemblance to any persons, living or dead, is purely coincidental.

ALL RIGHTS RESERVED. No part of this book may be reproduced in any form or by any means, except for the inclusion of brief quotations in a review, without permission in writing from the publisher. Permission is granted to the purchaser of this book to copy the maps and histories for personal use, provided that none of the copies are sold or traded.

ISBN: 0-912771-49-6

Manufactured in the United States

Mayfair Games, Inc. P.O. Box 48539 Niles, IL 60648



HEXTM

ESCORT TO HELL

TABLE OF CONTENTS

Player's Worksheet	page 5
1.0 Introduction	page 7
2.0 Playing the Adventure	page 9
3.0 Character Information	page 9
4.0 Equipment	page 10
5.0 Movement	page 10
6.0 Locations & Encounters	page 11
7.0 Combat	page 11
8.0 End of Adventure	page 11
Glossary	page 11
9.0 Encounter Paragraphs	page 12
Maps	Center Pullout

DEDICATION

*This is dedicated to Ann, Devon, and Nora
my escorts everywhere!*

JUST YOU POINT ME TOWARD
THE NEAREST EXIT AN' WE'LL
SHAG OUR BUTTS OUTA HERE!



PLAYER'S WORKSHEET

Chart 1

JONAH HEX

DEX: 9	STR: 5	BODY: 8
INT: 5	WILL: 8	MIND: 6
INFL: 7	AURA: 5	SPIRIT: 7
INITIATIVE: 24 (30) HERO POINTS: 97		

SKILLS:

Acrobatics: 8, Animal Handling (Riding): 8, Charisma: 9, Detective (Clue Analysis): 6, Martial Artist: 6, Military Science (Tracking): 8, Vehicle (Land): 5, Weaponry (Exotic Weapons (Lariat): 7, Firearms (revolver): 11, Melee Weapons: 4),

LIMITATIONS:

Catastrophic Irrational Attraction: Beautiful Women

MOTIVATION: Seeks Justice

WEALTH: N/A

JOB: N/A

RACE: Human



EQUIPMENT:

Smith & Wesson revolver

[AV: 0, EV: 4, Ammo: 6]

Lariat

[DEX: 0, STR: 3, BODY: 2]

Knife

[AV: 0, EV: 4]

Motorcycle

[DEX: 0, STR: 3, BODY: 3]

See 4.0 Equipment for the chances of the motorcycle breaking down.

HEX'S CURRENT STATISTICS:

DEX: _____ STR: _____ BODY: _____

INT: _____ WILL: _____ MIND: _____

INFL: _____ AURA: _____ SPIRIT: _____

HERO POINTS: _____

FOOD/WATER: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

35 SOAMES:

☐ ☐

50 CARTRIDGES OF AMMO:

☐ ☐

EQUIPMENT ADDED/LOST:

INFORMATION:

NOTE: If you acquire more food/water, Soames, or cartridges you may either draw in more boxes or erase the appropriate number of check marks for that item.

NOTES:



ROLL 1D6 at the end of every round of movement and consult the appropriate environment for your encounter. Note: as you move closer to Sisco, both the desert and road columns receive modifiers as given on **Map 2**.

If an event has occurred, check off the box next to it. If you get the same paragraph number again, go to the next lowest event number that hasn't occurred. If none lower, go to the next highest. If all possible events have occurred, treat the roll as 'no encounter' and resume moving on the map.

THE ROAD		
	Die Roll	Paragraph #
☐	1	45
☐	2	55
☐	3	66
☐	4	13
☐	5	6
☐	6	20
☐	7	48
☐	8	58
☐	9	26
☐	10 +	95

WOODS (use no modifier)		
	Die Roll	Paragraph #
☐	1	148
☐	2	90
☐	3	118
☐	4	111
☐	5	26
☐	6	123

**NUMBER OF HEXES
TRAVELLED PER DAY**

	ON CYCLE	ON FOOT
Road	4	2
Desert	3	2
Woods	3	2
Mtn. Pass	3	2
Mountains	X	1

Timetable For Hex's Entry Into Sisco

<i>5pm</i>	6	7	8†	9	10	11	12	<i>1am</i>	2	3	4	5	<i>6am*</i>	

† At 8 pm go to No. 194.

Encounter Location Chart for Map 3

Write the number of each location visited in the boxes below, going across, each time you move on **Map 3**. After every fourth location go to **No. 260** (represented by the **G** every fourth box).

				G					G					G					G
				G					G					G					G
				G					G					G					G
				G					G					G					G
				G					G					G					G

1.0 INTRODUCTION

You stir, awakening out in the open. You are alone, away from the people and the craziness of this new world. Your body is already dripping from this heat inside an outfit called a *zone suit*. You know how important the suit is. You've seen what the acid rain can do to a body; a man without protection from the rain can be reduced to a skeleton in seconds.

This may be a brand new world for you, Jonah Hex, but nobody ever accused you of being a slow learner. Even after you were transported from your own time of the 19th century Old West to become part of Reinhold Borsten's "warrior collection" and escaped, you have evaded every kind of hostile element this world has to offer you.

You then hear a quiet voice behind you.

"It's him."

Without thinking, you reach for your gun, feeling foolish when you notice that it's gone.

Then there's another voice; small, sweet . . .

"Don't be afraid. We need you."

You shield your eyes from the newly risen sun. You can just make out the face of a girl not more than sixteen.

Stepping closer to you, she says, "Will you help us?"

Dangerous word, that word 'help' . . . You realize that already this day's off to a bad start.

Back at a huge canvas tent, the girl tells her story while you sip some bitter coffee. She tells of someone named Alcala, a ruler of a fortified city to the north called Sisco. Once one of the last places where gasoline and water could be freely bartered, the city has turned into a haven for the renegades and murderers that prey on nomad tribes such as this one.

Then there are stories told by the stragglers who've left the city . . . of humans hunted down like dogs for sport or people sold into slavery for work, pleasure, or other more barbaric pursuits. Already rich in *Soames* and water, Alcala has his special soldiers raid anyone suspected of having water, fuel, or food.

You look at the girl and ask, "Whut do ya want with me?"

A short, bald man with burn marks on his face sits down next to you.

"Excuse me. My name is Edgar. I was, er . . . you may not know the word . . . a teacher. These good people have asked me to lead them. We live, as you can see, very poorly. Our only hope is in our young people like Princess Elena." He looks at the girl.

"Princess?" you ask.

"Oh, yes. You see, Elena is the daughter of Lord Alcala. She may be the only one who can stop him from his reign of bloody madness. Quite simply, she's our only hope."

"Whut 'bout me?"

"Why, er, we hope that you will take her to Sisco to her father. There are people surrounding Alcala who would stop at nothing to kill his only child. If you can get her to him she can plead for mercy for those like us who hide in The Wasteland. We want you to be her escort."

Edgar reaches down and pulls out your Smith & Wesson from his boot. He places it on the wooden table along with your bowie knife and your lariat saying, "I'm sorry we don't have any weapons to offer you other than your own. We do have one item, however, that will help you get there faster." Just then, another man brings in a large cycle. "You know how to ride?"

You nod, "Yeah."

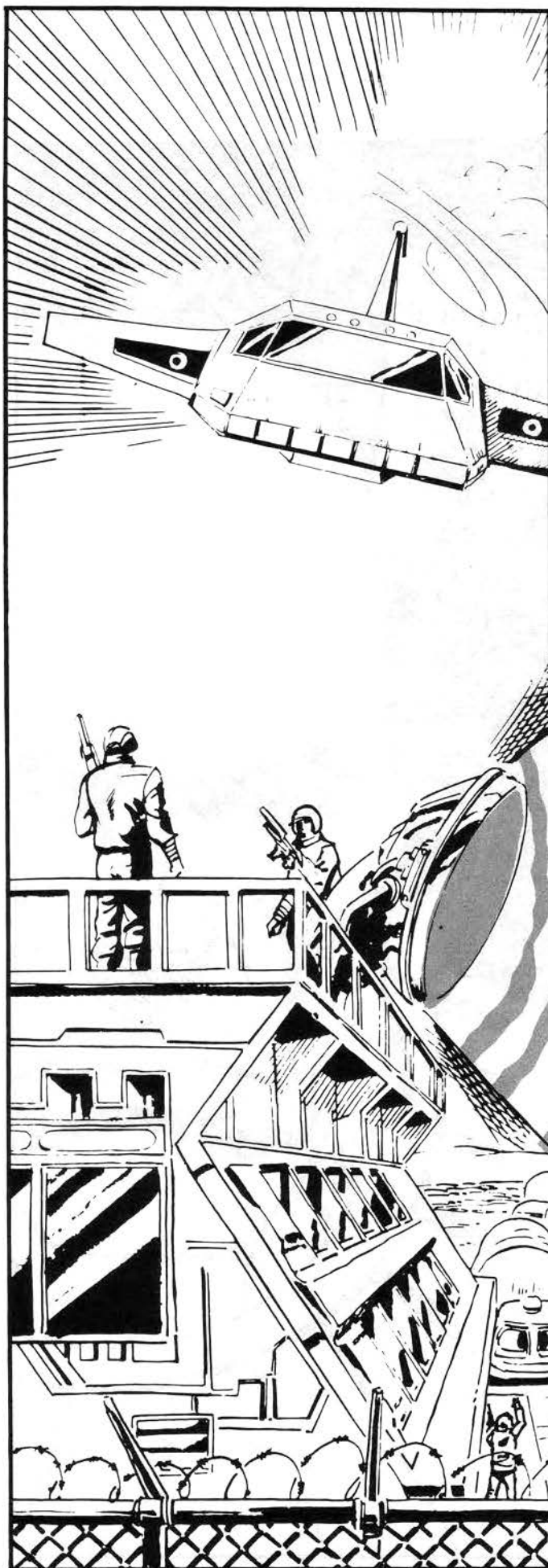
"We picked you," Elena says. "Other nomads spoke of someone powerful, strong, brutal . . ."

"Brutal?" you ask.

"Yes, but good." She stops and looks at your disfigured face without any sign of shock. "You will do it, won't you?"

"Tell me jes' whut ah'm gettin' muhself into," you say quietly, your curiosity aroused.





The nomads look at each other as Egdar starts talking.

"Sisco is due north about 200 miles from here. It sits on a bay near a destroyed bridge. There really isn't much left of it. The outskirts of the new city are the ruins of an old city, and, from all reports, it's dangerous. Muties and attack droids prowl the whole area."

"Jes' whut are muties?" you ask.

"Mutants. No telling what kind of strange human specimens you'll meet. The inner city is surrounded by a 30-foot wall. It's guarded by Alcalá's personal army, as well as a host of electronic booby traps. Once inside, what you find depends on who you've spoken to and maybe who they know. The arena games take place every night, while all kinds of sick behavior fills the narrow streets. Alcalá's home is undoubtedly heavily guarded.

"Oh, yes. There's a road north of here that leads to Sisco but there are reports of Alcalá's soldiers as well as roving muties and the Road Reapers. To the northeast is the desert. It is a slower, perhaps safer way, if you steer clear of the occasional giant sand worm. The mountains lie due west. Get across them, and you can head north to the city. Whatever route you take, don't forget to keep your ears cocked for any information about Sisco. The towns may have information or some weapons should you need any. There are lakes ahead; contaminated, of course. We can give you some drinking water that has already been treated, some food, and 35 Soames to take along."

Just as you stand up, Elena grabs your hand, her tiny fingers pressing your rough skin.

"Will you take me?" she asks.

Where you come from a lady doesn't have to ask twice. You nod in agreement, all the while calling yourself a fool, 'cause only a fool would be an escort to hell.

ABBREVIATIONS

AP	Attribute Point
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
DEX	Dexterity Attribute
EV	Effect Value
GM	Gamemaster
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
NA	Not Applicable
NPC	Non-Player Character
OV	Opposing Value
RAP	Result Attribute Point
RV	Resistance Value
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute

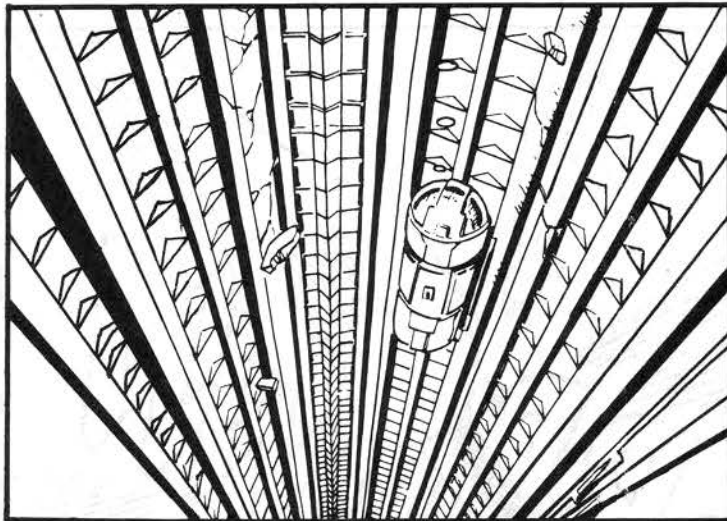
2.0 PLAYING THE ADVENTURE

In playing this solitaire adventure you are Jonah Hex, a 19th Century Old West gunfighter who was transported from his own time and brought to the post-nuclear 21st century, during which this adventure takes place.

While this strange and deadly new world holds many things that are unfamiliar to you, you are able to adapt and learn quickly. You are a survivor.

You begin playing the adventure at paragraph **No. 1**. From there, you will determine how you journey north toward Sisco by using the hexagonal marker given with **Map 1** on **Maps 1** and **2** (see **Movement** for details). Throughout the adventure you will have encounters; at the end of each numbered paragraph you read you will be given a choice of action for Hex to take.

When Jonah Hex reaches Sisco ('C' on **Map 2**) you will be directed to paragraph **No. 200**, which will explain how to enter the city. Once Hex has entered Sisco you will then be directed to paragraph **No. 210**, which explains how to move from location to location on **Map 3**. (You will be instructed what to do at paragraphs involving **Map 4**.) You will use your marker on **Map 3** and **Map 4** also.



3.0 CHARACTER INFORMATION

Chart 1 on the Player's Worksheet gives you the statistics for Jonah Hex; this includes his Attributes, Skills, Hero Points, and Equipment. Note that some Skills have specific Subskills.

Action Checks

In many cases you will only be required to roll your success number on the Action Table, using the appropriate Acting Value (AV) and Opposing Value (OV) for the action being attempted. In other cases, you will be required to have a specific number of RAPs (Result Attribute Points) to determine what occurs next. In the case of using certain Skills to find out information, the RAPs will determine how much information you are able to obtain in Knowledge Points.

For example: A paragraph states that you can try to force open a door. The door is listed at 0 APs OV and 8 APs RV. First you do an Action Check by using Hex's DEX vs. the door's OV of 0. Succeeding on the Action Table you use Hex's STR as the EV and 8 APs as the RV for the total RAPs. Remember to include any Column Shifts if your roll is greater than 11. That paragraph may then state, "3 RAPs and you open the door. Go to **No. 367**. Anything less, and the door is firmly locked."

Hero Points may be spent before rolling on all Action Checks.

When a Skill is given and no Subskills are specified, all of the Skill's Subskills (Escape Artist from the Detective Skill, for example) can be used at the level of APs given for the Skill.

Certain paragraphs will state an Opposing Value and/or a Resistance Value when either or both are needed. Statistics are also given for Hex's opponents.

In certain situations or for the duration of a specific encounter Column Shifts are given (such as -2 on your Opposing Value for a Surprise Attack on an opponent). For your convenience be sure and note these Modifiers for as long as they are needed.



4.0 EQUIPMENT



Hex starts the adventure with his Smith & Wesson six-gun, his knife, and his lariat. See **Chart 1** on the Worksheet for the Acting and Effect Values for these.

The Cycle

Hex is also given a motorcycle. The cycle has more than enough fuel to reach Sisco. You must check once per day to see if your cycle breaks down. Make a standard Action Check. Use your Land Vehicle Subskill as the AV/EV. The Opposing and Resistance Values start at 0, but increase by one column every two days. On day 6, for instance, the OV/RV would be the 3-4 column. Positive RAPs mean that the cycle is in good working order. Any other result means the cycle breaks down and is unusable for the rest of the adventure.

Hex also has 35 Soames, which can be used as trade or to purify radioactive water (1 Soame will purify 1 gallon of water), a zone suit, and 50 cartridges for his gun.

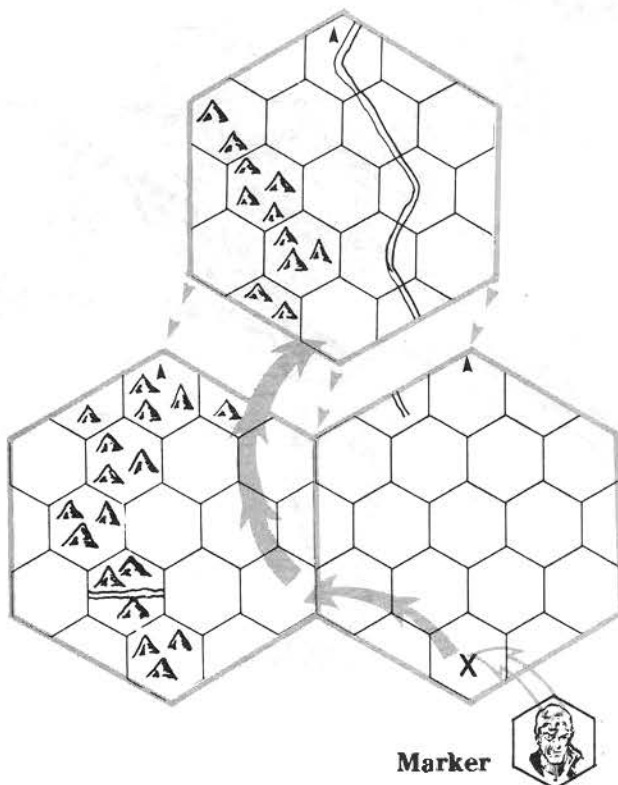
Use of Firearm

When Hex uses his Firearm, one cartridge of ammo is expended for each target he attacks. Even in Multi-Attacks, one cartridge is still used per target. Hex's six-shooter holds six cartridges. After these are shot, he must spend one entire phase to reload while engaged in Combat. It is assumed that Hex begins each Combat encounter with a fully loaded gun (unless he is running out of ammo). Keep a record of each shot fired on the Player's Worksheet.

Ample food and drinkable water is supplied for 10 days. After 10 days, unless Hex has been provided with additional food and water, he must enter Sisco, locate water, or lose 1 AP of BODY per day. If Hex becomes unconscious while outside of Sisco see paragraph No. 100.

Equipment and supplies can be lost during the adventure.

5.0 MOVEMENT



In the first part of the adventure Hex will travel through the Wasteland to Sisco. To prepare for this, do the following:

Take out the map section from the center pullout. Cut out the large hexagons (hexes) from **Map 1** and place them number-side up. Cut out the marker from the same page at this time; you will use this throughout the adventure. Take large hex #1 and place it in the large hex numbered '1' on **Map 2** so that the terrain faces up and the corner with the small arrow is at the topmost point of the hex. The dot is the starting location for the beginning of the adventure.

You move on **Map 2** from small hex to small hex. As you move onto a new large hex take the appropriate numbered hex from **Map 1** and place it in its proper space on **Map 2**, with the marked corner at the topmost point of the hex.

Move on **Map 2** according to the speeds listed below, which are the number of small hexes you may travel per day.

Number of small hexes travelled per day:

	ON CYCLE	ON FOOT
Road	4	2
Desert	3	2
Woods	3	2
Mtn. Pass	3	2
Mountains	X	1

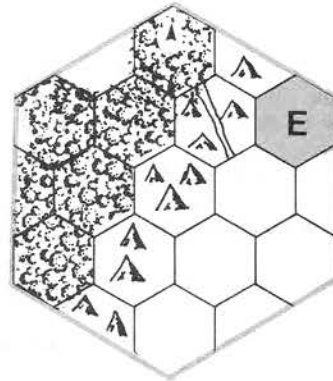
6.0 LOCATIONS AND ENCOUNTERS

NOTE: You will need a six-sided die to roll on the *Encounter Chart (Chart 2)* when using *Map 2*.

At the end of each day's movement check what terrain you're in, check off one box for food/water, and roll on **Chart 2** for an encounter. As you move north on **Map 2** add the number given to the left of the row of hexes that you are in to your encounter die rolls. This is done to increase the likelihood of certain encounters occurring as you get further north toward Sisco.

Note that some of the locations on **Map 2**, such as lakes and towns, are marked with letters; these letters direct you to specific encounter numbers on the **Encounter Chart (Chart 2)** and need no die roll. When you land on these lettered locations simply go to the appropriate paragraph number.

You will be instructed on how to use **Map 3** and **Map 4** at appropriate paragraphs.



7.0 COMBAT

Combat is normal **DC Heroes™** Combat; special circumstances are noted accordingly.

Any encounter paragraphs dealing with Combat will usually specify who has the Initiative and who is surprised. In cases where Initiative in Combat needs to be determined conduct normal Initiative rolls.

Recovery Checks can, and should, occur after each day's encounter whenever Hex incurs damage. If Hex becomes unconscious while you move on **Map 2** you will be directed to go to paragraph **No. 100**.



8.0 END OF ADVENTURE

Hex will escort Elena to Sisco and attempt to see her father, Lord Alcala. You will find other victory conditions in the adventure as you progress. The breakdown for the Hero Points awarded for the adventure is given in the 'Endgame' paragraph, **No. 366**.

When you are ready to begin go to **No. 1** and find out what dangers Jonah Hex must contend with as an escort to hell.



GLOSSARY OF TERMS IN 'HEX'

Attack Droids - Android replicas of animals, such as tigers or dogs, that are programmed to patrol an area.

Hondo (alsospelled 'Honda') - The knotted 'eye' at one end of a lariat.

Hovo - Applies to any type of airborne craft from this era.

Lotus Blossom - A hallucinogenic drug that is burned in a bonfire to achieve its effect.

Muties - Mutants.

Rado Waste - Radioactive waste.

Road Reapers - A nomadic gang who survives by stealing food, water, Soames, etc.

Soames - A chemical tablet, invented by chemist Wilfred Soames, that purifies radioactive water almost on contact. One Soames tablet purifies a gallon of water.

Survies - Survivors of the nuclear holocaust that occurred before Hex was transported to this time.

Zone Suit - A suit worn as protection against the acid rains that occur frequently; these rains were a result of the nuclear holocaust.

9.0 ENCOUNTER PARAGRAPHS

1 You walk over to the cycle and Elena follows you.

"You know how to ride this?" she asks tentatively.

"Sure," you mutter, not quite willing to admit that you're still not over the funny feeling you get in your gut when you hear a motor roar to life.

You get on and Elena sits behind you, holding tight.

There are three ways you can go, as Edgar explained. North to the road, northeast across the desert, and west to search for a pass across the mountains to the forests leading north.

"Well, let's say we git goin'." You sit on the motorcycle and press the electronic ignition, kicking up a small dust cloud as the nomads watch you leave.

To begin, move on **Maps 1 and 2** as explained in **5.0 Movement** and **6.0 Locations and Encounters**. When you reach Sisco, go to **No. 200**.

2 The road becomes impassable for the cycle. You have no choice but to get off the bike and walk it over the holes and through the chunks of rock that cover the highway. Go to **No. 25**.

3 The Tiger will attempt to claw and bite. You get two range attacks with a weapon before it reaches you. If it reaches you, roll its DEX/STR vs. yours for each attack. If you become unconscious, go to **No. 100**. If you stop the Tiger, go to **No. 28**.

4 The sun is brilliant in the deep blue sky. Although you're no stranger to riding across a sun-scorched desert, it's so desolate here that it gives you the shivers. You glance back at Elena. She smiles, seemingly comfortable in this frying pan.

If you decide to head toward the road, you can travel one additional hex. If not, go to **No. 50**.

5 You see a wreck in the distance; one of those flying crafts called *hovers*. This one's small; it's big enough for maybe one or two people.

You can go examine it (go to **No. 22**), or keep moving (go to **No. 41**).

6 You hear the motors in the distance before you can see the cycles coming toward you. If you're on a cycle, go to **No. 34**. If not, go to **No. 19**.

7 The West Wall is the safest point of entry into Sisco, but watch out for the Cyborg Tigers. Return to move on **Map 2**.

8 "Lotus blossom," you say quietly. "C'mon gal," you say, taking Elena's hand. "We gotta go some other way. I call that stuff 'skunk weed'. It makes people crazy."

As if to illustrate your point, you hear a woman scream as she walks into a big bonfire filled with the burning hallucinogen.

Return to your previous hex on **Map 2** and move in another direction (next turn).

9 You stop, and look up at one of the men guarding the bubble-shaped truck. He looks down at you and then clutches his rifle tighter.

Try your Charisma vs. an OV/RV of 7/7.

If you make 2 RAPs, go to **No. 53**

3 or more RAPs, go to **No. 76**.

Any less than 2 RAPs and it seems like everyone in this group will simply ignore you. Return to **Map 2** to move.

10 Do a Perception Check using your INT as the AV and your WILL as the EV vs. an OV/RV value of 3.

If you make 2 RAPs, go to **No. 14**

3 to 4 RAPs, go to **No. 43**

5 or more RAPs, go to **No. 79**.

If you fail the Check go to **No. 80**.

11 You hear, "Put down your weapons. You are now prisoners of Lord Alcalá."

If you put down your weapons, go to **No. 83**. If you want to try and shoot at one of the *hovo* crafts, go to **No. 18**.

12 You see the blades slice through Elena. Instead of blood, you are startled to see wires go flying up in the air.

"Whut the ding-dong?" you say.

Just as you see the blades heading toward you ... (go to **No. 100**).

13 People are coming toward you ... an old man, a woman, and a very thin, frail young boy.

As soon as they see you they become uneasy. You raise a hand trying to calm them.

"Are ... are you from Sisco?" the old man asks.

"No, but I'm headin' there," you say.

"No!" the man shouts hoarsely. "You must not." He looks at Elena. "For her sake. They will take her to his bunker. You'll never see her again."

You ask him, "Jes' where is his bunker?"

"There are many stories. One says that it's under the arena. Another says that it's

in the center of Sisco. No one from the outside ever lives to see it. May ... may we move on? I'm trying to get help for my grandson," he says, indicating the young boy.

You look at the hollow-eyed boy and nod. Continue moving on **Map 2**.

14 It looks to you like an ambush. -1 OV Column Modifier to any Action Checks using your Weaponry Subskills during the next encounter. You also have the Initiative. Go to **No. 80**.

15 The large holes in the ship must mean that it had a bit of help coming out of the sky; it looks like something that you might have used in target practice back in your own time. Go to **No. 71**.

16 Use your Acrobatic Skill to Dodge two V-shaped projectiles that come flying from behind the rock. (One has an OV/RV of 4, the other 3.)

If you fail either roll, you're hit. Go to **No. 30**.

If not, you face a wild-eyed mountain man. A *Survie!* He is [DEX: 3, STR: 3, BODY: 2]. He has a knife (EV: 3). You have the Initiative. He will attempt to slash at you while you try to shoot.

If you become unconscious, go to **No. 100**. If you shoot him down, you can take a shaken Elena and continue moving on **Map 2**.

17 "Rado waste," Elena says, pointing down the road.

"Oh, yeah. Just full of it," he says. I'd be glad to tell you an alternate route for, say, 5 *Soames*.

If you pay go to **No. 24**.

Or you can try to Intimidate or attack him. Go to **No. 64**.

Or you can keep moving down the road, trying to pick your way through. Go to **No. 75**.

18 The *hovo* craft's windows can be shattered by a direct hit. The window has a BODY of 4. Try a hit against an OV/RV of 3/4. The *hovo*'s pilot, meantime, has the Initiative and can fire two laser blasts each phase (at 4/4). You can try to shoot the window, thus taking out the pilot. After the first phase of Combat a second *hovo* will appear, which you also must take out by shooting out the windows.

Conduct three phases of Combat. If you don't take both *hovers* down and you're still conscious after three phases you can

go to **No. 47**. If you're unconscious, go to **No. 100**.

If you take both *hovos* down within three phases you can continue to move on **Map 2**.

19 The cycles have blades protruding from their tires and rear and forward laser cannons. Go to **No. 36**.

20 You see a line of vehicles on the road ahead; cars with oddly mounted guns and a large bubble-shaped truck.

They see you, but short of making room for you to pass, they take no notice of you. You can go ahead. Go to **No. 32**.

Or, you may double back to the small hex you just left. Go to **No. 54**.

21 You smell the smoke, and too late you realize that it's lotus blossom, an overpowering hallucinogen.

Lose 1 day's food and water. When the fires die down the next day discover that. . . go to **No. 57**.

22 The dead pilot is still there, remarkably well preserved in the dry air. The wreck, however, is obviously quite old; it is covered with a thick layer of sand.

You don't want to waste too much time here—you've got a lot of distance to cover. However, you decide to search it thoroughly. (Lose 1 hex of the next day's travel.) Roll your Detective (Clue Analysis) Skill vs. an OV/RV of 7/6.

1 RAP of Knowledge Points, go to **No. 71**.

2 RAPs go to **No. 15**.
3 or more go to **No. 62**.
Fail and go to **No. 38**.

23 Lazy Bob and his two assistants whip out laser pistols. "You best be movin' on, fella," he drawls.

You decide it would be best not to have a shootout. You can move on **Map 2**.

24 "Some of Alcalá's people have built a tunnel through the area. It's about one mile west of here and it will get you through this mess."

Continue moving on **Map 2**, but move 1 hex west first instead of into the next road space.

25 Up ahead, almost hidden by the blurry curtain made by the heat, you can see an overturned car, its seats ripped out and strewn across the highway.

You can return to your last location on **Map 2** and move into any other hex (except for another road hex), or you can keep moving toward the wreckage. Go to **No. 10**.

26 Storm clouds are gathering quickly. You know the effects of acid rain. Fortunately, if you have a *zone suit*, you're protected. Continue moving on **Map 2**.

If you do not have a *zone suit*, you won't be able to escape the deadly torrent. As the first drops bite into you, you feel yourself collapse. Go to **No. 100**.

27 You hear Elena's scream, and before you know it, your face is covered by a vampire bat the size of a large dog.

Its claws dig into your shoulder and its jagged teeth are beginning to bite into your neck. (You cannot use your gun at any time a bat is on you.)

Conduct Combat. You have the Initiative. There are three bats. All are [DEX: 2, STR: 2, BODY: 2]. The first bat will bite after your first attack, causing 1 AP of damage, unless you can cut it off with your knife by reducing its BODY to 0. At the beginning of the second phase, a third bat will try to grab you from the rear (-1 Column Shift on its OV). If it succeeds (using its DEX vs. yours), it will then try to bite (use its STR vs. your BODY to determine damage).

If you take out the bats that attacked you go to **No. 97**.

If you become unconscious go to **No. 100**.

28 "My father put these out here," Elena says, gesturing at the tiger.

"Making the West safe . . ." you mutter. Return to **Map 2** to move.

29 There's a roar, and from out of nowhere you see a tiger coming straight at you.

"It's a cyborg," Elena says.

"A whu . . ." you start to say. But there's no time for questions as you see its electronic eyes flash and its maw open as it heads straight at you.

The Cyborg Tiger is [DEX: 4, STR: 5, BODY: 4].

If you're on a cycle go to **No. 99**. If not, go to **No. 3**.

30 You take 1 AP of damage. You start to get up when you see somebody holding a knife to Elena's throat. His face is all burned and scarred—not unheard of among those who live near the rado waste dumps.

"Leave, or I'll cut her," he says. His eyes are glinting and you remember the stories that you've heard about the mountain people, the *survies* who prey on anything that moves.

What will you do?

Walk away and try to double back? Go to **No. 96**.

Go for your gun to stop the madman? Go to **No. 73**.

Or try to talk to him, maybe offer some *Soames*? Go to **No. 82**.

31 Attempt to Interrogate Bob by using his INFL of 3 as the OV and his SPIRIT of 3 as the RV. If you make at least 1 RAP, he's a bit scared of you. (If you fail, go to **No. 23**.)

"Sure buddy. Didn't mean to get you excited. I'm just a businessman." Go to **No. 24**.

32 You pass by the convoy, with the armed guards eyeing you warily. You may continue moving past them. (Move on **Map 2**.) Or, you can stop to talk (go to **No. 9**). You can also use your Detective Skill vs. an OV/RV of 6. Make at least 1 RAP, and go to **No. 88**.

33 There's time for two phases of Combat using Firearms before the bikers reach you. Their laser rifles fire at 4/4 with an OV/RV of 13 due to their movement. You fire with an OV/RV of 2 since you're quite comfortable firing from something moving. (You just wish you had a stirrup.)

The five bikers are [DEX: 2, STR: 2, BODY: 3]. The group's Initiative is 6. If you take one biker out he will skid to the side of the road.

If you become unconscious before two phases go to **No. 100**. Otherwise, after two phases go to **No. 77**.



34 They're closer now, and you see the serrated blades protruding from the wheels and the one large laser rifle projecting from the front.

There are all five of them, whoopin' and hollerin' as they bear down on you. What will you do?

Try to outrun them, heading back to where you came from? Go to No. 65.

Speed up and head toward them, while getting your gun out ready to meet them? (Go to No. 33).

Or stop your cycle, use it as a shield, and try to pick off the attackers? (Go to No. 36).

35 You sneak to the rear of the car and see four men with red mohawks holding a type of thick-barrelled rifle that you've never seen before. They don't notice you creeping behind them; you can Surprise them.

All four are [DEX: 2, STR: 3, BODY: 3] with laser rifles with an AV/EV of 4/4. You're at close range and you get one free phase as well as a -2 Column Shift on your OV before they can shoot back. You have the Initiative for phase two. After that, roll Initiatives; their Initiative is 11.

If you take three of them out, the last one will run away. Go to No. 60. If you become unconscious, go to No. 100.

36 The five attackers are [DEX: 2, STR: 2, BODY: 3] and all have an Initiative of 11; roll for Initiative. They have an OV of 13 because of their movement and your use of the cycle as a shield. (If you don't have a cycle their OV is 11.) Their laser rifles have an OV/RV of 4/4. You have two phases of Combat before their blades reach you; if you are still conscious but have not taken them out go to No. 12. If you take them out before two phases, go to No. 46. If you become unconscious, go to No. 100.

37 The desert seems to surround this mountain chain. You wonder whether you picked the right direction. Return to move on Map 2.

38 The *hovo* craft is a useless wreck, just like the pilot. Too durned bad. Return to move on Map 2.

39 In any Combat during this encounter you have four phases before they attack you. Go to No. 27.

40 It's night, and the air cools quickly, almost chilling you. "You alright?" you ask Elena.

She nods yes, pulling her jacket tighter as she curls away from you. Your mind wanders as you stare at the small fire.

Wood is scarce, and soon you'll be in darkness.

Try your Detective Skill vs. an OV/RV of 8/8.

If you make 1 RAP, go to No. 86.

2 RAPs, go to No. 61.

3 RAPs, go to No. 39.

Fail and go to No. 27.

41 Return to Map 2 and move.

42 "Friend? Want to be friend?" the voice asks. You nod. "Take off your gun and step over here."

If you do so, go to No. 68.

If not, go to No. 81.

43 You decide to move off the road to examine the car further, leaving Elena behind you.

You will have a -2 Column Modifier to your OV at the start of Combat during this encounter (you will be able to Surprise Attack), and you have the Initiative for the first phase. Go to No. 35.

44 You've somehow kept control of your cycle. The others are turning toward you. You get Elena and the wrecked machine behind you as you get your gun ready to face them. Go to No. 36.

45 The road, what's left of it anyway, stretches off into the distance. There are potholes that resemble small craters and chunks of asphalt covering what was once a four-lane highway.

The sun is burning your exposed skin, making you itch to take another couple of slugs from the canteen. But you've felt this before, and you know that water will become just another one of those things that you dream about.

Continue moving on Map 2.

46 One of the bikes has skidded into the sand, apparently landing safely. You can take this faster bike (add 1 hex to any future movement). Continue moving on Map 2.

47 A hugenut falls over you and a yellow beam coming from the craft begins to pull your imprisoned body up into the air. Go to No. 83.

48 Out of the sky you see flat, metallic shapes swooping down at you.

They begin shooting, but you notice that the shots are landing all around you; they're not trying to hit. If you have a cycle, go to No. 87. If not, go to No. 11.

49 You're going full out and the electronic tiger is at your heels. It gets a bit closer, then jumps.

Use the tiger's DEX as the AV against an OV of 5 to see whether it hits. If it does, use its STR (5) as the EV and your BODY (8) as the RV to see how much damage it causes; it will cause that damage automatically each phase, as it bites and claws at you, until you can shoot it off or until your BODY equals 0. If you become unconscious go to No. 100.

If it misses, you can outrun the Cyborg Tiger, which will return to its electronic prowling.

"My father put these out here," Elena says.

"Making the West safe..." you mutter. Return to move on Map 2.

50 Reduce your STR and BODY by 1 AP while you're in the desert. You may continue moving on Map 2.

51 In the distance you see some large *hovo* crafts heading toward you. You can stay where you are (go to No. 48), or look for some cover (go to No. 85).

52 You see rockets arching into the air, then there's an explosion as each rocket breaks apart, sending a web of nets over you and Elena.

Then, rising from the dust of the desert, you see about 30 people dressed in sand-colored uniforms jump up screaming and yelling.

You go for your gun but the nets fall with a heavy thud slapping you and Elena to the ground.

"Whut in thunderation is this?" you yell.

One of the 'sand-men' runs forward with a long staff and touches you with it; you feel an incredibly powerful jolt of pain hit your mid-section.

"Quiet!" your attacker yells to the group. "Obviously, Alcalá is growing senile in his old age... sending out a solitary slaver, and with such a treasure as this. No matter; one less slaver will surely make our world a happier place."

"Slaver? Now jes' you lis..."

"Silence! No lies, ugly. Just hand over any *Soames* you have, and we might just let you go."

"I have no *Soames*," you lie. "Jes' water." The staff hits you again, doubling you up.

"Wait!" It's Elena's voice now. "He's not a slaver. He's taking me to... plead for my people. We have little food and almost no water."

"Tell us about it. No *Soames*, huh?" He signals one of his men to loosen the titanium nets and says, "Alright. Just get going."

You stand up uneasily.

Do you want to try and get some information from these people (go to No. 84), or will you move on (continue on Map 2).

53 "Yeah," the guard shouts down when he sees you eyeing the enormous bubble. "It's water; probably the only stuff outside of Sisco that you can drink. And there's no way we'll let Alcalá's guards take it away. You're welcome to drink and eat, but then you best be going."

Add one day's water and food provisions, then continue on **Map 2**.

54 You can move back one hex and travel in another direction for one hex. You may then complete a full day's movement on **Map 2** and roll for encounters normally.

55 If you're on a cycle, go to **No. 2**. If not, go to **No. 25**.

56 Elena's head is off and wires protrude from her neck. "Holy Hannah! She's some sorta machine!" you mutter. Then everything goes dark. Go to **No. 100**.

57 ... you have no *zone suit* or cycle. You could try to get either at any town on the map. Return to **Map 2** and move.

58 Ahead you see people standing around a tremendous bonfire.

Do a Perception Check with your INT as the AV and your WILL as the EV vs an OV/RV of 4/4. If you make at least 1 RAP go to **No. 8**. If not, decide what you'll do. You may return to your last hex and move in another direction on your next day's turn or, if you remain here for now, go to **No. 21**.

59 A cycle catches up to you and cuts through your tires. Roll your Land Vehicle Subskill vs. an OV/RV of 11/9 to keep control of your cycle as it slides to a stop. If you make at least 2 RAPs, go to **No. 44**. Otherwise, go to **No. 89**.

60 The rest of them run away into the surrounding wilderness. Do a Recovery Check for Hex if he took any damage.

You can go back for the princess. The road clears up ahead past the overturned car. You can continue moving on **Map 2**.

61 You hear a high-pitched screeching in the air. "Bats, more 'n likely," you think. You take your gun out anyway. You will have a -1 OV Column Modifier to any use of your Weaponry Subskills during this encounter. Go to **No. 27**.

62 The craft is pointing south, away from Sisco. Was he trying to escape ... and was he caught? Go to **No. 15**.

63 To the east you see two lakes and towns. Maybe you could find information, or even accomplices, to help you reach Sisco. Place hexes 6, 7, and 8 on **Map 2**.

To the west lies heavy woods. You wonder what strangeness it holds. Continue moving on **Map 2**.

64 If you choose Intimidation, go to **No. 31**. If you attack, go to **No. 23**.

65 You turn your cycle around and head back, but the ever-closer sound of the engines behind you lets you know that their machines are faster than yours.

You now hear a series of high-pitched screams as their laser rifles fire from the front of their cycles. The rifles have an AV/EV of 4/4, but they are firing with an OV of 13 because of your movement and theirs. You cannot get off any shots in this position.

After they shoot for the first phase return to **No. 34**.

After the second phase go to **No. 59**. If you become unconscious go to **No. 100**.

66 NOTE: This encounter paragraph *can* be repeated. DO NOT check off the encounter box on **Chart 2**.

You see some type of soldiers blocking the road. There are ten of them; six of them are holding bulky rifles at their sides.

You can keep moving toward them (go to **No. 78**), or you can return to your last hex on **Map 2** and move in a different direction on your next turn. (You must move one hex off of the road.)

67 You get your gun out quickly, but not before some kind of V-shaped object comes flying from behind a rock.

Use your Acrobatics vs. an OV/RV of 3/3 APs to Dodge it. If you're successful (for 1 or more RAPs), you can dive for cover (go to **No. 91**), or run toward the rock where the object came from. Go to **No. 16**.

If you fail to get positive RAPs the heavy object hits you. Go to **No. 30**.

68 Suddenly a V-shaped object comes flying from behind the rock.

Use its speed (4 APs) as the AV and its STR (2 APs) as the EV vs. your DEX and STR. If it hits for 1 RAP, it knocks you down. Go to **No. 30**. Otherwise, you can retrieve your gun. Go to **No. 67**.

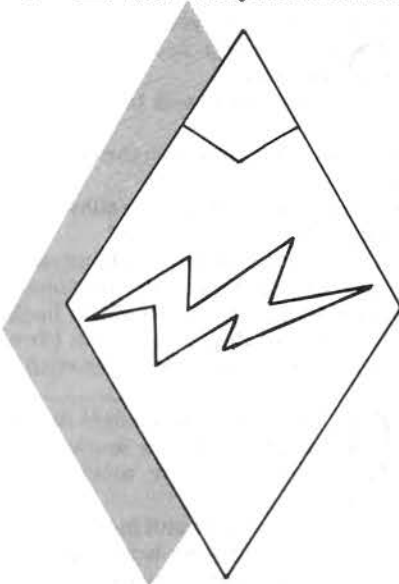
69 They show you a crude drawing of a tunnel that leads under the western wall. It may have been filled, they warn, but it's still worth checking. When you arrive at Sisco, you can go to **No. 150** if you decide to

search for the tunnel. (Note this down.) Go to **No. 7**.

70 This encounter can only take place within eight hexes of Sisco. Otherwise, ignore this paragraph and continue moving on **Map 2**; DO NOT mark off this encounter on **Chart 2**.

If you are within 8 hexes go to **No. 29**.

71 Amid the wreckage you see a pilot wearing a black zone suit with this symbol on the back.



Return to **Map 2** to move.

72 The bomb's explosion creates a cloud of smoke. You can grab Elena and move to another mountain hex. (Roll for another encounter.)

Or you can run to the rock where the voice came from. Go to **No. 16**.

73 He has the Initiative due to the situation. Push you DEX vs. your DEX (you must get at least ONE Column Shift) to try to shoot him before he cuts Elena (you have an OV/RV of 3/2). If you succeed you can continue moving on **Map 2**.

Fail and you shoot him after he cuts Elena's throat. go to **No. 96**.

74 When you come out you hear... Go to **No. 81**.

75 The road is covered with rado waste. Lose 1 day trying to travel around it. (Mark off food and water and continue moving on **Map 2**.)

76 "Going to Sisco?" the fellow asks. "Try the western gate. There's some underground activity there that might help you through. Oh yes, Alcalá's stronghold is underground. The guy's practically a mole. Even the games are held at night." Go to **No. 53**.

77 Each of those remaining on his bike will try to cut your bike up with his blades. Each will make an attack with an AV of 3 and EV of 4 against your bike (OV is 5, RV is 3). If they cause 1 or more RAPs of damage to your bike's BODY, go to No. 59. If not, they will turn around to come toward you again. You can charge them (go to No. 33), stop your cycle and shoot it out (go to No. 36), or try to outrun them (go to No. 65).

78 As soon as you are seen, six rifles swing around in your direction.

"Halt. No one is allowed to pass this place."

But you are on your way to the city, you explain.

The soldiers laugh. "No one is allowed in except by order of Lord Alcala."

Then you see the soldiers nudging each other, pointing at Elena. She nervously grabs your hand as you decide to back away. Return to Map 2 to move. (You must move at least one hex off the road.)

79 A flash of light flickers in the twilight and you know that there's someone moving behind the wreck.

You take out your gun and move off the road. Elena looks at you worriedly, but your glance tells her to stay close to the ground. You will have a -1 OV Column Modifier when using any of your Weaponry Subskills during the next encounter. You have the initiative for the first two phases of combat. (Go to No. 35).

80 Suddenly 4 guns emerge from the wreck; stubby-barrelled weapons that look clumsy but deadly.

All the attackers are [DEX: 2, STR: 2, BODY: 2]. They're firing laser rifles with an AV/EV of 4/4 and an OV/RV of 6/6. Any shots you take are with a -1 Column Modifier to your OV due to the cover of the car.

If you knock two of them out, go to No. 60. If you become unconscious, go to No. 100.

81 "Halt!" a voice shouts. You must act quickly. The mountains offer many hiding places for you and also for whomever is talking to you.

Will you:

Stop for your gun? Go to No. 67.

Stop and listen? Go to No. 42.

Dive for cover, pulling Elena with you? Go to No. 91.

Use a smoke bomb (if you have one)? Go to No. 72.

82 "I said leave," he screams. Return to No. 30, but you have a -1 OV Column Modifier to any Action Checks taken there.

83 You're bathed in a beam of light. Both you and Elena are being pulled up to the *hovo* craft. You look over to Elena, expecting to see a terrified expression on her face. Instead, smoke is rising from her body, then an explosion sends bits and pieces of her mechanical body flying past you.

"Whut the . . ." but you never finish the sentence as everything goes black. Go to No. 100.

84 Try your Charisma vs. an OV/RV of 11. If you make 2 RAPs go to No. 7

3 RAPs go to No. 69

4 or more go to No. 93.

If you fail, you can continue to move on Map 2.

85 Not much out here but you see a small gully that might give you some cover. You quickly hide the cycle and then run over to crouch in the shade.

The *hovo* craft swoop over missing you completely. It's really something, you think, how quickly one can learn what to look out for in an unfamiliar place.

Return to move on Map 2.

86 You hear a high-pitched squeaking in the night air. Some critter, more than likely. Nevertheless, your hand comes to rest against your gun.

You have a -1 Column Modifier (OV) to any Combat rolls during this encounter. Go to No. 27.

87 Go to No. 18.

88 These people seem scared, battleworn. They're guarding something and you guess that it's water inside the bubble-shaped truck.

You can stop to talk (go to No. 9), or continue moving on Map 2.

89 The cycle skids and you see Elena go flying off. Her head is ripped off by the pavement. You are surprised to see, instead of blood, a network of wires.

"Whut the . . ." you think, but such thoughts are cut off as you watch the road rising to impact with your head. You think that there's no way you'll survive. Then... (go to No. 100).

90 The woods are still, quiet. Perhaps too much so. Where are the birds and the animals? What has happened to this world? Return to Map 2 and move.

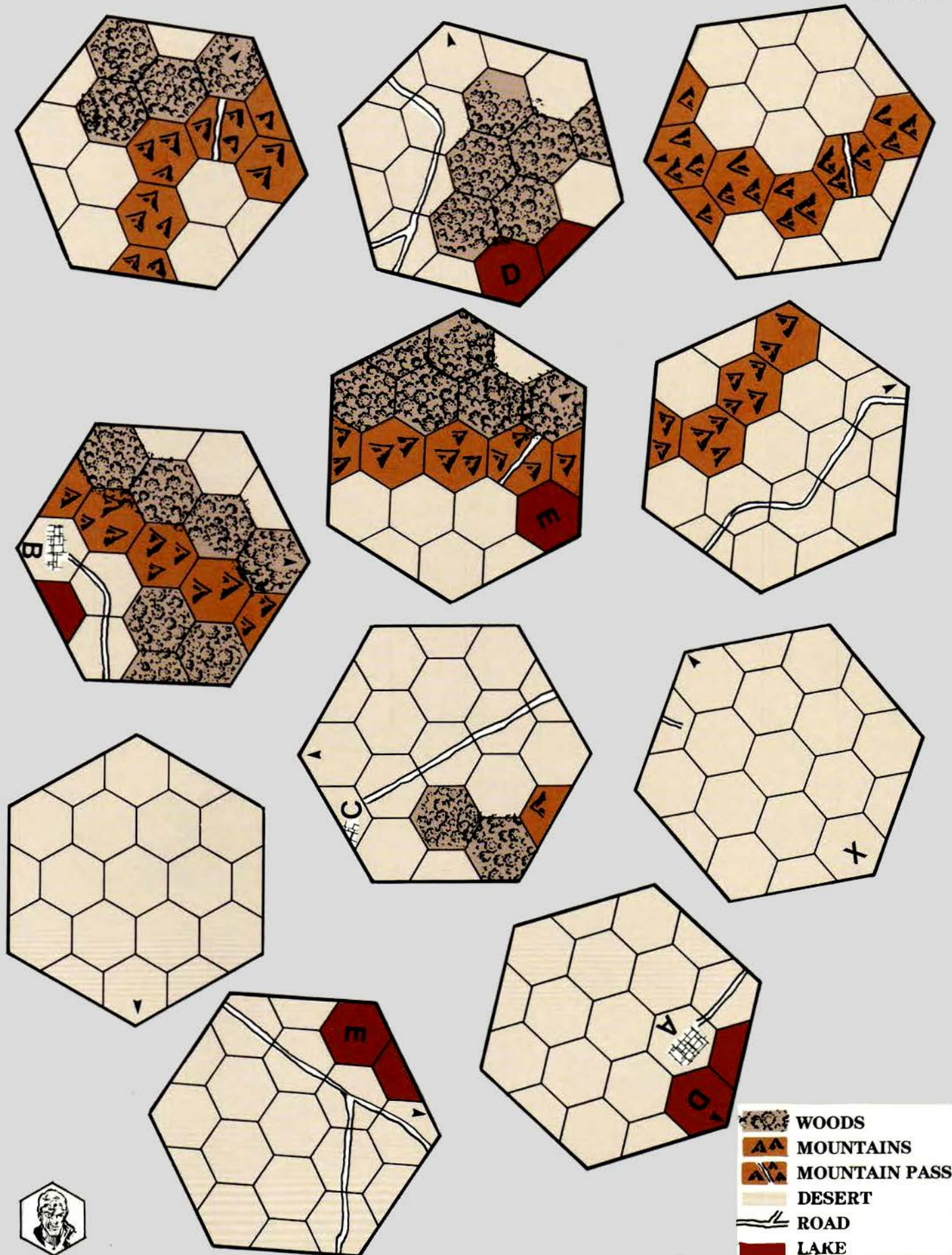
91 Two V-shaped projectiles come flying out at you. Try your Acrobatics Skill vs. an OV/RV of 4/3 to Dodge. Fail, and one hits you, knocking you down. Go to No. 30. Make 1 RAP, and you duck behind some rocks.

You can then back away from here. (Move back one hex on Map 2 and roll for another encounter there.) Do not re-enter this hex.

Or you could try to rush your ambusher. Go to No. 16.



MAP 1



Marker

SCALE 1 HEX = 10 MILES

X START (THE WASTELAND)

3

10

2

4

6

6

1

11

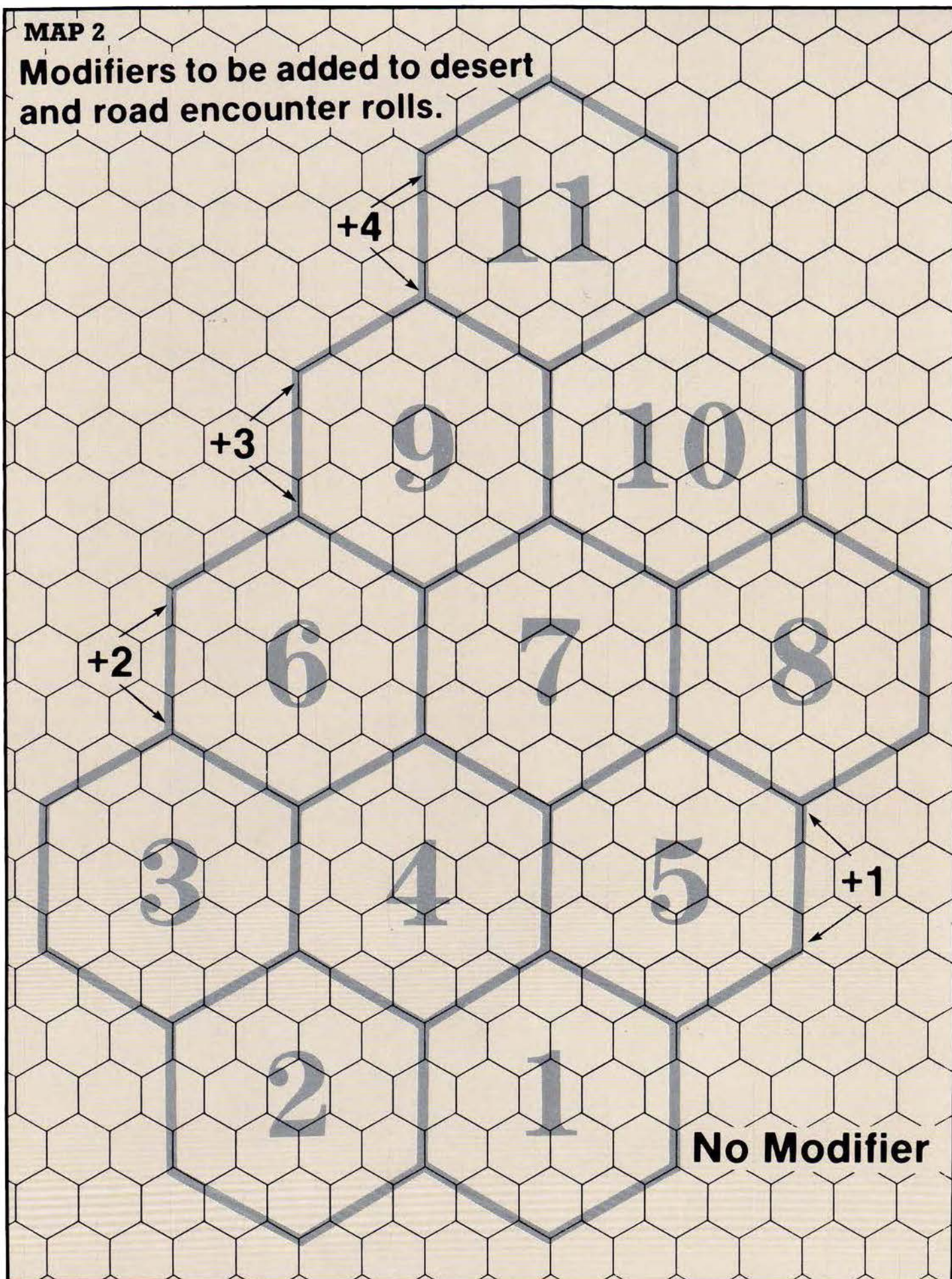
5

8

7

MAP 2

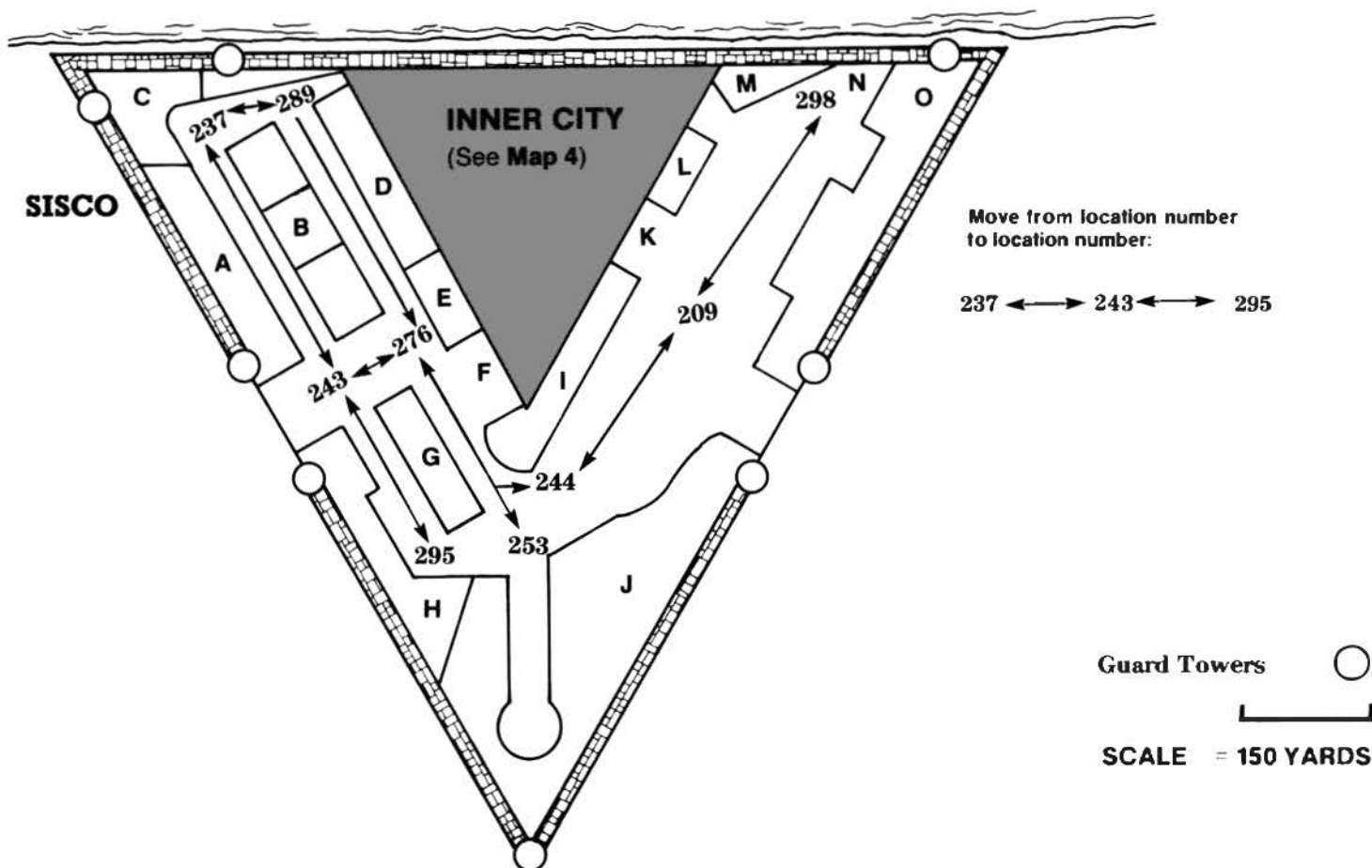
**Modifiers to be added to desert
and road encounter rolls.**



Upon entry into Sisco go to No. 309.

After every four location numbers go to No. 260.

MAP 3

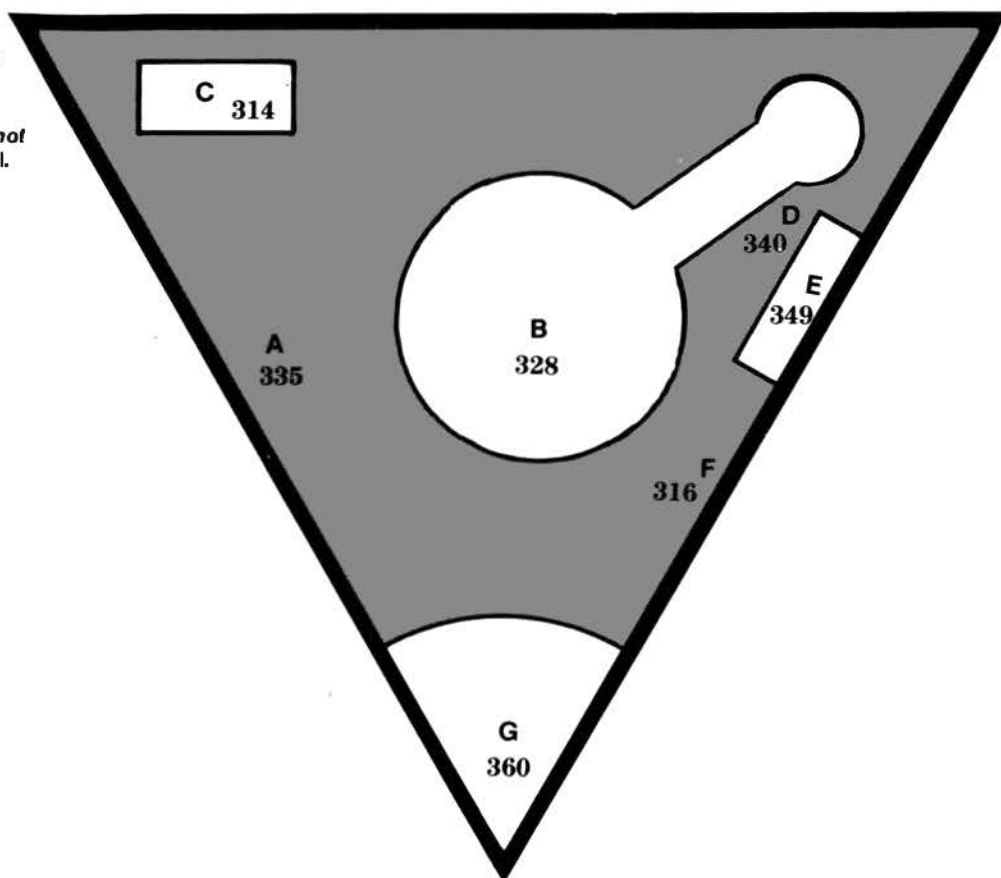


MAP 4

INNER CITY

NOTE: Locations visited on Map 4 are not counted toward the Guard Encounter total.

SCALE = 100 YARDS



92 The higher you go, the harder it becomes to breathe. Elena seems to be doing fine, her pace never slackening.

If you are in **Area 6** or further north on **Map 2**, go to **No. 63**.

If you're in **Areas 1-5**, go to **No. 37**.

93 With 4 or more Knowledge Points, you find out the following:

"There are people inside Sisco who may be able to help," he says quietly. "Paul Zalo deals in implants, but he helps us. He's got a place inside the western wall. Inside the cages near the arena there's a beefy guard called Mace. Make sure it's him before you talk. Also, I can give you these three smoke bombs. They come in handy if you try to escape.

"Good luck to you, and I hope you get through."

Go to **No. 69**. Note the smoke bombs on your worksheet.

94 You find a cave that could provide shelter for the cold night. If you decide to stay there, go to **No. 74**. If not, go to **No. 98**.

95 A big, crudely-lettered sign proclaims this ramshackle building as 'Lazy Bob's Resting Hole'. You see a strange-looking fellow sitting in a wicker chair. His shirt is bright red and orange and has pictures of a tree that you've never seen before.

"Why howdy friend. First time to Lazy Bob's?"

Two women, attractive except for the jagged scars on their faces, appear from a small cabin. "We here at Lazy Bob's try to help the poor traveler. No water, sad to say, but we got lots of lotus blossom, and men and women to serve any other needs you might have. Or maybe you're in the market for a little info. Interested?"

If so, go to **No. 17**. If not you can continue moving. Go to **No. 75**.

96 As you slip away you hear a scream. You run back to see the survie holding his knife. Elena's head is off and wires protrude from her neck.

"Holy Hannah! She's a machine!" you yell. Then all goes black. Go to **No. 100**.

97 The bat that attacked Elena screeches, then flies away. "What happened?" you ask.

Elena shakes her head.

"I don't know. It attacked me and then flew away."

Odd, you think. "Best we get us some rest. We've got a ways to go." You wonder if travel on the road might not be better. Return to move on **Map 2**.

98 You can continue moving on **Map 2**.

99 You can try outrunning the Tiger. However, your cycle has a speed of 7 APs. The Tiger's speed is 8 APs. It is 3 APs of distance from you. It will catch up to you in two phases and then attempt to jump the cycle. Go to **No. 49**. You can then try to Dodge it.

If you want to stop and fight the Tiger, go to **No. 3**.

100 NOTE: If this is not the first time that you've come to **No. 100** go to **No. 120** instead.

There's a ringing in your ears, an incessant clanging that could drive you mad. Your stomach is twisting as a sharp pain jabs at your mid-section. You open your eyes and everything is blurry. You remember feeling this way when you vanished from your own time and ended up in this craziness.

"Mr. Hex? Are you feeling somewhat better? I hope that your journey didn't shock you too much this time. At least it's the same day as when you started."

You move to get up, seeing the only face that you've learned to hate. You struggle, but heavy straps hold you in place.

"Reinhold Borsten at your service, Jonah. Or should I say, you're at mine." His laughter fills the stainless steel chamber.

"You see, Jonah. I've cured your wounds, saved your life perhaps. But for a very special reason."

"What did you do with Elena?" you ask.

"Ah, yes. My dear Elena."

Then, incredibly, you see Elena walk over to him. Borsten puts his arm around her and slides it up until his hand is around her neck. He then pops off her head.

"Surely you figured out that she wasn't human. No, she's a remarkable cybernetic android. In fact," Borsten says while pushing a button on the table in front of him, "I've got quite a few just like it." And you see a curtain part revealing three more Elenas.

"You skunk! She was never real..." you spit out.

"Oh, yes, my dear Hex. Quite real. She is, in fact, the daughter of Alcalá. Only you never met her. That's her," he says as a nearby wall becomes transparent, "in that room there."

It's Elena, pacing back and forth, and you wonder how you ever thought that the android could have been real. This Elena is breathtakingly beautiful.

"She can't see you. Yes, I'm keeping her safely. And she'll stay safe if you do what you're supposed to."

"And what's that Ah'm 'sposed to do?"

"Defeat Alcalá. I know that if someone did defeat him, he would leave Alcalá in disgrace. Then destroy Sisco's Computer Security System. When that's done, your job is over. Get out of Sisco, if you can. My troops won't wait long before attacking."

"Now just why in heck should Ah trouble muhself?" you ask.

"Because otherwise, I'll kill the real Elena. And what's worse, dear friend, the poor people of The Wasteland might remain under Alcalá's mad rule. I can, er, ease their situation. It's in my interest, and I will do it. They will be able to earn the necessary Soames and water. Lastly, I'll give you your freedom. No more man-hunt. Do we have a deal?"

You look at the real Elena's sad eyes, and remember the scared people of The Wasteland. And then you nod, swearing that one day you will be back for Borsten.

Borsten supplies you with a cyber-android Elena to help you enter the city. The only information that he has about Sisco is that the Computer Security section is near the gates. He also says that one of his agents is already inside Sisco, able to watch and help you if needed. When the job is done, you can escape without fear of reprisal. He also makes it clear that any double-cross will mean death to Elena, to The Wasteland people, and to you, Jonah Hex.

In order to not appear suspicious, you will be dropped at any hex (your choice) twelve hexes away from Sisco with fresh food and water rations. If you've had any equipment (zone suit, weapons, etc.) taken from you these will also be replaced.

Place all remaining hexes from **Map 1** onto **Map 2**. When ready, go to **Map 2** and any hex 12 spaces from Sisco.

101 Try your INT/WILL against an OV/RV value of 11.

If you make 1 RAP, go to **No. 180**.

2 or more RAPs, go to **No. 195**.

If you fail, go to **No. 129**. The mosquito is now 1 AP closer.

102 Try your Detective Skill vs. an OV/RV of 4 APs. If you make 2 RAPs go to **No. 168**.

3 RAPs, go to **No. 182**.

4 or more, go to **No. 193**.

If you fail, go to **No. 189**.

103 Use your DEX/STR against the mosquito's OV/RV of 9 because of its speed and distance. If you make at least 1 RAP, you get away and can continue moving on **Map 2**. If not, go to **No. 196**.

104 They are cautious but tell you that their town is well protected from Alcalá's attacks. They hint about other defenses that aren't visible.

They are desperately low on Soames, and some of the townspeople have been lost to slavers prowling the outskirts. They have nothing to offer you but they wish you well. You may continue moving on **Map 2** unless you have been referred to this paragraph from **No. 169** or **No. 147**. In that case, continue as previously instructed.

105 Resting on top of a big slab of granite you see a type of craft called a hovo. It's a small one, but from this distance it looks intact.

You can go look it over (go to **No. 197**), or get some rest for tomorrow's travels (continue moving on **Map 2**).

106 Like what? You can't think of anything that might work. If you wait for help, go to **No. 140**. If you try to struggle out, go to **No. 117**.

107 As you approach the town a sulphurous smell reaches your nostrils. You feel your stomach heave as you catch sight of some buildings ahead smoking in the afternoon haze.

Do you continue ahead? Go to **No. 121**. Or turn back? Go to **No. 171**.

108 Looking under the craft you see some ice build-up. It's been abandoned for a while. Go to **No. 186**.

109 "There's no work in Sisco. Now don't come to this gate again."

Go to **No. 194**. (You may try another gate, if you haven't already made an attempt.)

110 The cave is dark, but as your eyes adjust you see crates stacked against the cave wall. You say, "It sure looks like a stash left by some good ol' train robbers."

"Look through it," says Elena. "It may have something valuable."

You open one crate and find a dozen zone suits with breathing masks. The next crate has 24 laser rifles (EV: 4).

The last crate you open has books, maps, and a canister containing 30 Soames. You may continue moving on **Map 2**.

Be sure to note down anything that you take with you.

111 It's incredible, but you see a small cottage sitting in the middle of a clearing in this dark forest. A man is outside chopping wood.

"Greetings friends," he shouts. "Could we offer you some food?"

The setting is so homey that it sort of scares you. But the smell of what might be beef stew tantalizes your nostrils.

"We'd shore like thet," you say.

Inside the cottage you see the man's wife, a cheerful, plump lady busying herself around a stove.

"Welcome," she says sweetly, putting down two bowls of the steaming stew. You sit down to eat and talk.

"If you're heading to Sisco," the man says, "best be careful. It's a pretty wild

place. They say that the eastern gate is the easiest way to get into the city. If you're looking for a safe place to lay your head, look up Willie Pell. He runs an amusement area in the city. You're welcome to rest here tonight. There's been some strange goings on in the woods lately."

If you stay with them, go to **No. 122**. If not, go to **No. 166**.

112 "If we see you again," the leader says, "you'll be dead."

You leave the town slowly, your body racked with pain. Return to **Map 2** and move.

113 Everything appears orderly in this town. First sane place that you've seen. Go to **No. 115** and choose again.

114 You hear Elena's skin being peeled off and then you see the shiny metal exposed beneath. You raise your gun, but three hungry looking muties grab you and drag you down. You can't even move your gun to aim.

You feel teeth beginning to bite you, but then, thankfully, you black out. Go to **No. 100**.

115 Slowly, a real town comes into view. You see houses, stores, some cycles, but you also see towers topped by well-manned laser cannons.

"Okay folks! That'll do."

You turn to see three people at your rear. Two of them have laser guns aimed at you while a third, the man who is speaking, has his hands on his hips.

Will you:

talk to these people? Go to **No. 153**.

try to get some clue, through observation, as to what's going on here by using your Detective Skill? Go to **No. 174**.

go for a weapon? Go to **No. 133**.

116 You hear Elena's skin being pulled off as you rush them, but three of the ghoulish muties grab you and drag you to the ground. You feel their teeth begin to bite into you, then you black out. Go to **No. 100**.

117 The rope is OV/RV 5/5. You'll need 5 RAPs (cumulative) to get out. Assume one try per hour using your DEX/STR. After each hour, your DEX is temporarily lowered by 1 AP until the next encounter. If you get out, you can move on **Map 2**. After three hours go to **No. 125**.

118 You never saw trees with leaves shaped like these. You are enjoying the shelter from the sun when suddenly an

arrow goes whizzing by your head. Your hand drops down to your gun.

"I wouldn't, friend." You see someone step from behind a tree. An easy target, you think. Then you feel a massive shaft of wood crack on your head. Your gun, meanwhile, has been deftly removed.

"Hello," the archer in green says. "I'm the Radioactive Robin Hood. And these," he says as he gestures to other people shuffling out from behind the trees, "are my not-so merry men. We're a little low on Soames, you see. For that matter, we could use a zone suit and some weapons."

With an arch of his eyebrow, the strange character signals to his people. They strip your suit off, as well as Elena's, while one of them keeps a laser rifle on you. You also see a few with their knives ready.

"Now, we'll tie you to a tree for the wicked Sheriff of Nottingham to find."

Sheriff who? You wonder as the ropes are around your body, biting into your powerful arms.

"Tally ho, and thanks for the donation," the archer says as Robin's men vanish into the woods.

You now have no zone suit or Soames. Also, you now only have your lariat for a weapon, which they left lying at your feet. You will not be able to do anything involving your Firearms or Melee Weapons Subskills until those weapons are replaced. Go to **No. 157**.

119 Do a Perception Check; roll your INT/WILL vs. the hovo's OV/RV of 4/4. Succeed for 1 RAP and you can use it.

Make a roll for every two hexes that you travel. (The hovo craft can travel 6 hexes a day.) Fail any INT/WILL roll and the hovo crashes under your piloting. Determine if you take any damage by using your DEX/BODY as the OV/RVs, an AV/EV of 4/6. To land the hovo make another roll as above.

If you took enough damage to become unconscious, go to **No. 100**.

If you don't use the hovo, you may continue moving at your normal rate on **Map 2**.

120 "You again?" says Borsten. "This is getting tiresome."

Borsten takes care of your wounds, and resupplies you as per **No. 100**. You also receive another android "Elena."

"You know," he says, "my transmitter won't work once you're in Sisco." He then presses a button.

Go to **Map 2** to any hex 6 spaces from Sisco.

121 There's not much left here. You see a few busted up cycles and the burned hulk of a hovo. There's a store nearby, gutted and hollow. But what's that horrible smell in the air, you wonder?

You hear a scream behind you. Two ghoulish figures have grabbed Elena, and, with blackened nails, are hungrily peeling off her skin.

Will you:
go for your gun? Go to **No. 114**.
use your lariat? Go to **No. 187**.
rush them? Go to **No. 116**.
Or take a quick look around first? Go to **No. 192**.

122 Add an extra day's food and water to your supply. You can return to move on **Map 2**.

123 You hear the sound of a whip cracking. Crouching down, you peer through the trees.

You see a long line of people in chains... men, women, and children guarded by 5 men with laser rifles. You remember such scenes from your world from before the war.

"Slaves," Elena says.

What will you do?

Ignore them? Go to **No. 156**.

Follow them? Go to **No. 141**.

Try to free them? Go to **No. 165**.

124 It's 6 p.m. Decide how long you'll wait. One hour, go to **No. 160**; two hours, go to **No. 140**; three hours or more, go to **No. 125**.

125 You've waited and now it's pitch black. You're about to give up when you hear a sound in the woods.

A large, dark shape shambles toward you as a low growl emanates from its throat. A bear, but not an ordinary bear, its maw seems distorted and one eye is covered by some kind of growth. One paw has developed into a deadly curved claw.

The bear is [DEX: 2, STR: 6, BODY: 4]. It gets two free attacks with your DEX at 0. After that, enough of your ropes (as well as part of your body) will be slashed away from you so you can fight back. The bear gets two attacks each phase. (You do not have a gun.) You may spend one phase picking up a rock (-1 Column Modifier for the bear's attack against your DEX).

If you become unconscious, go to **No. 100**. If the bear is down to less than 0 APs of BODY, you can free Elena and continue moving on **Map 2**.

126 They lead the slaves into a clearing. A beefy character pounds some stakes into the ground and fastens the chains to them. The other guards sit around, eating and drinking, while it turns dark.

You can move on from here (go to **No. 156**), or try to free them (go to **No. 165**).

127 The mosquito is 1 AP closer. You have the advantage and can fire 2 shots before the mosquito is upon you. Go to **No. 196**.

If you decide to run, go to **No. 181**.

128 Use your lariat vs. an OV/RV of the mosquito's distance (5 APs for the first phase).

You need 7 RAPs of effect to hold the mosquito.

Succeed and go to **No. 159**. Fail and go to **No. 199**.

129 The lake has an ugly, tainted look. Its flat gray color makes it look like a piece of metal. The smell is biting, sickly, and fills the air.

You hear a buzzing sound that fills the air, like a summer's night gone mad. Looking around, you see the source. It's about the size of a horse, with huge, transparent wings that cast a half-shadow on the ground.

You stare in amazement at the long, needle-like proboscis of the mosquito.

"What the heck do they feed 'em to grow 'em like that," you whisper, pulling Elena closer.

What will you do?

Run for it? Go to **No. 181**.

Get your gun out? Go to **No. 127**.

Get your lariat? Go to **No. 170**.

Use a smoke bomb (if you have one)? Go to **No. 188**.

Try something else? Go to **No. 101**.

NOTE: The mosquito is 5 APs away (100 yards). Keep track of its distance as this encounter progresses.

130 Now try your Detective Skill vs an OV/RV value of 10. You need at least 1 RAP. If you succeed, go to **No. 201**. If you fail, go to **No. 194**.

131 "Oh you do, eh, mutant-face? Wouldn't be this pretty one by any chance? Well," he says as he grabs her, "I'll just take her and give him your regards."

"Hex," Elena says softly.

They have her. What will you do?

Leave to enter some other way and rescue her (go to **No. 194**), or go for your gun (go to **No. 143**).

132 There's a snap and then an odd crackling sound as the mosquito's proboscis goes right through Elena. Smoke billows from her, then a jolt of electricity sends the startled insect flying away.

You're staring at Elena's mechanical body. "Holy Hannah! She's..." you say before you black out. Go to **No. 100**.

133 Pick your targets and conduct combat. You have the Initiative for each phase.

The tower gunman (manning a laser cannon with an AV/EV of 4/5) is [DEX: 3, STR: 3, BODY: 2]. The leader has no

weapon for the first phase and a 4/4 laser pistol that he pulls out for phase 2. He is [DEX: 3, STR: 2, BODY: 2]. The two rifle guards, armed with 4/4 laser rifles, are both [DEX: 2, STR: 2, BODY: 2]. After each phase go to **No. 167**.

134 You come to a cave opening. If you enter, go to **No. 110**. If not, you can continue moving on **Map 2**.

135 Decide which wall you'll search. East (go to **No. 161**), or West (go to **No. 144**).

136 You get away from the town and can continue moving on **Map 2**.

137 The signs appear even before you notice the outline of a small town ahead.



You're on a stretch of broken asphalt that leads directly to it. The sun is hot, growing hotter almost by the hour.

Do you keep going? Go to **No. 115**.

Head in some other direction? Go to **No. 155**.

You can also try your Clue Analysis Detective Subskill vs. an OV/RV of 6/6. If you make 1 RAP or more go to **No. 323**.

138 The ghoulish mutants struggle against the rope. Elena's metallic body and wires befuddle the two ghouls.

"Holy Hannah! She's a machine!" you mutter as you rush to get away from here. You then black out. Go to **No. 100**.

139 You free the slaves and they cluster around you as if you were the Messiah. An old man, a leader of some sort, comes up to you.

"You are going to Sisco?" You nod. "The western wall is filled with rebels. Look at this sign. It is the sign of those who fight against Alcalá.

"If you get caught and have to enter the games, do not play air joust."

A dark-haired woman, beautiful even with her torn clothes and sad smudgy face, approaches you.

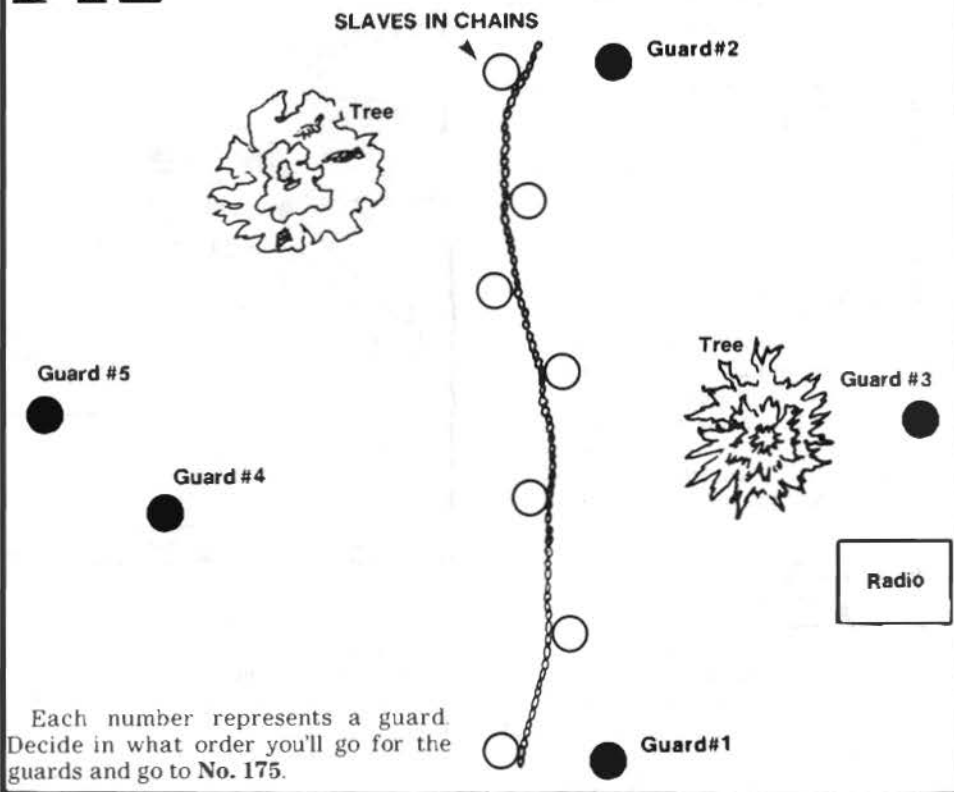
"Bless you, Jonah Hex." Before you can ask how she knew your name, she kisses you and presses a plastic card into your hand. "Use this," she whispers, "to enter the computer building." Her eyes indicate that it might not be safe to talk here.

Return to move on **Map 2**.

140 No one has come. To wait some more, go to **No. 125**, or you can go to **No. 157**.

141 Use your Tracking Subskill vs. An OV/RV of 4/0. Make at least 2 RAPs and go to **No. 126**. Otherwise, go to **No. 185**.

142 You get out your knife. See the diagram below.



143 You're fast but they've been watching you like a hawk. These guards are, of course, Alcalá's best.

The first blast tears into your guts and you hear them laughing as you twist on the ground. The second blast sends you oblivion, go to **No. 299**.

144 There are 8 hours of darkness. Each hour you can try your Thief Skill vs. an OV/RV value of 6. If you succeed for at least 1 RAP, go to **No. 202**. If not, go to **No. 177**.

145 The two guards at the tower scan the entering group with their lasers. Two more guards are at the gates. The line moves slowly and you wonder if you're crazy to be just trying to walk in.

Finally you come to the guards.

"Reason for coming to Sisco," a massive guard snarls while he shines an intense identification beam in your face. As far as you know you're not on anyone's wanted list yet.

What reason will you give?

"Work." Go to **No. 109**.

"I've something for Alcalá." Go to **No. 131**.

"We need food and water." Go to **No. 179**.

"I wish to join the guards." Go to **No. 216**.

146 You see a small army moving toward you. If you're on a cycle, go to **No. 136**. If not, go to **No. 163**.

147 Go to **No. 104** and then return here.

They offer you food and water for 2 days and a weapon (laser pistol 4/4) should you need one. They also recommend that you use the west wall to enter Sisco.

You may return to move on **Map 2**.

148 The woods grow thick here and the trees are massive, with some trunks six feet across. Oddly-shaped growths hang from the branches, oozing a putrid fluid. The oversize leaves, all in an array of strange colors, blot out the sky.

It's dark and cool here and not at all comfortable. You can return to your last hex and move in a different direction, or you can continue in this direction (go to **No. 166**).

149 The light picks you up. You can try to shoot it out before the tower guard shoots. Use your Firearm vs. an OV/RV of 8. (You have a +2 Column Modifier for a Trick Shot.) If you make at least 1 RAP, mark off one hour and go to **No. 194**. Fail, and you're hit by a quick blast from a laser cannon in the tower; go to **No. 299**.

150 You have a -2 Column Shift to your OV when using your Clue Analysis Detective Subskill for this encounter only. Go to **No. 202**.

151 If you don't render it unconscious within two phases it will reach you. It is [DEX: 7, STR: 10, BODY: 10]. Once it reaches you, it has three attacks each phase, two kicks while it bites with its mouth parts. You cannot outrun it and its Initiative is 13.

If you become unconscious, go to **No. 100**. If you defeat it you can go into two, go to **No. 121**, or continue to move on **Map 2**.

152 Use your lariat (your Exotic Weapons Subskill) as the AV and the lariat's STR as the EV) vs. an OV/RV of 2 to try and lasso them with your hondo. Achieve 6 RAPs and you hold them tight. Go to **No. 138**. Fail and go to **No. 116**.

153 Try your Charisma vs. an OV/RV of 11. With less than 3 RAPs, go to **No. 104**, 3 RAPs, go to **No. 147**; 4 or more, go to **No. 169**. Or, if you decide to tell them what your mission is first, go to **No. 173**.

154 You see that they are scared of you; the whole town seems set up for defense (you will have a -1 Column Modifier to any Charisma rolls for this encounter). As far as the contamination goes, you see no sign of sickness. Go to **No. 113**.

155 You can move one additional hex in any direction and then roll for an encounter.

156 You may continue moving on **Map 2**.

157 Both you and Elena are bound tightly to a tree. You can wait for help (go to **No. 124**), try to work your way out of the ropes (go to **No. 117**), or try something else (go to **No. 106**).

158 All the lights are on and the dials seem to be registering power.
You can get in with Elena and try to fly it (go to **No. 119**), or you can return to move on **Map 2**.

159 The mosquito is entangled in your lariat and plummets to the ground. You can retrieve the rope and continue moving on **Map 2**.

160 No one comes. To wait another hour, go to **No. 140**. Another two hours, go to **No. 125**. Or you can go to **No. 157**.

161 To search each hour roll your Thief Skill vs. an OV/RV of 6. If you make 1 RAP, go to **No. 130**. If not, go to **No. 177**.

162 The lake is large, shimmering in the bright sun. You also know that the water is undrinkable without *Soames*. There is a group of people clustered around the shore. Unbelievably they are drinking the water. Perhaps it's okay...

To check this out, go to **No. 102**. To move on, go to **No. 190**.

163 You hear the jumbled reports of ten laser rifles firing at you. Fortunately, your world goes black before they hit. Go to **No. 100**.

164 The bullets have no effect on this kind of radioactive monster. You go for your lariat but... go to **No. 187**.

165 Will you sneak in and try to take out the guards one by one? Go to **No. 142**. Or will you just start shooting? Go to **No. 172**.

166 You can return to move on **Map 2**.

167 If all of them are unconscious go to **No. 146**. If you decide to surrender go to **No. 176**. If you become unconscious go to **No. 100**. Otherwise, conduct another phase of Combat.

168 You walk up close to the people near the lake, but they don't stir. Something's wrong here. You ease your six-gun out. You have the Initiative. Go to **No. 189**.

169 (See the information given in **No. 104** and **No. 147** then return here.)

They offer you a specially adapted cycle. This cycle has the same stats as your own, only this one is faster. You can add 1 hex to each day's travel. They also tell you of a tunnel under the west wall of Sisco.
You may now move on **Map 2**.

170 The mosquito is now 1 AP closer. Decide from how many APs of distance you'll try to lasso the mosquito (from its current location to 1 AP away). Then go to **No. 128**.

171 A giant grasshopper is bounding toward you, its mandibles clicking loudly.

By instinct, you go for your gun, but you wonder whether you might be better off heading for the town for cover.

To fight the 'hopper, go to **No. 151**. To head for the town, go to **No. 121**.

172 Each guard is [DEX: 2, STR: 2, BODY: 2], carrying a 4/4 laser rifle. You can get off 3 shots before normal combat begins. You always have the Initiative.

If you become unconscious, go to **No. 100**. If you get positive RAPs on each one you can free the slaves. Go to **No. 139**.

173 You have a -1 OV Column Shift for the rest of this encounter. Go to **No. 153**.

174 Roll vs. an OV/RV value of 3. If you make 2 RAPs, go to **No. 113**. If you make 3 RAPs or more, go to **No. 154**. Anything less than 2 RAPs and you go to **No. 115** to either talk or fight. You will have a +1 Column Modifier to your OV on anything you do there.

175 To figure out your chance of being heard while creeping up on the guards, start with a basic OV of 5. If you picked guard #3 to attack first -1 AP. If guards #5 or #4 are last, -1 AP. If either 5 or 4 are first, +1 AP. If guard #3 is last +1 AP.

Use your Thief Skill (Stealth) vs. the basic OV/RV given above with any additional modifiers. You must make at least 1 RAP. Fail and the guards hear you as you attempt to attack. Go to **No. 185**.

If you make 1 or more RAPs you may attempt to knock each one of them out,

silencing each with your hand (-2 OV Column Shift for Surprise Attack). Each guard is [DEX: 2, STR: 2, BODY: 2]. If you don't knock out a guard on the first phase, the others hear the scuffle. Go to **No. 185**. If you get them all go to **No. 139**.

176 If you've rendered at least one unconscious go to **No. 184**. If not go to **No. 112**.

177 The light from one of the towers picks you up.
"Halt! Back away from the wall or we'll shoot." You quickly back away. If you go back to search the wall again, go to **No. 149**. Or you can go to **No. 200, Outside Sisco**.

178 There are people moving through the gate. If it's night there are fewer people entering. You notice some poor derelicts apparently trying to enter Sisco as a last resort, and you see lines of people chained together as guards lead them in.
Will you join a group trying to walk in? Go to **No. 145**. Or do you want to try something else? During the day go to **No. 200, Outside Sisco**. At night go to **No. 194**.

179 "Who doesn't, friend. Be off with you and don't come to this gate again."
Go to **No. 194**. You can safely visit the other gate if you have not already done so.

180 You think it's possible that the mosquito can't go in the water. If you dive in, go to **No. 198**. If not, go to **No. 129**. The mosquito is now 1 AP closer.

181 If you are on a cycle, go to **No. 103**. If not, the mosquito is 1 AP closer. Go to **No. 129** and choose again.

182 It's too quiet. No one's talking, and you haven't seen anyone take a drink of water. Go to **No. 168**.

183 Try your INT/WILL vs. an OV/RV of 4. Make at least 1 RAP and you can start the engine. You can immediately take the boat to any hex that touches the lake. You can then move one additional hex during the next day's travel. (NOTE: a cycle will fit on the boat.)

Fail your roll and return to move on **Map 2**.

184 Too late for you to surrender. They begin firing as soon as your gun is lowered. You black out as the lasers tear into you. Go to **No. 100**.

185 Each of the five guards is [DEX: 2, STR: 2, BODY: 2], and armed with laser rifles (4/4). They have the Initiative. If you become unconscious go to **No. 100**. If you render all of the guards unconscious you can free the slaves. Go to **No. 139**.

186 You reach down to feel the seat. It's cool. You look around for some sign of the pilot, but there's none. Go to **No. 158**.

187 You hear Elena's skin being pulled off and then you see shiny metal exposed beneath.

You ready your hondo to lasso them, but three ghouls grab you and pull you to the ground. You feel teeth begin to bite you but then, thankfully, you black out. Go to **No. 100**.

188 The smoke bomb provides cover for you to get away. Return to move on **Map 2**.

189 The mutants stand up and begin lurching greedily toward you. Each is [DEX: 1, STR: 2, BODY: 2], and there are five of them heading your way.

NOTE: If you have a cycle and you surprised them, you can escape without having combat and go to **No. 190**.

After three phases another group of five reaches you, and so on, for every three phases.

If you render one group unconscious before the other one reaches you, you can leave. Go to **No. 190**.

If you become unconscious from their attacks go to **No. 100**.

190 You notice a boat that could carry you across the lake. To use it go to **No. 183**. Otherwise, you can continue to move on **Map 2** around the lake.

191 You can enter Computer Central. Go to **No. 296**.

192 You see three ghouls coming at you. You can try to get to your gun or lariat to stop them. Gun, go to **No. 164**. Lariat, go to **No. 152**.

193 You catch a reflection of one of these people in the water. The face is twisted beyond recognition.

You can surprise them if there's Combat; they cannot attack on the first phase and you get a -2 Column Shift on your OV for the Surprise Attack. Go to **No. 182**.

194 Darkness shades the ground beside the outer walls with chilling shadows. You hear odd sounds and rustling behind you.

What will you do?

Try to enter a gate (decide which one)?

Go to **No. 178**.

Search for a secret passage into Sisco?

Go to **No. 135**.

Try another way in? Go to **No. 223**.

Mark off one hour to examine each possibility.

195 The mosquito would have trouble getting into a small space. You look around for a hole of some kind and you notice an overlook near the lake edge.

You pull Elena tight as the mosquito hovers, then flies away.

"Ah thought ah seen ev'rythin'!" you say as you watch the mosquito leave.

Return to move on **Map 2**.

196 The mosquito is [DEX: 9, STR: 7, BODY: 9], Initiative 8. It attacks with its legs, and if the legs hit, it will try to bite you with its proboscis. If you don't reduce its BODY to 0 APs before two phases it will go for Elena. If so, go to **No. 132**.

If you become unconscious go to **No. 100**. (If it bites, you will automatically black out in two phases.) If it does not bite you and you have reduced its BODY APs to 0 before two phases, you can continue moving on **Map 2**.

197 The craft is wide-open and abandoned. "Where's the rider?" you ask.

"Rider? Oh, you mean pilot." Elena corrects.

"Yeah..."

You can try your Clue Analysis vs. an OV/RV of 6/6. If you make:

1 RAP, go to **No. 158**

2 RAPs, go to **No. 186**

3 RAPs or more, go to **No. 108**.

Otherwise, you may get in and try to fly it go to **No. 119**, or return to move on **Map 2**.

198 The mosquito flies overhead. You are, unfortunately, contaminated by the radioactive water. Within one day you become sick, black out and go to **No. 100**.

199 You miss and the mosquito pulls free. Go to **No. 196**.

200 Outside Sisco

You come to the destroyed remnant of what was once a great city. Huge buildings are jaggedly split at the midsection like a dry twig snapped in half. Countless vehicles

lie by the side of the road.

Is this Sisco, you wonder?

As if in answer, you see it ahead, across this concrete wasteland, gleaming white in the bright sun. Sisco.

At first you're taken aback by its odd shape. Sisco is a triangular fortress (see **Map 3**) The outer walls are 30 feet tall and at various points (marked with a circled dot), you see towers that give the guards manning the laser cannons a clear view of any activity outside the city. It looks totally impenetrable.

It's 5 p.m. and the sun is beginning to set. Decide what you'll do.

There are massive gates in the center of the east and west wall, which seem the only way inside. Keep track of time on **Chart 3** as you try to enter Sisco; mark off one hour for each attempt to enter and mark off one day's food and water rations at 6 a.m. every day. You then rest and return at 5 p.m. to try and enter. Choose one:

Wait until dark to enter. Go to **No. 194**. (Mark off 3 hours on **Chart 3**.)

Try to enter through the gates. Go to **No. 178**.

Walk along either wall to search for possible points of entry. Go to **No. 254**.

201 You discover nothing. There's no way that you can see, of getting over, under, or through this wall safely. Go to **No. 194**.

202 **NOTE:** If you were given a map or information about a passage or tunnel, go to **No. 150** first.

Now try your Detective Skill vs. an OV/RV of 10. You need at least 1 RAP to succeed.

If you make your roll, go to **No. 230**; otherwise, go to **No. 194**.

203 If you make 4 RAPs on your Persuasion attempt, they believe you and let you go about your business. They will also escort you to the slave area (go to **No. 244**) and then depart. You must go there directly.

Otherwise, they will escort you to the Guard House (go to **No. 237**), to see someone named Banyon. If you decide to try and run, go to **No. 279**. If you go for your gun, go to **No. 227**.

204 Go to **No. 275** and to **No. 287** first, then return here.

Zalo gives you a key to his shop. You can escape to the outside through this tunnel should it be necessary. Mace, one of the jail guards in the Arena area, can help you get to Alcalá and destroy the computer. Steer clear, he cautions, of Willie Pell in the game area. Zalo also points out that the computer is located at **No. 253** on **Map 3**.

You may move on **Map 3**.

205 Make two Thief rolls (for 1 RAP each) vs an OV/RV of 8/8. Succeed and go to **No. 228**. Fail and go to **No. 149**.

206 "Get a move on! The guards don't accept any mutant faced freaks."
If you want to go for your gun, go to **No. 143**. Otherwise, you can try the other gate (if you haven't already). Mark off an hour on **Chart 3** and go to **No. 194**.

207 Roll your Detective Skill vs. an OV/RV of 6/6. Make at least 2 RAPs and go to **No. 259**. Otherwise, go to **No. 238**.

208 As you walk down the alleyway, you hear a loudspeaker announce, "Welcome to Computer Central. As you pass the electronic grid ahead, be prepared to give your pass to the guards for scanning. Then you must pass between the two security gates and come to the main lobby."

You pass between two towers that must be for defense of this building. Two guards stand near an electronic door and you see an array of confusing buttons.

"ID please," they say.

What will you do?

Blast 'em? Go to **No. 282**.

Knock them out? Go to **No. 258**.

Run away? Go to **No. 279**.

Give them a card? Go to **No. 191**.

NOTE: You must already have an entry card to go to **No. 191**.

209 To move southwest go to **No. 244**. To move northeast go to **No. 298**.

East of here you see huge towers filled with hexagonal rooms, houses of some kind. You can also see the eastern gate, now heavily guarded.

To the northwest, at **K** is a road leading to the inner city of Sisco. Next to it is an enormous dome-shaped building. To go to **K** go to **No. 226**. To go to **L** go to **No. 256**.

210 **Inside Sisco**
Note your current encounter location number on **Map 3** and find the corresponding paragraph.

While on **Map 3** you move from encounter number to encounter number along straight lines; no skipping numbers. After every four numbers visited, go to **No. 260**, where you will encounter guards.

You will sometimes have the option at an encounter number paragraph of referring to lettered areas. You may visit these areas without counting them toward your guard encounter. When doing this, leave your marker on your current location number and read the appropriate paragraph(s).

Before any further encounters go to **No. 309**, then return to your current location

on **Map 3** to begin, counting that location as your first encounter.

To keep track of encounter locations, use **Chart 4** on the **Player's Worksheet**. When you arrive at a location number, mark the number in the box. After your encounter at every fourth number is completed, go to paragraph **No. 260**, indicated by the **G** in every 5th box.

Unless otherwise noted, the encounters and locations can be repeated.

211 There's a quiet, subdued fellow sitting at a polished metal bar. He seems out of place in this joint.

If you want to talk to him, go to **No. 207**. If not, you may leave Peg's and go to **No. 248**.

212 "Welcome, welcome. Ah yes, you've come to the right place."

You shake your head and, even though he's staring right at you, he gives no indication of being shocked by your face.

"I can, of course, work with monsieur. But your face is already so striking, so distinctive. Here, this chart shows..." And he points to a large chart illustrating a dizzying variety of noses, mouths, and head shapes.

A new face costs 5 Soames. A new physique costs 10 Soames. If you go for either, go to **No. 264**. Otherwise, you can leave and move on **Map 3**.

213 The door is locked (OV/RV of 3/4). Make a successful attempt to pick the lock by using your Thief Skill for 1 RAP and you're outside (one attempt only). Go to **No. 276**. Fail and go to **No. 235**.

214 Perhaps you could wait until the gate isn't busy, then blast your way in. Go to **No. 236**, or you can return to **No. 194**. Mark off another hour on **Chart 3**.

215 You may go to the other wall and try to enter (you will have a -1 Column Shift to your OV for any attempts using your Charisma there.) Or go to **No. 194**.

216 Decide which gate you'll try vs. an OV/RV of 11. If you make 2 RAPs, go to **No. 224**; 3 RAPs, go to **No. 231**; 4 or more, go to **No. 217**. If you fail, go to **No. 206**.

217 "Okay... But bring your pretty along. Go see Banyon at the Guard House." (If you do this, go to **No. 237**.) "Tell him that Gate Guard Turner sent you. I'll tell him to expect you."

If you do not go directly there, after your fourth encounter go to **No. 260** (you will have a +2 OV Column Modifier to any rolls taken there).

To enter the gate go to **No. 222**.

218 You're on top of the wall, crouching in the shadows. You can haul Elena up behind you. Go to **No. 242**.

219 You can buy a turbo-powered cycle with front and rear laser cannons. Sleazoid will keep it here if you want to make a getaway. If you return here safely you can easily blast your way out of Sisco. Return to **Map 3** and go to **No. 280** to continue to look around Sisco.

220 They ask what your business is here. What will you say?

"I'm a slaver." Go to **No. 203**.

"Reporting to the guards for service." Go to **No. 297**.

"Looking for work." Go to **No. 292**.

"Just in the city for pleasure." Go to **No. 272**.

Before deciding, use your Charisma vs. an OV/RV value of 9/9 and note the RAPs.

221 Goto **No. 204**.

222 If you enter the western gate go to **No. 243** on **Map 3**.

If you enter the eastern gate go to **No. 307**.

NOTE: Before going to either paragraph go to **No. 210** for instructions on how to move on **Map 3**.

223 How will you enter the city of Sisco? First, try your Thief Skill to examine the side of the wall that you want to look over. (OV/RV of 6/6.) Fail and go to **No. 149**.

Make 1 RAP on your use of your Thief Skill and you can then try a Perception Check (using your INT as the AV and WILL as the EV) vs. an OV/RV of 7.

Make 1 RAP and go to **No. 214**, 2 RAPs and go to **No. 233**, 3 or more and go to **No. 229**. Fail and go to **No. 232**.

224 Have you been given the name of anyone inside Sisco? If so, check the names listed on **No. 234**. If not go to **No. 206**.

225 The rebel runs up to you. "Thanks, friend. If you get to the cages, Mace can help you. I must join my comrades."

He dashes off as you quickly climb up to lose yourself in the crowd. You can go to **No. 209**, **No. 276**, or **No. 253** on **Map 3**.

226 As you get on the road you join hundreds of people moving to the interior triangle, under a massive sign that proclaims 'The Arena.'

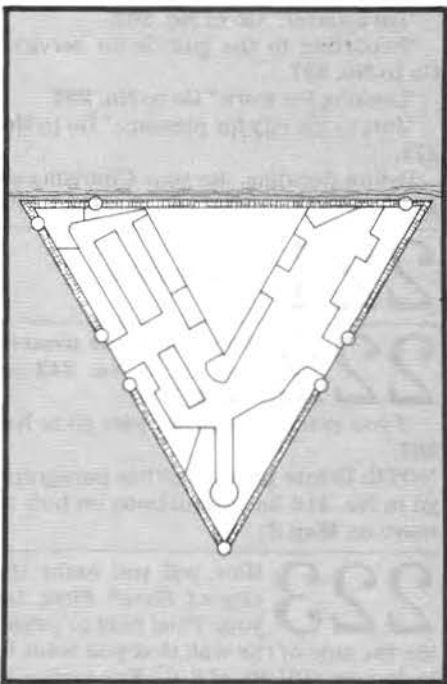
You feel the nervous excitement of the crowd. You can keep going into the Arena (go to **No. 316**), or go to **No. 209** on **Map 3**.

227 If you entered by the gate, they Surprise you and will have a -2 OV Column Modifier when they shoot.

They are [DEX: 2, STR: 2, BODY: 3], and armed with laser rifles (AV/EV of 4/4). Their Initiative is 12.

If you become knocked out go to No. 299. If you take them out, keep moving on Map 3. However, there will be 1 additional guard after every future guard encounter.

228 The fortress city of Sisco sits on a bay. See the diagram below.



To try and climb the back wall go to No. 261, or mark off an hour on Chart 3 and go to No. 194.

229 You could wait until the gate isn't busy, then blast your way in. Go to No. 236. Or you could climb around to the back wall of Sisco (go to No. 205).

Or you could go to No. 194 and do something else. (Mark off 1 hour on Chart 3.)

230 You discover a patch of ground with a hollow sound to it. If you dig around to explore it, go to No. 269. You can also go to No. 194 to try something else. Mark off one hour on Chart 3.

231 They seem intrigued as they grumble among themselves.

Try another Charisma attempt vs. an OV/RV of 6/6. (you have a -1 OV Column Modifier if you know Mace or Willie Pell.)

Make 1 RAP and go to No. 217. Fail and go to No. 206.

232 No ideas come to your weary mind. Go to No. 194.

233 Perhaps you could wait until the gate isn't busy and then blast your way in. Go to No. 236. Or you could climb around to the back wall of Sisco. Go to No. 205.

234 If Paul Zalo, go to No. 206. If Mace, go to No. 217. If Willie Pell, go to No. 215.

235 A short bald man comes into the room. He turns on a light.

"I... er... the store is locked. How'd you get in? I'm closed now."

This fellow is obviously no threat. You can leave. You're on No. 276 on Map 3. You may move on the map (see No. 210 for instructions on how to move on Map 3).

Or, you could try to talk to him. Go to No. 255.

236 You wait until there's no one trying to enter through the gate. You know that there are two guards at the front gate, but how many are inside? There are four more guards in the two towers.

Each guard is [DEX: 3, STR: 3, BODY: 2] and armed with a laser rifle (6/6).

If you can make your Thief (Stealth) roll for at least 2 RAPs, you can Surprise Attack the two at the gate (giving you a -2 Column Shift on your OV against these guards). Otherwise, roll for Initiative. (Their Initiative is 12 each.) On the first phase of combat you only have to deal with the two at the gate. On phase two you must fight all 6.

If you are knocked out, go to No. 299. If you knock out all 6 guards, go to No. 222.

237 (You're at No. 237 on Map 3.) You see the dark facade of the stone building called the Guard House (at 'C').

To the southeast are stores and what looks like a gigantic beehive for humans. If you head in that direction, go to No. 243. If you head northeast, go to No. 289. To enter the Guard House go to No. 251.

NOTE: If you have been escorted here by guards, you must go to No. 251.

238 Try your Charisma vs. an OV/RV of 9/11. Make at least 1 RAP and go to No. 294. Fail and go to No. 274.

239 While waiting you must have a guard encounter. Go to No. 260. When that's concluded you may go to No. 280.

240 They have the Initiative. Each is [DEX: 2, STR: 3, BODY: 2] and armed with a laser rifle (AV/EV of 4/4). After three more phases, three more guards join the melee. More guards will continue to arrive every fourth phase.

If you take them all out, you can escape and move on Map 3. If you become unconscious, go to No. 299.

241 The boards pop up easily. You help Elena out and try to look around the darkened shop. Suddenly... (Go to No. 309 and then return here.)

Weird metallic caps hang from the walls, all of them with menacing-looking wires and prongs attached. You notice the sign outside; Paul Zalo, Implants. Then you hear the sound of someone stirring from the room in the back.

Will you try to get away (go to No. 213) or stay to face whoever is coming (go to No. 235)?

242 You can lower yourself and Elena. First go to No. 289 (if western edge) or go to No. 298 (if eastern edge.) From there go to No. 309 and then return here. You can also return to the outside of Sisco. Go to No. 194.

If you wish to remain at either No. 289 or No. 298 go to No. 210 first for instructions on moving on Map 3.

243 You're just inside the west gate of the city. The sound of what you suppose is music is almost painful. Oddly shaped lights flash on and off, covering you with blotches of color. You see ragged people run by, then cower in the corner. Someone sees you staring at the runners.

"Prey," the person says to you. "Some play hunter and some play..."

"I know," you say. The 'prey' runs away and moments later you see a woman in a silver suit running by with what looks to be a harpoon.

"See him?" she hisses.

You shake your head and back away. Nice game, you think.

To the northwest you see an immense building on one side of the street (at 'A') and what appears to be some kind of shop on the other (at 'B').

To the northeast is another crossroads at No. 276.

To the southeast you see a darker section of the city at No. 295.

To go to 'A' go to No. 250. To go to 'B' go to No. 280. To move northeast go to No. 276; southeast go to No. 295. If you want to leave Sisco, go to No. 317.

244 (You're at **No. 244** on **Map 3**.) The smell of human beings crowded together permeates the air. There are guards all around, but the don't seem to be bothering anybody.

To your north you see a large round platform, at 'I', with people chained to it. To examine it more closely go to **No. 291**.

To the south you see people laughing and jeering at something you can't make out (at 'J'). Go to **No. 286**.

You can also move northeast (go to **No. 209**), northwest (go to **No. 276**), or to the alleyway south of you (go to **No. 253**).

245 If you've avoided going to the guard house as directed, go to **No. 227**, otherwise, go to **No. 220**.

246 You enter an enormous hall where you're in line with about 1,000 other people. A sign in the back proclaims: **GREEN DAY—ONLY GREEN TODAY.**

You also see a monstrous machine pumping out book-sized wafers that the line of people take as they come to the machine.

"Whut's thet?" you ask a grizzly old man in front of you.

"Dinner," he answers dully.

You can stay in line for food, then go to **No. 295** and continue on **Map 3**.

247 You look around for a piece of metal that you can twist into some kind of grappling hook. About 50 feet away you come to a bent piece of pipe that you can use. Now use your lariat vs. an OV/RV of 10/10. If you make 2 or more RAPs, go to **No. 300**.

Fail and you have a guard encounter. Go to **No. 260**. You can then try again or go to **No. 276** to move on **Map 3**.

248 There's noise and people milling about to the north. You see what looks to be an enormous saloon.

The sign above the saloon says:

PEG'S PALACE OF PLEASURE

Dreams and Nightmares Our Specialty.

To go there go to **No. 262**.

You also see a small shop with a cap hanging over the door. The sign reads:

Paul Zalo, Implants.

To go there go to **No. 255**. You can also go to **No. 276** and move on **Map 3**.

249 You enter the largest building in this complex to discover a seemingly never-ending line that spirals around and around. Everyone in line holds a container of some kind as they walk toward enormous vats. A sign up front says,

'Any Water Spillage is Your Responsibility'.

If you're out of water, you can wait in line here. Go to **No. 239**. If not, you can return to move on **Map 3** Go to **No. 280**.

250 This building with hexagonal rooms looks like it houses people. Each room has a large picture window, and looking up you see things that you never saw in Seattle. One particularly loathsome-looking character seems caught in some kind of mechanical gadget. Good thing the glass doesn't let his screams escape.

You can head northwest (go to **No. 237**), southeast (go to **No. 243**), or look at the store at 'B,' (go to **No. 280**).

251 You're immediately surrounded by guards, one of whom says, "Your movement papers, please."

You start to explain that you've just arrived when suddenly a few more black-suited guards run over. Your bad odds just take a turn for the worse.

"What are you in Sisco for, mister?"

What do you say?

"To become a guard." Go to **No. 290**.

"To get work." Go to **No. 266**.

"To deal some Soames." Go to **No. 267**.

"To tell Alcala of his daughter." Go to **No. 270**.

252 You squirm through the narrow tunnel with Elena following. It's totally black and you begin to feel an unpleasant twisting in your gut. If anything were to happen here you'd be trapped...

Incredibly, the tunnel seems to narrow some more, then it starts to angle up until you hit wood planks. You hear voices above you. Maybe you're inside Sisco.

Will you tap on the wood, signalling to be let out? Go to **No. 288**. Will you wait until the voices are gone and then push the boards up? Go to **No. 241**.

253 To go to the northwest, go to **No. 295**, to the northeast, go to **No. 244**. To the south you see a sign:

**TO CENTRAL COMPUTER.
WARNING. CONTROLLED ACCESS.
Do not approach unless you have the
proper identification chip.**

If you go closer (without a chip), go to **No. 283**. If you have a chip, go to **No. 208**.

254 Go to **No. 223**, but there is a +1 OV Column Modifier to any actions you attempt at that paragraph.

255 You see a shop filled with metal caps, wires, and strangely curved needles. The proprietor's name is on a sign outside

Paul Zalo, Implants.

If you were given his name by someone and will tell him what you're in Sisco for, go to **No. 221**.

Otherwise, try your Charisma vs. an OV/RV of 12/12. If you make 2 RAPs, go to **No. 275**; 3 RAPs, go to **No. 287**; 4 or more, go to **No. 204**. Fail, and he offers to sell you an implant. You can then move from here (**No. 276** on **Map 3**). Before moving on **Map 3** go to **No. 210**.

256 The dome is filled with a sweet-smelling smoke that disorients you. People are wrestling with mechanical robots in one corner, while others are jumping into translucent cubes where they bounce from wall to wall.

Near the back you see a big sign that says 'Hunter'. Some terrified-looking people are huddled on the floor while another group checks their laser rifles. You start reading below the 'Hunter' sign:

"Remember, you can only shoot prey. You are legally responsible for any damage you cause. Have a nice hunt."

You notice a skinny, big-eyed fellow standing at a raised platform. His voice is booming through the enormous speakers that gird this room. You've seen barkers before but not in this kind of circus.

Then you see that he's wearing a name tag. It says, 'Willie'.

Do you want to talk to him? Go to **No. 281**. Or, you can go to **No. 209** and move on **Map 3**.

257 Try your INT/WILL vs. an OV/RV of 6/6. If you make 2 RAPs, you can open the electronic shackles. After every three unsuccessful tries, 2 more guards arrive. (If this occurs, go to **No. 273**.)

If you free them go to **No. 225**. If the guards knock you out, go to **No. 299**.

258 You surprise them (thus getting a -2 Column Shift to your OV). Each guard is [DEX: 4, STR: 4, BODY: 3], Initiative 14. They're armed with laser rifles (AV/EV of 4/4). If you render them unconscious, go to **No. 296**. If you want to use your gun, go to **No. 282**. If you become unconscious, go to **No. 299**.

259 Seems sorta odd fer someone this normal ta be here, you think. If you have second thoughts about talking to him you can leave Peg's. Go to **No. 248**. If you still want to talk to him, go to **No. 238**.

260 Two guards on patrol approach you.
If you run, go to **No. 279**.
If you go for your gun, go to **No. 227**.
If you stand your ground and talk to them, go to **No. 245**.

261 You could use your lariat to climb up.
There are two guard towers at 'G' on **Map 3**. Decide whether you'll try the eastern end or the western end. Use your lariat vs. an OV/RV of 11/11. You need at least 1 RAP to secure your lariat. Then try your Thief Skill twice vs. an OV/RV of 6/6. You need at least 1 RAP each time.

Succeed at all three actions and go to **No. 218**. Otherwise, go to **No. 149**.

262 Peg's Palace seems to begin outside on the street. People slide up to you offering a weird variety of activities and drugs, but one look at your right eye usually has them backing away.

Inside Peg's Palace is a madhouse. Your brain pounds as the light, music, and bodies swirl around you. You can try to talk to someone (go to **No. 211**) or leave (go to **No. 276** on **Map 3** to move to a different area).

263 They jump on you and slap some titanium cuffs on your wrists. Someone steps over to you and injects you with a needle. Your world goes black. Go to **No. 299**.

264 You have a +1 Column Modifier to your OV for any future Charisma attempts per change. Continue to move on **Map 3**.

265 The wall still glistens in the half-light, and it's still hot to the touch. You look up. No guard towers, but there's nothing to throw a rope up to either.

If you want to try and climb up the wall, go to **No. 285**, or you can go to **No. 276** to move on **Map 3**.

266 They smile at each other and move toward you.
"There's only one kind of work available right now." If you go for your gun, go to **No. 240**. If not, go to **No. 267**.

267 "We'll take care of it, friend." The six guards move toward you; they're either going to escort you or grab you. If you go for your gun, go to **No. 240**. If not go to **No. 263**.

268 "Only one left, Buckaroo. Say . . . have you been next door to Mr. Wonderful's? That's quite a job he did on your face." He notices your unamused expression.

You can try to buy a cycle (go to **No. 219**), or go to **No. 280** and move on **Map 3**.

269 The sand is dry, crumbling away as your hands claw through to the wooden planks covering a tunnel.

"Well, Ah'll be . . ." you mutter. The planks pop up quickly, revealing a small cavern leading downward.

If you enter, go to **No. 252**. If not, mark off one hour and go to **No. 194**.

270 The six guards lower their rifles to shoot. Go to **No. 240**.

271 Go to **No. 303**; you will have a +1 OV Column Modifier to any actions there.

272 If you make at least 2 RAPs on your Persuasion, they laugh and direct you to the Amusement Area (go to **No. 291**), or Peg's Palace (go to **No. 276**). You may move on.

Anything less and they escort you to the Guard House (at 'C'). If you decide to make a run for it, go to **No. 279**. If you go for your gun, go to **No. 227**. Otherwise, go to **No. 251**.



273 A quick check shows you that there are two guards on either side of the pit (forgetting about the group mingling in the crowd on the pathways).

Use your lariat vs. an OV/RV of 4/4 to swing down. Make at least 1 RAP and you surprise the guards. Fail and it takes another try for your hondo to catch and you don't surprise them.

The two guards in the pit are [DEX: 3, STR: 2, BODY: 2]. You have the Initiative for the entire Combat. Two more guards will come after every three phases.

If you become unconscious, go to **No. 299**. Otherwise, you can attempt to free the prisoners (go to **No. 257**).

274 He's not too inclined to talk to you, but he says that Willie Pell is a good person for a newcomer to know. Willie can be found in the Amusement Area at 'L.' Go to **No. 248**.

275 Zalo explains that the implants are electronic pleasure modifiers; 'wire heads' are what the implant devotees are called. It's not unknown for someone to just waste away while zapping their cerebral cortex with wave after wave of effortless pleasure.

He cautions you about the guards and tells you their approximate hourly schedule. (You'll have the advantage of a -1 OV Column Modifier to any action using your Thief Skill vs. the guards because of this knowledge.) Alcalá is reported to live in a steel cylinder next to his beloved Arena (at 'K'). The Guard House is at 'C.' Be careful around it.

You can move on **Map 3**; see instructions at **No. 210** first. You're now at **No. 276** on **Map 3**.

276 You are at location **No. 276** on **Map 3**. There are some bright lights nearby at 'D', and you also see a small shop at 'C'. To examine either go to **No. 248**.

You can also go southwest (go to **No. 243**), or southeast (go to **No. 244**). To the northeast you see an exposed section of the inner city's wall (at 'F'). To examine that go to **No. 265**.

277 You can enter the Computer Center, but you will encounter guards first. Go to **No. 260**. Then go to **No. 296** at the end of the encounter.

278 The wall is glistening, still hot after the day's intense heat.

You look up. No guard towers, but there's nothing to throw a rope up to. If you want to try and climb the wall go to **No. 308**. Or you can go to **No. 298** and move on **Map 3**.

279 Roll your Acrobatics Skill vs. an OV/RV of 6/6. You must make the roll twice, for at least 1 RAP each time, to dodge the blast.

Fail, and you're knocked out. Go to No. 299. Succeed and you can go to any number 2 moves away.

280 You see a garish sign announcing:

MR. WONDERFUL'S
BODY CHANGE PARLOR
Today a Toad . . . Tomorrow a Prince.
To go there, go to No. 212.
Another sign says:
SLEAZOID'S CYCLE SHOP
Yes, we have the new rear-mounted laser models.

To go there go to No. 268.

A Water Depot is across the road; to go there go to No. 244. You can enter any of the above, or continue moving on Map 3.

281 You wave your arm and signal to Willie. He comes down to you with a ready smile on his face.

"What's up chum? Can't find a thrill to suit you? Maybe Peg's Palace in the western sector."

Do you have his name from someone? If so, go to No. 271. If not, go to No. 303.

282 You surprise them. They are [DEX: 4, STR: 4, BODY: 3], and are all armed with laser rifles with an AV/EV of 4/4. You have a -2 Column Shift for a Surprise Attack.

If you render them unconscious, go to No. 277. If you become unconscious, go to No. 299.

283 Computerized lasers automatically sight and fire. Use your Acrobatics Skill (Dodging) vs. an OV/RV of 13/13. Make at least 1 RAP and you can back off and move on Map 3. (You're at No. 253.)

Otherwise, the lasers make short work of you. Go to No. 299.

284 A small sign tells you that this is the Water Processing Plant for Sisco. Go to No. 295.

285 Make a successful Perception Check by using your INT/WILL as the AV/EV vs. an OV/RV of 5/5. If you make at least 1 RAP, go to No. 247.

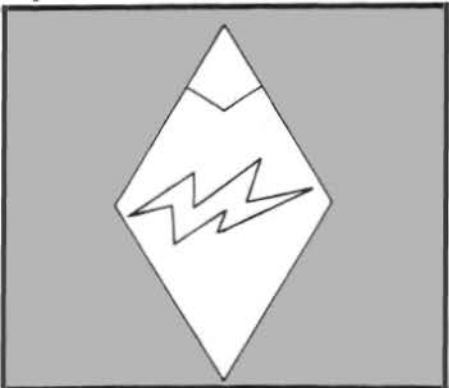
If not, there doesn't seem to be anyway

of getting up this wall. Continue moving on Map 3.

286 'Public Edification Area,' the sign says. You join a crowd of people who are clustered around a pit. You look in and see seven people chained to posts. A guard is chewing on some pills he takes from a container as he talks to the audience.

"Which one, folks? Which one next? The young lady at the end, a run-away slave, or this one here, the big fellow? A rebel! Can you believe it? A rebel!"

You see a symbol painted on the man's exposed chest.



The crowd screams in its delirium. "Well, it sounds like you want the rebel. Here goes . . ."

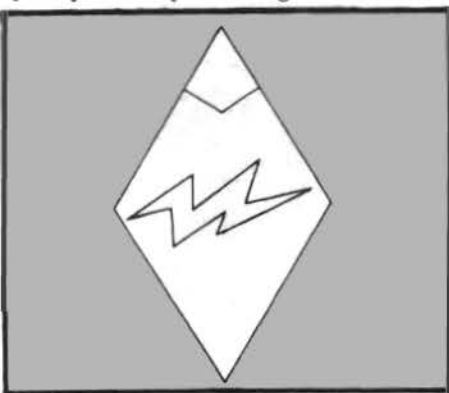
The guard presses a button and the rebel lets out a scream that's almost drowned out by the cheers of the crowd.

Do you want to help these prisoners? (Go to No. 273), or will you move on? (Go to No. 244).

287 He begins to talk. "There's a hovo port at the southern tip of the inner city. If you get caught for the games avoid Hallucinogenic Melee. There's a passage to Alcalá's rooms from the Arena itself." Go to No. 275.

288 Go to No. 309, and then return here. "My God!" you hear a voice shout. "There's someone down there!"

The boards are pried away. "You must be from the Strikers." He quickly flashes you a badge:



He then offers to tell you who he is. Go to No. 255.

289 You're at No. 289 on Map 3. However, if you were directed here from No. 242, you must return there and continue with the instructions given after reading this paragraph.

To the southwest is the outer wall and a jet black building. Go to No. 237. To the southeast you see a brightly-lit area with people milling about the streets. Go to No. 276. To the northeast you see an exposed section of the wall to the inner city. If you examine it, go to No. 293.

290 "Fine. But there's only one way to become a guard. Gentlemen?"

The six guards have the Initiative. If you go for your gun, go to No. 240.

If not, go to No. 310.

291 "As fine a group as you're likely to see. The best all-around slaves on the Westco. For work or pleasure, these beautiful specimens can't be beat."

This, you realize, is a human auction . . . reminding you of those from your own past. You watch as, one by one, these men and women are sold. Go to No. 244.

292 If you get 3 RAPs or more, they let you pass; you may continue moving. If less, they start to escort you to the Guard House to be checked out. Go to No. 237. If you decide to run, go to No. 279. If you go for your gun, go to No. 227.

293 The steel wall glistens, and it's still hot after the day's heat.

You look up. No guard towers, but you also see nothing to throw a rope to. If you want to climb up the wall, go to No. 285. If not, go to No. 289 and move on Map 3.

294 He tells you that there are a lot of people working to stop Alcalá's activities; his bizarre 'games' and his ruthless control of the water. The person to speak to is Willie Pell at the Amusement Area. Return to your current location number on Map 3 and continue.

295 To the north at 'G' you see a massive building with large bulbous chambers above it. Pipes run from this building to the north and northwest.

To look at it closer go to No. 284.

To the south, a smaller building at 'H' has a long line of people trying to get in. To examine it go to No. 246. You can also head northwest (go to No. 243), or down the street to the southeast (go to No. 253).

296 To find the Central Computer roll your Detective Skill vs. an OV/RV of 8/8. You need at least 2 RAPs to find it. You get two tries before you are confronted by guards. If you fail, go to **No. 260**. You can then return here for two more tries at the end of the guard encounter.

If you're successful at locating the computer go to **No. 344**.

297 No matter what your RAPs are from your Persuasion attempt they escort you to **No. 237** and the guard house. Go there immediately. You may examine any numbered sections you pass but you may take no action.

298 You are at location **No. 298** on **Map 3**. If you have been directed to this paragraph from **No. 242**, return there immediately after reading this paragraph. More of those large buildings that house people are in the southeast.

Darned if ah kin figger out how someone kin live in one a' them, you think.

You also see the funnels and globes of what must be the power plant for Sisco at 'M.' And you see guards lined up for duty at 'O.' A fenced-in area seems to lead to a dock on the bay at 'N.' Nearby a road leads to the inner city.

You can go southwest (go to **No. 209**), take the road (go to **No. 278**), or examine the fenced-in area (go to **No. 305**).

299 NOTE: If it's the second time you've come to this number, go to **No. 367**.

You come to and find yourself strapped to a metal table. As much as you struggle you cannot free yourself.

You wait in the quiet room, trying to remember where you were before you got here. At that moment a door opens and a tall, thin figure enters.

"Well, I see that you've recovered. Good. You've a busy day ahead."

"Whut the devil..."

"Easy, Mr. Hex. My probes have told me the dismal story of who you are and why you're here. I now know who has my daughter, as if I cared. Sisco is my only creation... Sisco and the games."

You stare at him; this man with cold,

dark eyes... he is like a rattler about to pounce on a rabbit.

"Still, your presence has provoked a little excitement in Sisco, and there'll be more to come. Tonight's games will feature a new star. Yes, you'll have the opportunity to play Hallucinogenic Melee, Pit Ball, and Air Joust. But now, I'm afraid it's off to the cages for you until game time. Oh, I had to take the precaution of removing your primitive weapons. And the titanium cuffs you have on are, of course, unbreakable.

He unstraps you as three burly guards come in. They pick you up and walk you from 'D' to 'C' on **Map 4**. Go to **No. 314**.

300 You can lower yourself down to point 'A' on **Map 4**. If you do so go to **No. 335**. Or you can return to your previous location on **Map 3**.

301 You can lower yourself down to Point 'E' on **Map 4** (go to **No. 349**), or return to your previous location on **Map 3**.

302 You see a metal door slide open and someone strides out, cloaked in dark robes, flanked by four guards. He enters the transparent tube that leads to the Arena, and disappears from sight. You can move to any area on **Map 4**.

303 Roll using your Charisma vs. an OV/RV of 6/6. If you make 4 RAPs, go to **No. 339**; 6 RAPs, go to **No. 325**; 8 RAPs or more, go to **No. 315**.

304 "Such a brave, fierce warrior," Alcalá sneers. "Throw him to the Gilas." Go to **No. 324** for another choice. However, you cannot surprise anyone after this point.

305 You see three guards watching the fence. A small gate leads to a dock where you see two arrow-shaped boats. If you want to try to get to one, go to **No. 365**. If not, go to **No. 298**.

306 You're carried into this zoo-like building and thrown into a cage. You see a giant hulking figure watching you from the outside. He looks like he'd want to do nothing more than peel the skin from your body.

An emaciated prisoner crawls up next to you.

"That's Mace, pal. Don't get on his wrong side."

Do you want to talk to Mace? Go to **No. 337**. If not, go to **No. 358**.

307 "All new entries must use the western gate." They direct you westward. Enter **Map 3** at **No. 243**; go to **No. 210** first for instructions on using **Map 3**.

308 Make a successful Perception Check, using your INT/WILL vs. an OV/RV of 5/5. If you make at least 1 RAP, go to **No. 322**. If not, there seems to be no way of getting up the wall. Go to **No. 298** on **Map 3**.

309 A strange noise comes from inside Elena, a buzzing, followed by a loud hiss. Then you hear a familiar man's voice coming from her unmoving lips.

"This is a recording that I've prepared for you. This Elena isn't real. The real Elena is my guest. Alcalá would, believe me, not care at all.

"So you have a chance here to do a variety of things, as this message is triggered by your entry into Sisco. You can defeat Alcalá, helping me and the poor souls of The Wasteland. Believe me, I will give them water. I will also free the real Elena and grant you freedom. No more manhunts from me, Reinhold Borsten.

Oh yes, you may find getting out of Sisco a lot easier if you destroy the Central Computer.

"If you run, not only will Elena and her people die. But so, ultimately, will you.

"Transmission over."

The android Elena collapses, a lifeless machine. Return to your current location on **Map 3**.

310 Go to **No. 263**.

BDOWWWW



311 You're led into a sunken pit. A guard walks over and hands you a four-foot pole with a heavy spiked head. You see five other 'players' all holding the same item. Looking up, you see people shouting down at you from the Arena. Directly across is a raised platform where four guards stand watch over a black-clad spectator. The speakers crackle to life and you hear, "People of Sisco... Lord Alcala speaks!" The tall thin man in black stands up.

"Welcome to Pit Ball! Each player has an electro-magnetic shaft. Once it is turned on, you can direct the ball to move in any direction, including back to the top of your shaft. You'll notice that behind you is an array of "attractions" for those who should get knocked back or jump to get the ball." You turn quickly, catching a glimpse of one section ablaze, while another seems to hold giant lizards.

"Gentlemen, turn on your switches!"
You do, and the spiked ball at the end of your pole frees itself and hovers nearby.
"May the best player win!"
You look up to see another player swinging his pole and sending the spiked ball your way.

How to run the Pit Ball Game:

Your AV in this game is equal to the APs of your Exotic Weapons Skill and your EV is your STR. Select the area that will be at your back. (See diagram below.)

The other players should be randomly placed in front of an area; write each player's number in a circle corresponding to the areas other than the one that you have chosen. Their stats are:

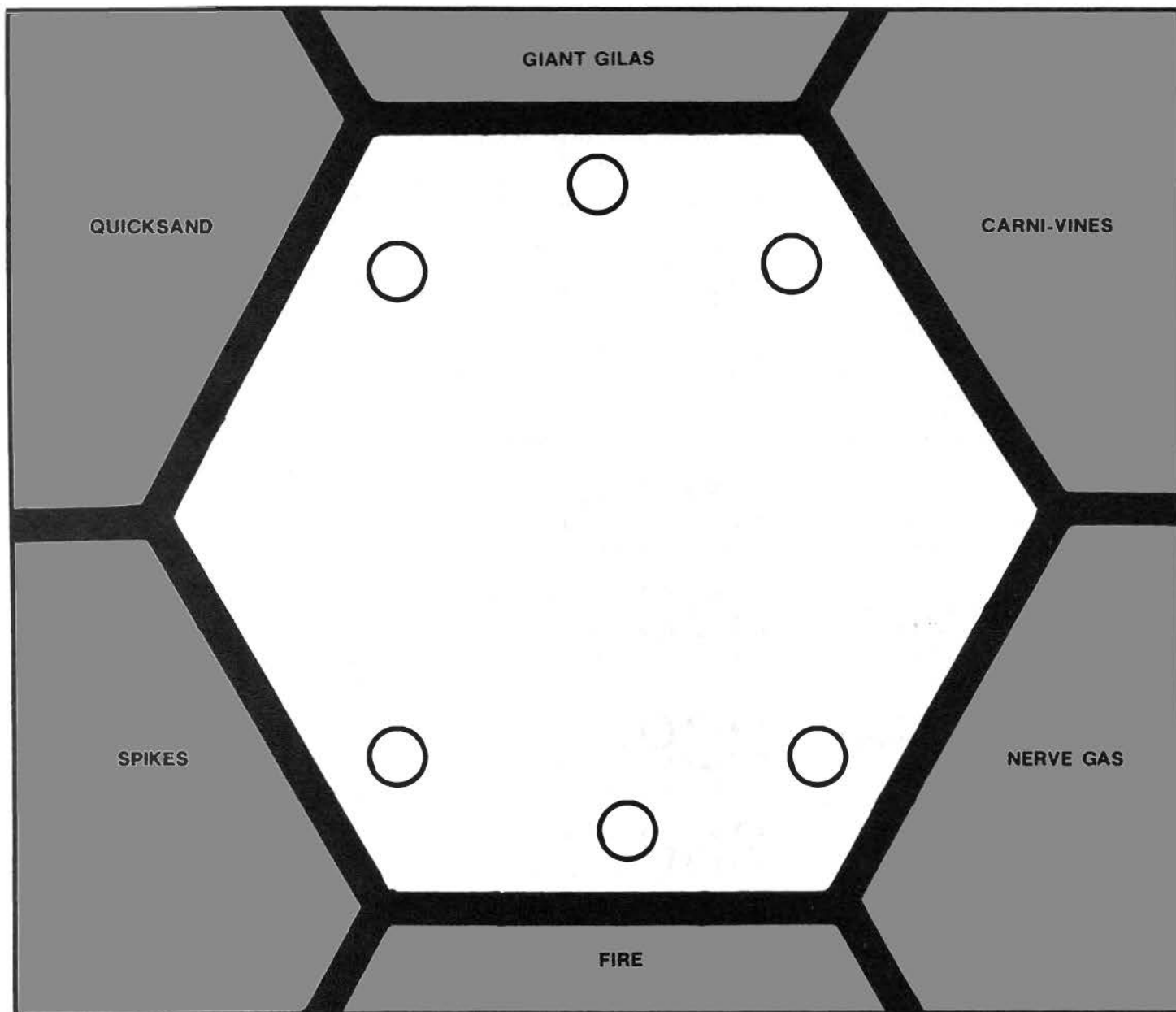
Player #1: [DEX: 2, STR: 2, BODY: 2]
Player #2: [DEX: 5, STR: 5, BODY: 5]
Player #3: [DEX: 3, STR: 3, BODY: 2]
Player #4: [DEX: 4, STR: 4, BODY: 4]
Player #5: [DEX: 2, STR: 2, BODY: 2]

You are *Player #6*; write '6' in the circle in the area of your choice. You have the Initiative for each phase. Each phase you can try to attack whomever you choose. The other players **will** attack each other randomly (use a 1D6) ignoring, of course, any attack on themselves. When only two Pit Ball players are left they will attack each other (highest DEX goes first).

The other players' AV/EV will be equal to their DEX/STR. Any positive RAPs will mean that a player is knocked back into his pit; each player is 1 AP (20 feet) in front of his pit. (See below for the result if Hex falls into the pit.) Play continues until there is only one victor.

If Hex's BODY is reduced to 0, go to **No. 313**. If Hex is knocked into quicksand, go to **No. 331**. If Hex is knocked into another area, go to **No. 330**. If Hex defeats them all, go to **No. 342**.

NOTE: Enter player's number in the appropriate circle.



312 You hear the crowd in the Arena chanting . . . "Alcala! Alcala!" You see guards scurrying about.
Return to move on Map 4.

313 Just as you're out of the game, you see a figure swing down from the top of the Arena. A thin wire whistles through the air. Go to No. 343.

314 If you're here as a prisoner, go to No. 306. If not, go to No. 332.

315 For someone in a position of power he seems mighty eager to talk to you. Go to No. 325.

316 You pass under a stone archway leading to the inner city, and already you hear the crowd roaring, a constant din that reverberates off the heavy stone walls.

You're at point 'F' on Map 4. You can keep heading toward the Arena at 'B,' or to any other point on Map 4.

To go to:

A: go to No. 335.

B: go to No. 328.

C: go to No. 314.

D: go to No. 340.

E: go to No. 349.

G: go to No. 360.

Or you can leave the Inner City and go to No. 209 on Map 3.

317 You notice the electronic locks are designed to open inward to keep people in. There are also cameras that follow every movement near the gates. To slip outside undetected seems impossible. Go to No. 209 if in the east; go to No. 243 in the west.

318 Keep moving on your current map.

319 Return to your previous location and keep moving on the map.

320 Return to your previous location or paragraph.

321 Return to your previous location or paragraph.

322 You search around for some metal that you can twist into a grappling hook. Back in the shadows, you find a piece of pipe that you can twist just enough so that it will hook on.

Now try your lariat vs. an OV/RV of

10/10. If you make 2 RAPs, you can get over and go to No. 301. If not, you encounter guards. Go to No. 260. If you give up, go to No. 298 to move on Map 3.

323 The sign is old and neatly painted. No sign of panic here. Go to No. 137 to decide what you will do next.

324 There's Alcala, bathing in the frenzied admiration of his drugged-out, blood-thirsty subjects.

Holy Hannah! Borsten is scum, but this skunk is worse than he is! You see him smile as he watches the games. Then he turns and sees you. What will you do?

If you want to run to escape Sisco go to No. 356.

Go for your gun, if you have it. Go to No. 351.

Try to grab a laser rifle from one of the guards (if you haven't done so yet). Go to No. 345.

Or stay and listen to Alcala. Go to No. 304.

325 "Listen, friend. Some advice . . . Alcala's palace is in the guard house. Ain't nobody going to get him there. Oh yeah, if you get trapped and have to play one of the games, pick Hallucinogenic Melee. It's the safest." Go to No. 209.

326 The attempt to swing up requires using your Acrobatics Skill vs. an OV/RV of 8/8. Make it for 1 RAP, and you surprise Alcala. Fail, and you can try again (but with no Surprise Attack Column Shift), or try to run from this stinkin' place, leaving Stiletta behind. Go to No. 356. Make the roll and you land on Alcala's private porch. Go to No. 324.

327 Which game will you watch? Pit Ball, Hallucinogenic Melee, or Air Joust? Decide which one and then go to No. 357.

328 The Arena is before you and the games are about to begin. If you enter go to No. 327. Otherwise you can move elsewhere on Map 4.

329 All weapons are 0/4, except for the knife, which is 0/3. Return to the game and select a weapon.

330 The agony of death is quick. There is, after all, only one blinding horrible moment. Then it's all dark. Go to No. 367.

331 You see a woman swing down from the top of the Arena. She grabs your

hand and pulls you out of the quicksand. Go to No. 343.

332 You see a zoo-like building with hundreds of human specimens trapped inside.

"Mace . . . Mace!" you hear some poor soul cry out. "Can't I have some water? Just a few drops . . ."

A big, burly guard, with arms like a small tree trunk, bursts out laughing. Do you go closer? Go to No. 348. Or back away to move elsewhere on Map 4?

333 Continue movement on your current map.

334 Continue movement on your current map.

335 The roar of the people in the Arena fills the air. You're in an open area and you see what looks like an enormous prison to your north (at 'C'), and a flat, raised structure to the south (at 'G'). To go to either place, go to the appropriate number for the location of your choice on Map 4. 'G' (go to No. 360). 'C' (go to No. 314).

336 Continue movement on your current map.

337 If you were given Mace's name by someone, you get a -1 Column Shift (OV) to any uses of your Charisma. Try your Charisma vs. an OV/RV of 10/10. If you make it, go to No. 363. If you decide to tell him why you're here, go to No. 359. If you fail, go to No. 358.

338 Continue movement on your current map.

339 Go to No. 325.

340 The gleaming cylinder has a tube, a kind of walkway, that leads to the Arena. If you've come here before going to the Arena, go to No. 302. If not, go to No. 312.

341 Conduct Combat (taking any Modifiers you may have for Surprise Attack into account). If you win, go to No. 353. If not, go to No. 367.

342 "Let this brave player come up here," Lord Alcala orders. Guards lead you up to Alcala's viewing stand. Go to No. 324.

343 "Stiletta!" you hiss through your parched lips.

"C'mon Hex! There's work to be done."

Stiletta, who has saved your hide more than once since you were brought to this time, joins the game. She uses her knife (with her Melee Weapons Skill of 5 and the knife's EV of 4). She's [DEX: 5, STR: 4, BODY: 3]. She also has 9 APs of Acrobat-ics. If an attack is rolled on Hex (if this is Pit Ball), roll 1D6 again. (On 1-3 it's against HEX, on 4-6 it's Stiletta). She can also be knocked into a pit (if you are playing Pit Ball).

If Hex is knocked out or knocked into a pit while he is playing Pit Ball, go to **No. 367**. If they defeat the other players, go to **No. 364**.

344 You blast away at it, sending all of Sisco into a frenzy. As everything is computerized, everything grinds to a halt. All guards are recalled to their stations as an emergency procedure.

You can try making your way through the screaming crowds to the Arena, where Alcalá is on the balcony of his tower. Go to **No. 324**.

345 You surprise Alcalá and his guards. Try your Thief Skill vs. an OV/RV of 6/6. If you make 2 RAPs or more you are able to steal a laser rifle. Go to **No. 324**.

Fail and they turn to fire. (One phase for each guard.) Go to **No. 351** for their stats.

You can then try your DEX/STR vs. any guard's DEX/STR to remove his gun. You need at least 1 RAP. If you decide to run, go to **No. 356**. If you're knocked out, go to **No. 367**. If you defeat them, go to **No. 355**.

346 Resume movement on the map.

347 Continue movement on your current map.

348 You're close to Mace now. Holy Hannah, he's big, you think. He's 'bout the size of a bear.

Do you call to him and try to talk? Go to **No. 337**. If not, you can move elsewhere on **Map 4**.

349 You slip down the wall using your lariat. (You're on point 'E' on **Map 4**.) Ahead you see a shiny cylinder rising to the sky (at 'D'). To the south, crowds are moving through a stone archway (at 'F') towards the Arena (at 'B'). A low roar beside you lets you know that you're near where they keep the wild animals. You may move to any point on **Map 4**.

350 You see the flat deck of a hovo port. If you already knew it was here, you can surprise the three guards. If not, they surprise you in this restricted area.

They are each [DEX: 3, STR: 3, BODY: 2], and armed with laser rifles (4/4). Go to **No. 341** for Combat. If you surprised them you may also move away to any point on **Map 4**.

351 You surprise them (so you have a -1 OV Column Shift). Alcalá is [DEX: 2, STR: 2, BODY: 1]. The four guards are each [DEX: 3, STR: 3, BODY: 3] and armed with laser rifles (AV/EV of 4/4). After three phases of Combat, four more guards will show up.

Once you render them unconscious and Alcalá's unconscious, you can go to **No. 356**. If you become unconscious, go to **No. 367**.

352 Return to your previous location.

353 There are three small personal hovos on the small landing strips. You can take one to get out of Sisco. If you do so go to **No. 366**, *Endgame*. If not return to **Map 4**.

354 You are led into the Arena with three other prisoners. A flashingsign, done in swirls of color, announces 'Hallucinogenic Melee'. You are led to a square area, not unlike a boxing ring, and you're told to stand in one corner.

A strange sort of pulpit projects over the middle of the ring. A weirdly dressed announcer enters it, and the huge speakers fill the Arena with his voice.

"Welcome, Lord Alcalá," he says, gesturing to a special area filled with guards and a tall thin man in black. "Welcome, people of Sisco. Welcome to Hallucinogenic Melee!"

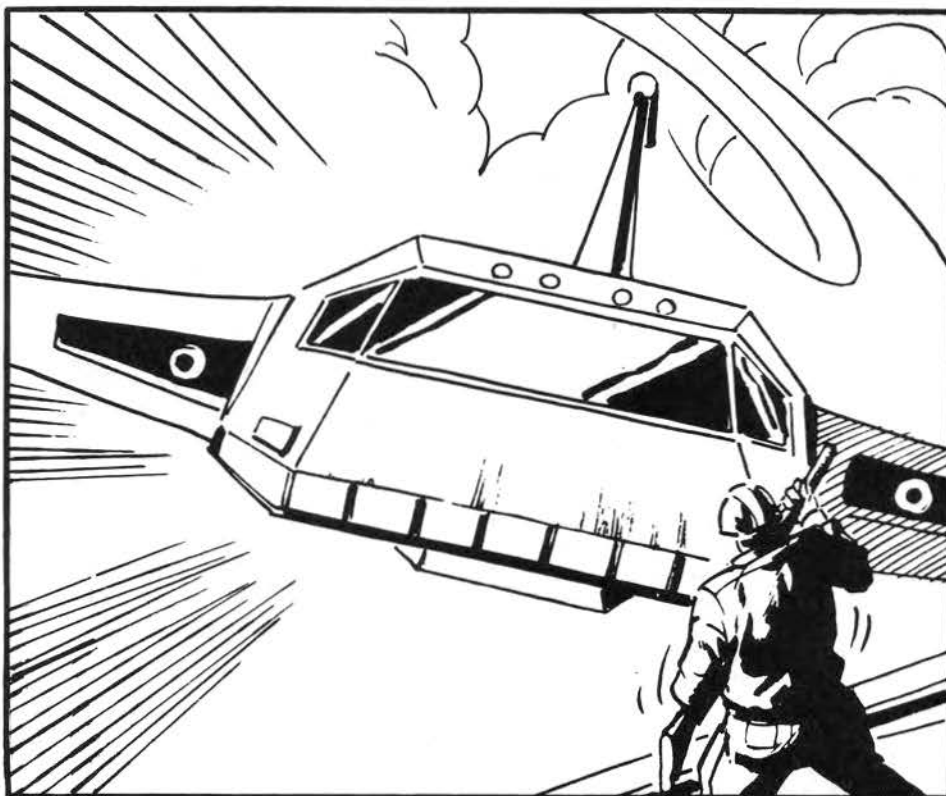
A chair pops up behind you. "Players, please take your seats." As soon as you sit, wire bands snap around your arms. A needle emerges from the headrest of the chair and punctures your skin at the base of your head. A trap door opens in the center of the ring, and a variety of weapons appear.

"Warriors, when the chair releases you, you may get a weapon. The last to survive the melee is the winner. Of course, you may find the battle a bit, er, difficult once the drugs take effect." The crowd laughs in anticipation.

The three other players are [DEX: 4, STR: 4, BODY: 5], [DEX: 5, STR: 3, BODY: 3], and [DEX: 3, STR: 4, BODY: 4]. Each has a base Initiative of 11. Choice of weapon goes to the player with the highest Initiative roll. The choices are axe, sword, mace, and knife. To see the weapons' stats, go to **No. 329**.

Each time any player attacks, roll his INT/WILL vs. an OV/RV of 6/6. Unless the player makes at least 1 RAP, he is battling a hallucination. Each player's INT/WILL (except for Hex's) is 2/2. If the player makes the roll, he can attack the player with the strongest BODY. Hex can attack whom he chooses.

If Hex becomes unconscious, go to **No. 313**. If he takes them out go to **No. 342**.



355 You can get away. Go to No. 356.

356 To escape, you must make 3 Acrobatic rolls to climb down vs. an OV/RV of 6, then 4, then 2, with at least 1 RAP of effect. Succeed at all three, and you jump to safety.

Fail any rolls and you must use an Effect Value of 4 to see how much damage you take.

If you get down, you can try to lose yourself in the crowd and try to escape. You may move on **Map 3** from point 'K' (go to No. 209), or **Map 4** from the Arena. There are only four ways out. The Dock, the Hovo Port, Sleazoid's (if you purchased a cycle there you may assume that you go there to pick up your cycle and ride it out of Sisco), and Zalo. If you don't know where these places are, you must search for them. You need not have an encounter at a number unless you wish to, but you must now have a guard encounter (go to No. 260) after every *second* location number.

You can also attempt to destroy the computer, if you know where it is.

As soon as you are out of Sisco the adventure ends.

Go to No. 366, *Endgame*.

357 You sit down on a bench amid a wildly cheering crowd, and you watch an odd game. Suddenly, you feel a needle prick your skin and you black out.

Go to No. 314 (as a prisoner). You will have a -1 Column Modifier to your OV if you ever play the game you were watching.

358 Six guards abruptly enter your cell, point laser rifles at you, while a bald, weasel-eyed fellow slides in behind them. "Mr. Hex . . . today is a very special day for you. Very special. Today you'll be a player in the games of Sisco."

"Whut the . . ." you start to say, but a guard covers your mouth with his hand before you can finish.

"You will, of course, get your choice of game. Today we're running Pit Ball, Hallucinogenic Melee, and Air Joust. Please tell me your choice."

You can make a selection (assume that if you refuse to choose, they will pick one for you at random).

They lead you from the cells, and you hear the screams of the other prisoners, jeering at you. The Arena is ahead, and the blood-thirsty spectators. You're at the game.

Pit Ball, go to No. 311; Hallucinogenic Melee, go to No. 354; Air Joust, go to No. 362.

359 Go to No. 363.

360 You see a hovo port and some guards. If you want to go for a ride, go to No. 350. If not return to **Map 4** and move.

361 Continue movement on your current map.

362 You're led into the packed Arena. An enormous crowd is gathered around an open stretch of ground. Separated by about 100 yards you see what looks like two cycles without wheels. The loudspeakers crackle to life. "Welcome, people of Sisco. Welcome, Lord Alcalá! Welcome to the Air Jousts!"

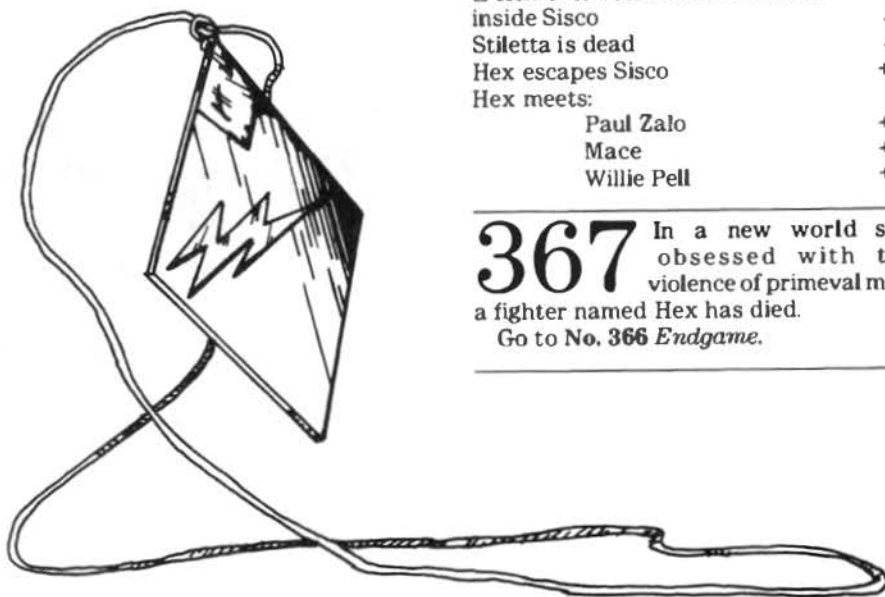
You are led to one end of the field. Another prisoner is led to the other side.

"Each of you has a cycle and an electric lance. These cycles float on a cushion of air. As you pass each other you will try to hit. If you're knocked off your air cycle, you may try to get back on while the other joust attacks. May the best joust win!"

The person that you're duelling is [DEX: 6, STR: 5, BODY: 6]—and he's an old pro at the joust. The lance has an AV/EV of 6/8. Each phase you must steer your cycle near the other (Rolling your DEX/STR vs. your opponent's DEX/STR) for at least 1 RAP to hit. With 2 or more RAPs a player is knocked off of his cycle. While a player is on the ground he has a +1 OV Column Shift, and that player can only try to hit if the other joust has already made a hit. If both jousts are on the ground Combat is conducted normally. In this game, Hex's opponent always has the Initiative.

If Hex is knocked unconscious, go to No. 313. If the other player is out of the game, go to No. 342.

363 He shows you this symbol on a small medallion:



Then he says, "Alcalá can be attacked most easily at the games. I'll make you a prisoner. Play Pit Ball and keep the quicksand to your back. If you get in trouble, I'll send help." He shows you how to hide your gun. Then, before you can protest, he throws you in a cell. "Now pipe down, you ugly creep!"

As he walks away, he slips something into your hand, a small plastic card. And he whispers, "This chip will get you into the Central Computer. Use it if you can."

An hour later go to No. 358.

364 "Hex," Stiletta says. "Alcalá is just up there. We can swing up while the guards are enjoying the show and get him."

If you agree, go to No. 326. If not, you run away from here leaving Stiletta behind (go to No. 356).

365 You can blow the lockoff the gate in one shot. You have four phases to take out the guards and get to the dock. You receive the -2 Column Shift for surprising them. They are all [DEX: 2, STR: 2, BODY: 2], and armed with laser rifles (4/4). Each has an Initiative of 8.

If you do not take out the guards within the four phases, six more guards will surround you and blast you to oblivion. Go to No. 299.

If you get to the dock and the boats in four phases, roll your INT/WILL vs. an OV/RV of 5/5. Make 1 RAP and you get one of the speedboats started and get away. Go to No. 366 *Endgame*.

366 **ENDGAME** Use the chart below to figure the Hero Points earned by Hex in this adventure.

Alcalá is defeated	+20
Central Computer destroyed	+20
Hex is dead	-30
If Hex ever became unconscious inside Sisco	-10
Stiletta is dead	-10
Hex escapes Sisco	+20
Hex meets:	
Paul Zalo	+10
Mace	+10
Willie Pell	+10

367 In a new world still obsessed with the violence of primeval man, a fighter named Hex has died. Go to No. 366 *Endgame*.

How to Use This Book

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Places. In any of these sections, text in *italics* is to be read to the players.

Gamemaster's Introduction

The Gamemaster's Introduction provides the Gamemaster with the background needed to run the adventure.

Characters

This section contains information about the major characters, both Player and Non-Player, involved in the adventure. Heroes and villains which appear in the Gamemaster's Manual only give Hero Points and information; the basic abilities are the same as given in the Gamemaster's Manual. In addition, the information which can be obtained from each Non-Player character appears here.

Encounters

The DC Heroes Role Playing system is based on encounters. That is, the players go from situation to situation instead of location to location, as in other Role Playing games. Each encounter is broken up into at least three sections: Setup, Players Information, and GM Information. When necessary there will also be Troubleshooting, Rules sections, and/or Sidebars to help the GM run the game.

Places

Descriptions and maps pertaining to the encounters are in this section. Brief descriptions including game statistics are provided.

A Note on the Module Difficulty Rating System

Each module which Mayfair will publish will have a estimate on the power of characters. This estimate will be in form stating **For 5-7 Characters Generated using 1000-2000 Hero Points.**

To determine whether your characters will be powerful enough to use the module, add up the number of Hero Points needed to generate the Attributes, Powers, and Skills of the character, including those Powers and Attributes in special equipment that are unable to be pur-

chased. The Batman Option and Link Costs are ignored. Add the banked Hero Points and the amount of Hero Points spent for equipment and labs.

Compare the Hero Point levels to the bracket amounts given. If the average character in your team falls within the bracket, the module will likely be a good challenge for them. Having several characters one or even two brackets below the stated bracket will be all right if there are a couple characters above the bracket.

Brackets	Typical Groups or Characters
250-500	Beginning Level Characters
500-1000	The New Teen Titans without Raven and Kid Flash
1000-2000	The New Teen Titans with Raven and Kid Flash
2000-4000	Justice League without Superman
4000-8000	Justice League with Superman
8000-16000	Wonder Woman
16000+	Superman

ABBREVIATIONS

AP	Attribute Point
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
DEX	Dexterity Attribute
EV	Effect Value
GM	Gamemaster
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
NA	Not Applicable
NPC	Non-Player Character
OV	Opposing Value
RAP	Result Attribute Point
RV	Resistance Value
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute

WHAT'S A GUNFIGHTER LIKE YOU DOING IN A FUTURE LIKE THIS?



When you were back in the
Old West you knew what was
happening and what to
expect.

***IT IS THE
21ST CENTURY.***

You are surrounded by an
alien and hostile world, yet
you have survived; you have
gained a reputation here as
one who can hold his own.

Now you, Jonah Hex[™], face the
greatest challenge of your life
as an Escort to Hell!

ISBN 0-912771-49-6



MAYFAIR GAMES, INC.



[™]Indicates Trademark of DC Comics Inc. All character names, renditions, associated slogans, and indicia are trademarks of DC Comics Inc. Copyright ©1986 DC Comics Inc. All rights reserved.

0386-214-MFG 7.00