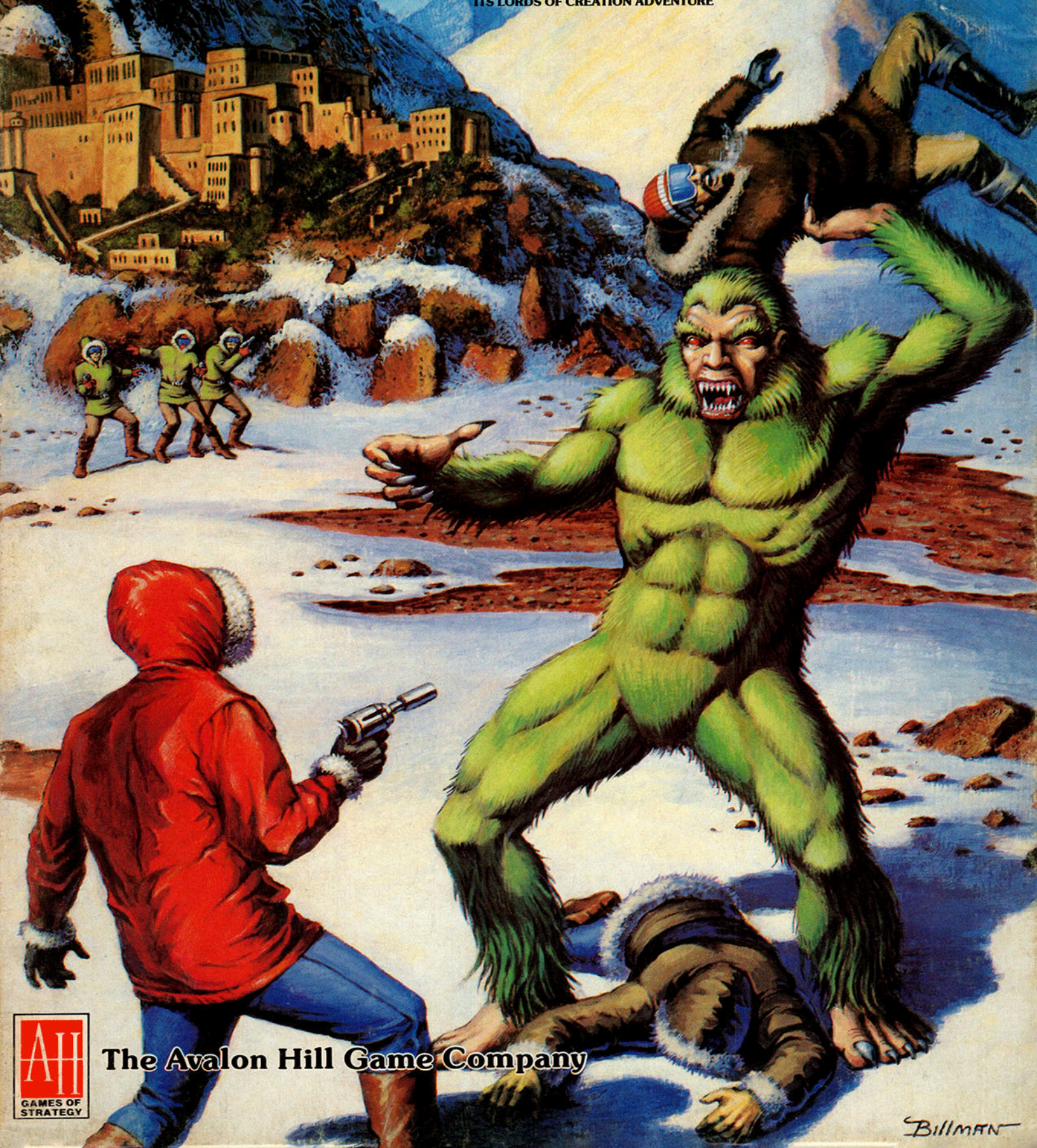


# The Yeti Sanction<sup>®</sup>

THE AVALON HILL GAME COMPANY'S TRADEMARK NAME FOR  
ITS LORDS OF CREATION ADVENTURE



The Avalon Hill Game Company

Billman

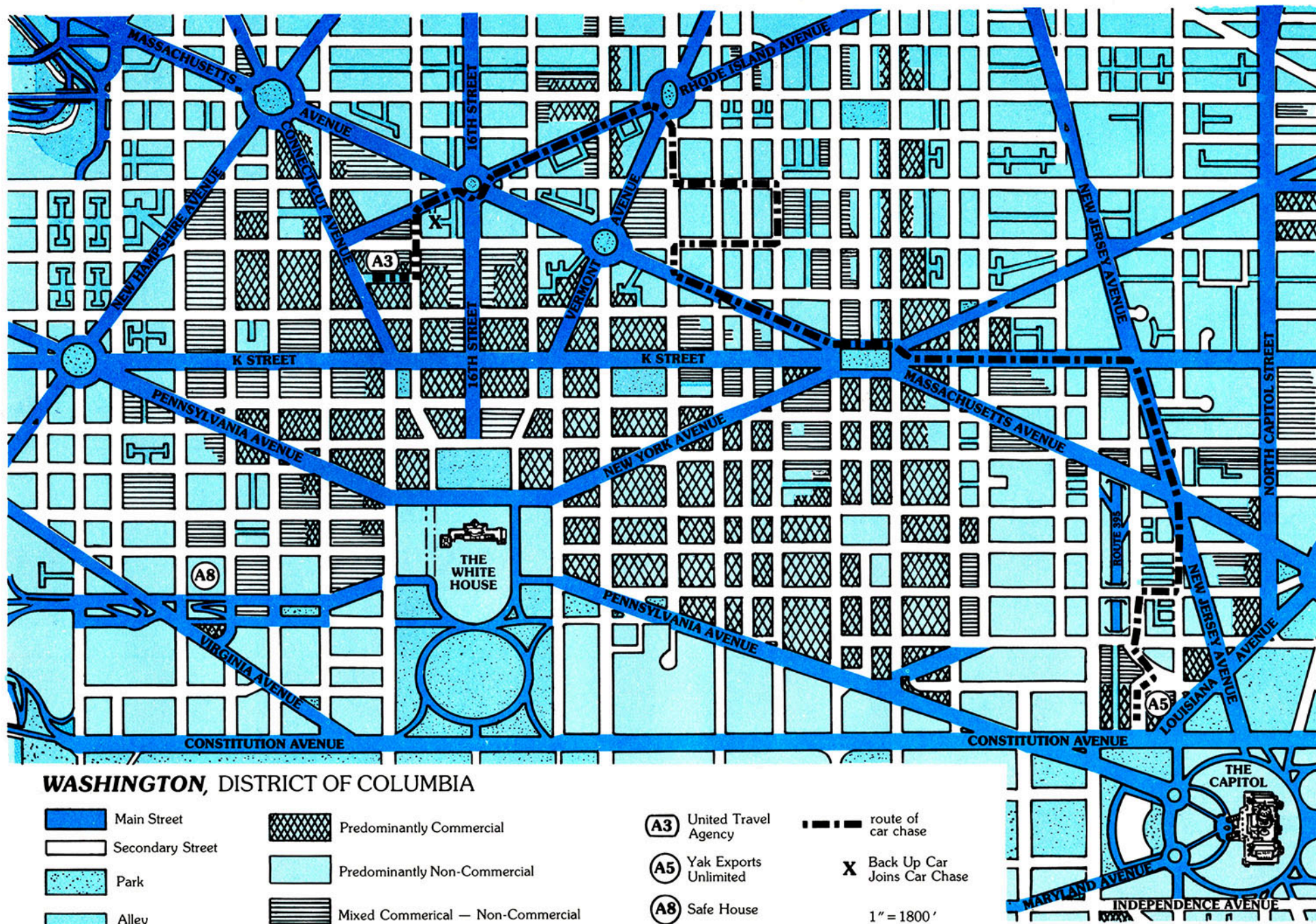
# The Yeti Sanction

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# The Yeti Sanction®

## A LORDS OF CREATION® Adventure Module

by  
Ian Guistino and Tom Moldvay

This adventure requires the use of the **Lords of Creation®** game rules, including **The Book of Foes®**. It cannot be played without a copy of those rules.

### INTRODUCTION

**The Yeti Sanction®** is an adventure module designed for 4 to 8 Neophyte or Apprentice level characters. One way to insure that the adventure will be neither too hard nor too easy for the characters is to add up all of their Personal Forces. At the start of the adventure, the total of all the characters' Personal Forces should be about 90-100. The minimum total Personal Forces for the adventure is 70; the maximum is 120.

The adventure begins in a present-time setting. Equipment should be limited to present-time equipment, within reason. The characters can use any equipment acquired in **The Horn of Roland®** adventure module. If the equipment does not fit in with a present-time setting, however, the characters would do well to keep such equipment concealed.

It is suggested that the group of characters, at minimum, contain some skills from the categories of Commando, Espionage, Medical, Pilot, and Wilderness. Other useful skill professions will be Bureaucracy, Communications, Computer, Detective, Engineer, Master Criminal, Mechanic, Scientist, and Street Criminal.

**The Yeti Sanction** was designed for characters who have just finished **The Horn of Roland** adventure module. Any characters, however, of approximately the same Personal Force (10-20) could play **The Yeti Sanction**.

The adventure was designed to take several gaming sessions. Successful characters will have a chance to earn the title of Master of Space and gain their second power.

The Game Master should read, and become familiar with, all of the adventure before trying to referee **The Yeti Sanction**. **Players should read no further.** If the players know the details of the adventure, it will spoil the surprises and excitement of the adventure for everyone concerned. The Game Master should, however, make sure everyone understands the additional rules for car chases before play begins.

#### Note About the Washington, D.C. Map

Only the major streets are marked on the map. Minor streets which run horizontally on the map usually have letters for names. The street next to Constitution Avenue is C Street; the street at the top of the map is Q Street. Minor streets which run vertically on the map usually have numbers for names. The street closest to the left-hand border of the map is 24th Street; the street next to North Capital Street is 1st Street.

#### The Adventure

**The Yeti Sanction** has three main threads of plot which follow in succession. The plot threads tend to blend into one another at the point where one ends and another begins. The three plot threads are: **1) An Espionage Mission, 2) Survival from Yuga Aliens, and 3) Escape from an Archon's Asteroid.**

The adventure starts as a straight-forward spy mission. The characters are to destroy a terrorist group based in the Himalayan mountains and rescue the secretary of state, who has been kidnapped. The characters gather information in Washington, D.C. (Scenario A) before journeying to Mount Everest (Scenario B). After a number of encounters, the characters destroy the terrorist group (Scenario C).

The characters eventually discover that the terrorists were backed by an alien race, the Yuga. The Yuga have been using advanced surgical techniques to transform normal humans into shaggy haired, 15 foot tall Yeti slaves. The characters defeat the Yuga with the help of the true Yeti (Scenario D). Unfortunately, the characters are trapped aboard the Yuga spaceship. When it takes off, the hyperdrive malfunctions, and the ship becomes lost in hyperspace.

The spaceship is eventually captured by a large asteroid, the home of an Archon. The servants of the Archon plan to kill everyone aboard the ship. The characters have to win their way past the Archon's servants before the characters manage to find friends among the Animal Rulers (Scenario E). Finally, the characters defeat the Archon's guards and open up a gate to some other world (Scenario F).

The destination of the gate is purposely left open so that the ending can serve as an introduction into whatever adventure the Game Master plans next. The gate can, however, lead to the next adventure module: **Omegakron®**.

#### BACKGROUND

**Force J** is a group of individuals sponsored by the Central Intelligence Agency (CIA) of the United States. The characters will thus have official sanction to their actions (within reason). Force J is called on to undertake missions of an unusual nature, or which call for operations in areas without a regular espionage network, or for missions not appropriate for regular agents (either because such agents are known too well by the enemy, or because there are simply not enough regular agents available).

In **The Yeti Sanction** all the usual reasons for calling in Force J apply. A terrorist group with headquarters near Mt. Everest is unusual. The USA has no regular spy network in the Himalayan mountains. Most available agents are already assigned to missions; and even if they weren't, the CIA would prefer to send in an unknown team.

If the characters have just completed **The Horn of Roland**, they will be asked to form Force J on the basis of the job they did in New Bristol. If not, then one character will be chosen to head the team (the character with the highest espionage skill level). The team organizer should then "recruit" the characters and form Force J.

## YETI

Before the adventure begins, the secretary of state, and several government officials with him at the time, have been abducted. There has been no ransom demand. Several terrorist groups have claimed responsibility for the kidnapping.

Most of the CIA agents are either checking out terrorist organizations who claim responsibility for the crime, or investigating some other likely organization. The government is short-handed, but it wants to check out every lead, no matter how remote. Thus, the need for Force J.

In the last year, a terrorist organization known as YETI has established an international reputation for kidnappings and assassinations on a large scale. It is believed that YETI stands for Young Everest Terrorist International (referring to their headquarters near Mt. Everest). YETI does not claim responsibility for the kidnapping, but they are definite suspects because of their past history.

## Operation Snowman

The characters' mission is to find out whether or not YETI is responsible for the kidnapping. If so, the characters are to rescue the secretary of state and destroy the YETI organization. The code name for the mission is "Snowman". Hence the mission is known as Operation Snowman.

It will be suggested that the characters travel to the Himalayan mountains to check into YETI and Dr. Anton Markov. It is also possible that there is a leak in the CIA, since the secretary of state was so easily kidnapped. If the characters can discover the leak during the course of the mission, so much the better.

The characters will be provided with any reasonable items of equipment they ask for. Such items include: 1) use of two agency cars while in Washington, 2) all normal expenses (including airplane fare), 3) complete sets of climbing and camping gear, 4) normal weapons such as automatic rifles, hand grenades, sleep gas, etc., 5) use of two jeeps while in the Himalayas, and 6) items from the special equipment list given in the **New Rules** section of this booklet.

## The Yuga Invasion

YETI actually stands for the Yama Elite Triumphant Immortals. The name refers to the fact that the followers are worshippers of the Hindu god of death, Yama. They believe that they are following Yama's direct orders. By doing so, they hope to break free of the cycle of reincarnation, and achieve a favorable position in the afterlife.

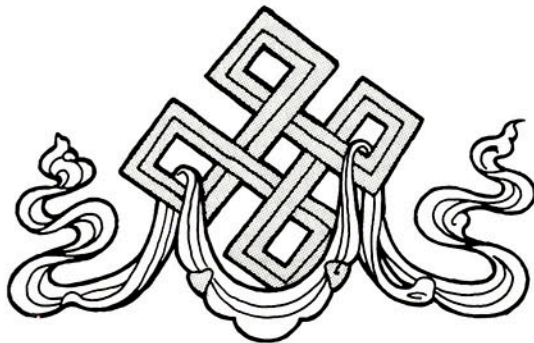
Dr. Anton Markov, leader of YETI, is no longer a Russian KGB agent. Dr. Markov was a hard-line Stalinist who refused to work in the spirit of "detente" with the Western powers. He used to be head of the Asian section for the KGB. Three years ago, he was sent to the Guleg Psychiatric Institute in Siberia, both as a punishment, and for treatment. He was diagnosed as "paranoid schizophrenic, with a pronounced death-wish". He managed to escape, and reach refuge in the Himalayan mountains where he was joined by some of his special agents.

Dr. Markov is working with an alien race (the Yuga) to fool the Yama worshippers. Originally, the aliens landed in the Himalayas because the mountains resembled their home planet. Due to their spectacular arrival from space, and the fact that their fur and eyes are Yama's colors (pale green fur and copper colored eyes), the aliens were mistaken for the messengers of Yama. Dr. Markov arrived soon after. Using his knowledge of human psychology, he reinforced the belief of the Yama worshippers that they had encountered the true messengers of the god Yama.

Using advanced technology and futuristic surgical skills, the aliens are able to enlarge and modify humans. Normally they modify human captives into 15 foot tall, shaggy-haired creatures with no will of their own and drastically reduced life spans (false Yetis). Following Dr. Markov's suggestion, however, they transformed one individual into a 20 foot tall likeness of the god Yama. Dr. Markov and the aliens use this false Yama to control the cult worshippers.

The aliens might have been content to merely rule the high mountains where conditions are similar to their home planet; but Dr. Markov is their expert on human behavior, and they follow his advice. He managed to convince the Yuga that other humans would kill the aliens if their presence became known. The only chance for the aliens would be a nuclear war (which would devastate the lowlands, but leave the mountains reasonably untouched). After the radiation levels lowered, the aliens and Dr. Markov's men would inherit the earth.

The kidnapping of the secretary of state was one step in Markov's master plan. The Russian minister of the interior has also been kidnapped. Anton Markov plans to wait until the Russians and Americans blame each other, then his agents will simultaneously set off nuclear devices in Washington and Moscow.



## NEW RULES

### Car Rules

**The Yeti Sanction** introduces car chases and automobile combat into the rules. Characters will now be able to conduct high speed pursuits, escape in cars, shoot at automobiles, and conduct car-to-car combat.

Every car has 1) an acceleration factor, 2) a brake factor, 3) structural points, 4) a maximum speed, 5) a turn modifier, and 6) a price.

The **acceleration factor** (abbreviated AF) is the amount of speed the vehicle can gain in one turn. Acceleration is given in both miles per hour and feet per turn.

The **brake factor** (abbreviated BF) is the amount of speed the car can lose in one turn. Braking is also given in both mph and feet/turn.

**Structural points** (abbreviated SP) for a car are roughly the same as life points for an individual, with one exception. When a car is reduced to 0 or less structural points, the car no longer functions (i.e. there is no "unconsciousness" for cars).

The **maximum speed** (abbreviated M) is the highest speed possible for the vehicle.

The **turn modifier** (abbreviated T) is a bonus or penalty applied when a driver is checking for an accident when making a turn or taking a curve at unsafe speeds. (Plus indicates a bonus; minus indicates a penalty).

The **price** listed is in U.S. dollars, for 1983 models.

The cars on the Automobile List are unmodified. The Game Master should be careful to note any modifications which would either give the driver a bonus or penalty for some specific type of driving check (such as snow tires), or modifications making the car more combat worthy (such as a mounted machine gun). The only modification noted on the list is four-wheel drive. A car could also be customized to increase its potential. Customization rules are given after the Automobile List.

Some of the cars listed have more than one type of car under the same listing. For example, the listing for the Buick Skyhawk Sedan includes the Buick Skyhawk Coupe and the Buick Skyhawk Station Wagon. Statistics for the same listing are the same unless otherwise noted. A coupe, and a sportscar are assumed to have two doors. Sedans, limousines and station wagons are assumed to have four doors.

## AUTOMOBILE LIST

### American Motors—Eagle Sedan

Acceleration: 270' /turn (30 mph) Maximum Speed: 85 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: 0  
 Structural Points: 126 Price: \$9200

Coupe has 122 SP and costs \$7700; Station Wagon has 130 SP and costs \$9900.

### Buick—Skyhawk Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 99 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 100 Price: \$7200

Coupe has 96 SP and costs \$7000; Station Wagon has 104 SP and costs \$7500.

### Buick—Regal Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 98 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 134 Price: \$9300

Coupe has 130 SP and costs \$9100; Station Wagon has 138 SP and costs \$9600.

### Buick—Electra Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 110 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: -1  
 Structural Points: 156 Price: \$12,600

Coupe has 152 SP and costs \$12,400; Station Wagon has 160 SP and costs \$13,600.

### Cadillac—De Ville Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 102 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: -1  
 Structural Points: 164 Price: \$16,400

Coupe has 160 SP and costs \$16,000.

### Cadillac—Fleetwood Limousine

Acceleration: 270' /turn (30 mph) Maximum Speed: 92 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: -2  
 Structural Points: 194 Price: \$30,300

### Chevrolet—Chevette Sedan

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 630' /turn (70 mph) Turn Modifier: +1  
 Structural Points: 82 Price: \$5900

Coupe has 78 SP and costs \$5800.

### Chevrolet—Citation Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 96 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 104 Price: \$7300

Coupe has 100 SP and costs \$7200.

### Chevrolet—Malibu Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 100 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 128 Price: \$8500

Station Wagon has 132 SP and costs \$8600.

### Chevrolet—Impala Convertible

Acceleration: 360' /turn (40 mph) Maximum Speed: 99 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: -1  
 Structural Points: 140 Price: \$9400

### Chevrolet—Camaro Z 28 Coupe

Acceleration: 450' /turn (50 mph) Maximum Speed: 128 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 116 Price: \$10,800

### Chevrolet—Corvette

Acceleration: 450' /turn (50 mph) Maximum Speed: 124 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 120 Price: \$22,500

### Chrysler—Le Baron Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 95 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 100 Price: \$8800

### Chrysler—E Class Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 95 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 104 Price: \$9300

### Chrysler—Imperial

Acceleration: 360' /turn (40 mph) Maximum Speed: 110 mph  
 Brake: 360' /turn (40 mph) Turn Modifier: -1  
 Structural Points: 160 Price: \$18,700

### Dodge—Omni Sedan

Acceleration: 270' /turn (30 mph) Maximum Speed: 91 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 92 Price: \$5800

Charger Coupe has 88 SP and costs \$6400.

### Dodge—Aries Sedan

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 94 Price: \$6600

### Dodge—Diplomat Sedan

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: -1  
 Structural Points: 142 Price: \$9400

### Ford—Escort Sedan

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 84 Price: \$5800

Station Wagon has 88 SP and costs \$6100.

### Ford—Mustang GT Coupe

Acceleration: 450' /turn (50 mph) Maximum Speed: 116 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 118 Price: \$9700

### Ford—LTD Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 96 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 118 Price: \$8200

Station Wagon has 122 SP and costs \$9000.

### Ford—Thunderbird Coupe

Acceleration: 450' /turn (50 mph) Maximum Speed: 115 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +2  
 Structural Points: 124 Price: \$9200

### Jeep—CJ

Acceleration: 270' /turn (30 mph) Maximum Speed: 78 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 100 Price: \$7500

Four-wheel drive vehicle, similar to an Army jeep.

### Jeep—Cherokee Wagon

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 152 Price: \$10,300

Four-wheel drive vehicle.

### Jeep—Wagoneer Brougham

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 360' /turn (40 mph) Turn Modifier: 0  
 Structural Points: 166 Price: \$13,200

Four-wheel drive vehicle.

### Lincoln—Continental Mark VI

Acceleration: 360' /turn (40 mph) Maximum Speed: 99 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: 0  
 Structural Points: 148 Price: \$21,500

### Mercury—Lynx Sedan

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 82 Price: \$6100

Station Wagon has 86 SP and costs \$6500.

### Mercury—Cougar Coupe

Acceleration: 360' /turn (40 mph) Maximum Speed: 112 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 124 Price: \$9500

### Oldsmobile—Firenza Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 99 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 100 Price: \$7100

Coupe has 96 SP and costs \$7000; Station Wagon has 104 SP and costs \$7300.

**Oldsmobile**—Cutlass Supreme Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 99 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 136 Price: \$9100

Coupe has 132 SP and costs \$9000; Station Wagon has 140 SP and costs \$9400.

**Plymouth**—Reliant Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 98 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 94 Price: \$6700

Station Wagon has 98 SP and costs \$7600.

**Pontiac**—Phoenix Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 97 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 106 Price: \$6700

Coupe has 102 SP and costs \$6600.

**Pontiac**—Firebird Trans Am

Acceleration: 450' /turn (50 mph) Maximum Speed: 127 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 126 Price: \$10,400

**Pontiac**—Grand Prix

Acceleration: 360' /turn (40 mph) Maximum Speed: 96 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 132 Price: \$8700

**Pontiac**—Bonneville (175 hp)

Acceleration: 450' /turn (50 mph) Maximum Speed: 125 mph  
 Brake: 360' /turn (40 mph) Turn Modifier: 0  
 Structural Points: 140 Price: \$9500

**Volkswagon**—Rabbit

Acceleration: 270' /turn (30 mph) Maximum Speed: 92 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +2  
 Structural Points: 66 Price: \$6300

**Lamborghini**—Countach LP 500S

Acceleration: 630' /turn (70 mph) Maximum Speed: 180 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 130 Price: \$123,000

**ERA**—427 SC Cobra Replica

Acceleration: 630' /turn (70 mph) Maximum Speed: 180 mph  
 Brake: 630' /turn (70 mph) Turn Modifier: +2  
 Structural Points: 102 Price: \$33,000

**Ferrari**—BB 512i

Acceleration: 540' /turn (60 mph) Maximum Speed: 176 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 132 Price: \$104,000

**De Tomaso**—Pantera GTS

Acceleration: 540' /turn (60 mph) Maximum Speed: 174 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 126 Price: \$48,000

**Maserati**—Merak SS

Acceleration: 540' /turn (60 mph) Maximum Speed: 155 mph  
 Brake: 630' /turn (70 mph) Turn Modifier: +1  
 Structural Points: 116 Price: \$104,000

**Porsche**—928S

Acceleration: 540' /turn (60 mph) Maximum Speed: 155 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 128 Price: \$43,000

**Safir**—GT 40 Mk 5

Acceleration: 540' /turn (60 mph) Maximum Speed: 162 mph  
 Brake: 630' /turn (70 mph) Turn Modifier: +2  
 Structural Points: 92 Price: \$115,000

**Jaguar**—XJS HE

Acceleration: 540' /turn (60 mph) Maximum Speed: 155 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 154 Price: \$52,000

**Aston Martin**—V8 Vantage

Acceleration: 540' /turn (60 mph) Maximum Speed: 170 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: 0  
 Structural Points: 160 Price: \$105,000

**Land Rover**

Acceleration: 180' /turn (20 mph) Maximum Speed: 66 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 120 Price: \$20,000

Four-wheel drive vehicle, gains a +3 bonus for off road driving.

**Rolls Royce**

Acceleration: 450' /turn (50 mph) Maximum Speed: 118 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: -1  
 Structural Points: 198 Price: \$111,000

**Vehicle Design Force**—Vector Twin Turbo W2

Acceleration: 720' /turn (80 mph) Maximum Speed: 242 mph  
 Brake: 630' /turn (70 mph) Turn Modifier: 0  
 Structural Points: 190 Price: \$200,000

Custom-built car using aircraft materials and advanced aerodynamic techniques.

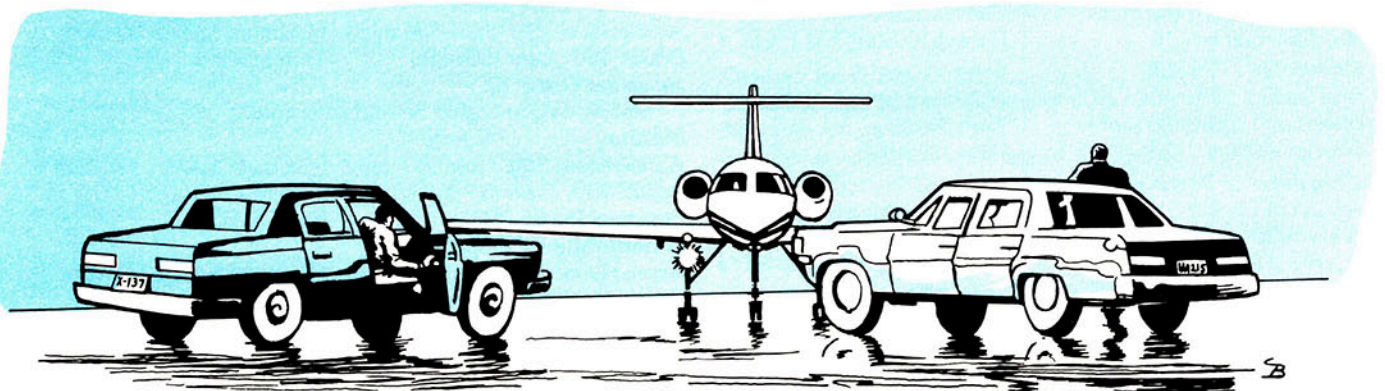
**Customizing Automobiles**

Any automobile on the list can be customized except the Vector Twin Turbo W2 (which is already customized). Customizing a vehicle costs the same as the original price of the vehicle. Thus, if a customized automobile is bought new, it would cost double the normal price. Customizing requires access to mechanical parts, a repair facility and a mechanic. If the work is done by a Player Character mechanic, 10% per mechanic level can be saved from the customizing price (i.e. a level-3 mechanic could save 30% of the price).

Customizing will increase an automobile's Acceleration Factor by 90' /turn (10 mph), its Brake Factor by 90' /turn (10 mph) up to the maximum of 630' /turn (70 mph), its Structural Points by 20%, and its Maximum Speed by 20%. The Turn Modifier will remain unchanged.

**Bullet Proofing**

An automobile could also be bullet proofed. Bullet proofing increases a car's SP by 50%, but lowers both the acceleration and brake factor by 90' /turn (10 mph), and its maximum speed decreases by 20%. The cost for bullet proofing is equal to the car's initial price. A Player Character mechanic can save on the price (just like for customizing). The same car can be customized and bullet proofed, in which case its SP increases by 70%, while everything else remains the same.



## VEHICLE CHASE/COMBAT TABLE

<u>Speed</u>	<u>Movement</u>	<u>Combat Modifier</u>	<u>Illegal, Maneuver, Wound, Turn</u>	<u>Curve, Road, Bump, Hazard, Brake, Swerve</u>	<u>Accident Damage *</u>
10 mph	90' /turn	-2	—	—	—
20 mph	180' /turn	-3	—	—	—
30 mph	270' /turn	-5	normal	—	1-5 + 3
40 mph	360' /turn	-6	-1	—	1-5 + 4
50 mph	450' /turn	-8	-2	normal	1-5 + 5
60 mph	540' /turn	-9	-3	-1	1-10 + 6
70 mph	630' /turn	-11	-4	-2	1-10 + 7
80 mph	720' /turn	-12	-5	-3	1-10 + 8
90 mph	810' /turn	-14	-6	-4	1-20 + 9
100 mph	900' /turn	-15	-7	-5	1-20 + 10
110 mph	990' /turn	-17	-8	-6	1-20 + 11
120 mph	1080' /turn	-18	-9	-7	2-20 + 12
130 mph	1170' /turn	-20	-10	-8	2-20 + 13
140 mph	1260' /turn	-21	-11	-9	2-20 + 14
150 mph	1350' /turn	-23	-12	-10	3-30 + 15
160 mph	1440' /turn	-24	-13	-11	3-30 + 16
170 mph	1530' /turn	-26	-14	-12	3-30 + 17
180 mph	1620' /turn	-27	-15	-13	4-40 + 18
190 mph	1710' /turn	-29	-16	-14	4-40 + 19
200 mph	1800' /turn	-30	-17	-15	4-40 + 20

\*luck roll = 1/2 damage only

### Critical Hit

Attackers have the option of shooting at the vehicle or the passengers. If the passengers are the targets, they get the -5 benefit of hard cover. If the vehicle is the target, and the attack roll

is equal to or less than the attacker's luck roll score, then the attacker has scored a critical hit. The attacker should roll an extra 1d20 to see what kind of damage the critical hit has done. All results are cumulative.

## Critical Hit Table

<u>Die Roll</u>	<u>Type of Hit</u>	<u>Result</u>
1	Gas Tank	Gas tank explodes, 3-30 points of damage each turn for 2-20 turns, car slows to halt.
2-3	Tire	Blowout, immediate driving check, car stops.
4	Brake line	Brake fluid will drain in 2-12 turns, then vehicle will not be able to use brakes.
5	Steering rods	Turn, Maneuver, Curve, Swerve all -5 on checks (until repairs are made).
6-7	Engine Block (major)	Vehicle immediately loses 20 mph from current and maximum speed. Vehicle will stop in 2-20 turns unless driver makes a luck roll.
8-10	Engine Block (minor)	Vehicle immediately loses 10 mph from current and maximum speed.
11-12	Frame (major)	Future driving checks with that vehicle are at -2 until repairs are made.
13-15	Frame (minor)	Future driving checks with that vehicle are at -1 until repairs are made.
16-17	Radiator	Engine will overheat in 5-50 turns (and vehicle will stop).
18	Armament System	One armament system (at random) becomes inoperable (if none, then -10 mph from current and maximum speed).
19	Window	Individual nearest the window hit must make a luck roll or take 1-10 points of damage from flying glass.
20	Ricochet	No damage to vehicle or passengers.

## Car Combat

As is usual in the game, for every 60' /turn movement of either the shooter or the target, there is a -1 combat modifier. The movement modifier was meant to apply to shots taken at an angle. The Game Master can always apply a lesser modifier if he feels that the circumstances warrant it. For example, a shooter in a station wagon rolls down the rear window to shoot at a car directly behind the station wagon. Even though the station wagon is moving at 360' /turn (40 mph) and the car following it is moving at 450' /turn (50 mph), the GM might judge that, since one car is directly behind the other, the circumstances only call for a -5 modifier (instead of -10).

The combat modifier applies to shots against the vehicle itself. Any individuals inside the car would be considered to automatically have hard cover, an additional -5 combat modifier (if the shooter chooses to shoot at the passengers instead of the vehicle). Cars themselves are considered to have no armor. ("bullet proofing" would merely give the car more structural points.)

## Car Chases

When moving, the ratio of speed to movement is 10 miles per hour equals 90 feet per turn (**10 mph = 90' /turn**). The maximum a car can increase its speed in a turn is equal to its acceleration factor. The maximum a car can decrease its speed in a turn is equal to its brake factor. A car can always increase or decrease speed less than the acceleration or brake factor. A car cannot go faster than its maximum speed.

In a car chase, drivers with Pilot skill get an initiative bonus equal to their Pilot skill level. Hence, a driver with Pilot-3 would get a +3 initiative bonus (in addition to the normal initiative bonus from the SPEED score). When one car is following another, the driver of the pursuing car gets an additional +2 bonus. Initiative determines precedence when several drivers each want to try some kind of special maneuver (such as swerving to block a car from passing). It also determines the order of combat. It does not necessarily determine the order of movement, however. A driver following another car should be allowed to react to the actions of the car in front, since he can see what is happening and would usually have time to adjust his own actions. At the GM's discretion, certain maneuvers of the car in front could catch the driver following by surprise (such as a bootlegger turn, in which case, initiative would become important).

Car chases call for more judgment on the part of the Game Master than is usual. He has to be able to describe the action so that all drivers have a fair chance to react to the situation. Otherwise, bizarre actions could occur (such as one driver trying to cut off another without realizing that the two cars are actually 500 feet apart). If problems arise, slow the action down and take things step by step.

For example, instead of telling the characters that the car they are chasing speeds up to avoid a red light, turns down a one-way alley, does a bootlegger turn to reverse direction, and finally opens up with a front-mounted machine gun (as soon as the character's car comes in sight), the GM might tell the characters: "The car in front speeds up and passes through a yellow light. You are 300 feet behind. The light will be red when you get there. What do you want to do?"

The GM can also take time out to answer important questions. In the above example, the driver of the character's car might want to know: "How busy is the intersection where the light is?" or "Do I see any police near by?"

Remember that the players should be allowed to have any information their characters would be likely to have. Quite often, to speed play, the GM only gives the players the minimum amount of information. But, if necessary, the GM can give a more in-depth description of what is taking place in a turn (particularly during crucial situations).

During the course of a car chase, accidents could occur. An accident will take place if a driver fails some types of driving checks.

There are basically two types of driving checks. One type begins at 30 mph; the other at 50 mph. Each additional 10 mph makes the check one more difficult. The usual reasons for making each type of check are given below. If a situation does not exactly fit one of the circumstance categories, the GM need only decide whether the unusual circumstances best fit the 30 mph or the 50 mph type of check.

## Checks Beginning at 30 Miles per Hour

**Wound**—A driving check should be made at the end of any turn during which the driver took a wound.

**Turn**—A driving check should be made whenever a driver tries to make a turn at an unsafe speed (i.e. 30 mph or greater). A turn is more than 45°, but not more than 90°.

**Maneuver**—A driving check should be made whenever a driver tries some kind of special racing maneuver. These special maneuvers can only be attempted by drivers with Pilot skill. Only one maneuver can be attempted each turn. The special maneuvers include:

1) **Bootlegger Turn**—A special high-speed U-turn. The driver brakes and allows the car to skid sideways. He pulls out of the skid when the vehicle has turned 180° completely around, with the nose of the vehicle pointing in the opposite direction from that originally traveled. The bootlegger turn ends with the vehicle at a stop, ready to accelerate in the new direction. It is a useful maneuver to throw off close pursuit (since, presumably, the following vehicle will still be traveling in the original direction).

2) **Bump**—When the driver of a vehicle speeds up to bump another vehicle in front, or swerves to the side to bump a vehicle which is driving parallel. A bump forces both the driver of the vehicle making the maneuver and the driver of the vehicle being bumped to make driving checks.

3) **Cut off**—A maneuver to force another vehicle off the road. While driving next to another vehicle, the driver speeds up, then cuts in front of the other vehicle. If the driver attempting to make a cut off fails the driving check, the maneuver becomes a bump (and both drivers need to make a new check). If the driver succeeds in the cut off attempt, the driver of the other vehicle must then make a driving check. Success means that the cut off becomes a bump (requiring a further check on the part of both drivers). Failure means that the vehicle has been forced off the road. Note that being forced off certain roads could automatically result in an accident, depending on road conditions (mountain roads, being forced into heavy oncoming traffic, etc.).

4) **Off-Road Driving**—When the driver leaves the road to try to drive across non-road areas (such as fields, railroad tracks, forest clearings, etc.). Off-road driving does not include driving on non-paved roads (which would require a road driving check). It assumes that there are a host of potential hazards such as trees, unseen ditches, concealed pools of water, etc. Four-wheel drive vehicles receive a +2 bonus.

5) **Jump**—When the driver tries to speed across a ramp and jump obstacles. A jump is usually improvised from some natural ramp such as a drawbridge. Without some sort of ramp, a jump cannot be made. The maximum distance for a jump is 5 feet for every 10 mph the vehicle is traveling. Thus a car traveling at 80 mph could try to jump a 40 foot gap.

6) **Controlled Crash**—Used to break through non-solid objects blocking the driver. The non-solid object could be movable objects (such as two cars forming a roadblock), or light solid objects (such as a glass wall to a shopping mall). A controlled crash is often a desperate maneuver of escape.

**Illegal**—This category is used for driving checks caused by the driver breaking a law that could cause an accident. Some examples are: failing to yield the right of way, crashing a stop sign, making an illegal U-turn, crashing a red light or driving the wrong way down a one-way street.

## Checks Beginning at 50 Miles per Hour

**Brake**—Refers to a driving check when the driver slams on the brakes at high speeds (i.e. 50 mph or greater). Failure of the driving check could cause an uncontrolled swerve, a spin-out, or rolling the car, followed by an accident.

**Swerve**—A driving check when the driver makes a sudden turn of the wheel (usually to avoid some obstacle).

**Curve**—A driving check when the driver moves along an unsafe curve at high speed. A curve is at least 22½°, but not more than 45° (if more than 45°, it becomes a turn).

**Road**—This category refers to driving checks due to unsafe road conditions. Examples of unsafe road conditions would be slippery roads (due to rain, snow, oil, etc.), roads filled with potholes, gravel roads, dirt roads, and roads littered with obstacles (such as debris from an accident). Four-wheel drive vehicles receive a +1 bonus.

**Hazard**—A somewhat miscellaneous category. It refers to any unforeseen circumstance that would call for a driving check. Examples include: a blowout, mud suddenly covering the windshield, someone trying to grab the steering wheel or a vehicle suddenly surrounded by flames.

The basic driving check is 12 for characters without the Pilot skill. The base for characters with Pilot skill is 15 plus the Pilot skill level (i.e. 16-20). Add one to the base for each additional attack the character has beyond 1.

For example, a character with Pilot - 2 and an attack base of 13 x 2 would have a driving check base of 18.

When making a driving check, a roll of 1 always succeeds; a roll of 20 always fails. At the Game Master's discretion, an accident resulting from a driving check roll of 20 could do an additional 3-30 points of damage, as the vehicle explodes into flame. Depending on the circumstances, the Game Master might also want to alter crash damage. For example, if the crash resulted in the vehicle falling over a cliff, the GM may want to increase the normal crash damage; but if a vehicle crashed off the road and swerved into a pond, the GM may wish to lessen the normal crash damage.

The amount of crash damage follows a pattern beginning at 30 mph. For each additional 30 mph, the damage base increases (30-50 = 1-5 pts.; 60-80 = 1-10 pts.; 90-110 = 1-20 pts.; 120-140 = 2-20 pts.; 150-170 = 3-30 pts.; 180-200 = 4-40 pts.; each 30 mph category beyond 200 = an additional 1-10 pts.). Besides the damage base, crash damage is equal to the miles per hour speed divided by 10. Each individual in the vehicle will take damage (the GM has the choice of having everyone take the same amount of damage, or rolling separately for each individual in the vehicle).

For example, a crash at 150 mph does 3-30 + 15 points of damage (the 3-30 base plus 15 points for going 150 mph).

A successful luck roll means that the victim only takes ½ damage. Crash damage also includes the damage a pedestrian would take for being hit by a vehicle. When two vehicles crash head on, the damage is cumulative. Thus a victim (that does not make a luck roll) traveling in a car going 100 mph crashing into a car going 80 mph would take 1-10 + 8 points of damage in addition to 1-20 + 9 points of damage.

## New Equipment Descriptions

**Acid Pen**—A pen with a special glass inner lining, filled with a highly corrosive acid. The pen works like a syringe to expel the acid, which can eat through about 1 square inch of solid steel. The pen cannot be used as a weapon.

**Anaesthetic Cloth**—A cloth soaked in chloroform. This cloth should be kept in a sealed packet until used. The victim must be immobilized (either because of a surprise attack or a successful attack which does no damage); then the victim gets a luck roll. If the luck roll succeeds, the victim cannot be knocked out with the anaesthetic cloth for the duration of that combat. Only one luck roll need be made no matter how many attackers use anaesthetic cloths on the same target. Failure of the luck roll means the victim is unconscious for 10-100 turns.

**Automatic Shotgun**—An experimental, "riot-control" weapon which fires a fully-automatic burst of shotgun shells. It uses a large drum type of clip. It can only be obtained from some special government agency.

## THE YETI SANCTION

## Special Equipment List

Item	Price
Acid Pen	\$300
Anaesthetic Cloth	\$10
Automatic Shotgun *	\$5000
Auto Mine *	\$2500
Belt Concealment	\$100
Boot Concealment	\$200
Dermaskin	\$50/sq. ft.
Disassembled Pistol *	\$1000
Ejector Seat	\$3500
Emergency Air Inhaler	\$100
Explosive Pellet *	\$200
Flamethrower *	\$5000
Light Machine Gun *	\$5000
Mace Spray	\$20
Mini-drill	\$500
Mylar Rope	\$1 per foot
Nitroglycerine Syringe *	\$200
Oil Sprayer *	\$2000
Plastic Knife	\$100
Plastiqued Briefcase *	\$500
Poison Darts *	\$5 per dart
Quick-Hardening Foam *	\$3000
Sectional Blowgun	\$100
Smokescreen *	\$1000
Taser Pen *	\$500
Tear Gas Pen *	\$200
Vehicle Caltrops *	\$1500
Wheel Scythes *	\$3000
Wrist Watch Detonator	\$100
.22 Pen	\$300

\* unauthorized ownership is illegal

**Auto Mine**—An anti-vehicle mine which can be dropped behind a car. The damage done is 4-24 points. It can be avoided by making a 50 mph type driving check.

**Belt Concealment**—A method of concealing small objects in a specially-built belt. Objects that can be concealed are limited in size. Some such objects are lockpicks, mylar rope, sleep capsules, explosive pellets and poison darts. Unless the belt is cut apart, it will appear like any ordinary belt to observers.

**Boot concealment**—A method of concealing objects in specially-built boots. Objects that can be concealed are still limited in size, but are larger than objects that can be concealed in belts or dermaskin. Some such objects are a knife (with the hilt in the boot heel, and the blade in the boot sole), an anaesthetic cloth, a charge of plastic explosive or a sectional blowgun. Unless the boot is cut apart, it will appear perfectly normal to observers. If the GM wishes, he can allow the characters to invent other possible types of special concealment.

**Dermaskin**—An artificial plastic skin which can be used to conceal small objects (like belt concealment). To anything except a close scrutiny, dermaskin will look perfectly normal.

**Disassembled Pistol**—A pistol can be built to be disassembled and disguised as ordinary objects. For example, its barrel and spring cylinder could look like pens, its chamber and hammer like a cigarette lighter, and its handle like a cigarette case. Such a pistol takes 6 turns to assemble.

**Ejector Seat**—A special device which hurls unwanted passengers sitting in it out of a vehicle through the roof (along with the seat). The victim gets a luck roll to notice the mechanism before it is triggered. If not, the victim takes 3-18 points of damage when ejected.

**Emergency Air Inhaler**—Pressurized oxygen in a tube about the size of a flashlight battery. The tube has a special mouth piece. The tube can provide enough oxygen for 5 minutes of breathing (50 turns).

**Explosive Pellet**—A small plastic explosive charge contained in a plastic capsule. It has its own self-contained detonator. It can be used to blow off door hinges, small locks, etc. If swallowed, it does 3-30 points of damage.

**Flamethrower**—A special weapon which shoots a stream of chemical flames up to 100 feet behind a car. A successful hit does 2-20 points of damage. On a "to hit" roll of 1-3, the target car catches fire and must be abandoned in 3-18 turns (or it will explode). A hit with a flamethrower also requires the victimized driver to make a driving check. Flamethrowers only have one attack before they need to be recharged at a special CIA garage. They can only be mounted in the rear of a car.

**Light Machine Gun**—A .30 calibre machine gun or its equivalent. It requires a fixed mount to be able to fire. A portable, tripod-mounted machine gun requires 2 characters to fire. The machine gun fires 250 rounds from a disintegrating link belt. The weight of the gun and ammo is about 50 pounds. Twin guns can be mounted under the front lights of a car. Treat the twin mounts as a single machine gun, because they cannot swivel. The machine gun does 3-30 points of damage to everything in a 10 foot arc of fire (unless protected by cover).

**Mace Spray**—A type of tear gas in an aerosol spray can.

**Mini-drill**—This pen-sized high-speed drill has self-contained power, and can drill a hole through up to 1" of solid steel. The mini-drill is often used in conjunction with the nitroglycerine syringe.

**Mylar Rope**—Made from thin plastic line (much like fishing tackle). Due to its thinness, this rope must be used carefully, since it is likely to cut unprotected hands. The rope can be made from clear plastic, making it nearly invisible.

**Nitroglycerine Syringe**—A syringe specially built to hold nitroglycerine. The nitroglycerine can be injected through a hole and used to blow the bolt or hinges off a safe (or some similar use).

**Oil Sprayer**—A special device used in car combat which sprays oil over the road behind the vehicle using it. It forces the pursuer driving over the oil to make a 50 mph driving check. The spray lasts 2 turns before it runs out.

**Plastic Knife**—Made from special plastics, this knife is the equivalent of a metal knife, but will not set off the alarm of a metal detector.

**Plastiqued Brief Case**—A briefcase which has a strip of plastic explosive 24" long, 2" wide, and 1" thick concealed in a special compartment along its outer edge. The charge can be detonated to explode, doing 3-30 points of damage for a 20 foot radius. It takes 5 turns to ready the case for detonation.

**Poison Darts**—Small metal or wood darts tipped with curare, a type of nerve poison (minimum luck roll score = 12).

**Quick-Hardening Foam**—A highly-adhesive foam which can be sprayed up to 50 feet. The foam hardens in 10 turns (1 minute), and can be used as a weapon to cover an enemy's wind-

shield (a hit must be rolled), or to create obstacles behind a car during a chase (no hit need be rolled). The foam can be avoided by making a 50 mph driving check.

**Sectional Blowgun**—A blowgun in foldable sections, much like some measuring sticks. The folded size of the blowgun is 3" x 2 1/4". The blowgun has six sections and can expand to a 3/8" tube which is 18" long.

**Smokescreen**—A device for spraying a cloud of smoke behind a car in the hopes of obscuring an enemy's sight. The smoke-screen provides soft cover (-2) and forces the victim to make a 50 mph driving check. Only one driving check need be made, though the soft cover from the smoke lasts for 3 turns.

**Taser Pen**—A pen which fires a barbed needle up to 10 feet. The needle is connected to a strong thin wire. The wire carries an electrical charge from the pen which lasts 3 turns. Victims must make a luck roll each turn or be paralyzed. If the luck roll is made, the victim can take an attack time to pull out the barb.

**Tear Gas**—A gas which is used to incapacitate without bodily injury. Victims must make a luck roll or be incapacitated for 3-30 turns (1/2 that many if he is removed from gas).

**Tear Gas Pen**—A pen which fires one charge of tear gas up to 30 feet away.

**Vehicle Caltrops**—Star-shaped, three dimensional spikes of steel which will always fall with at least one spike sticking up. The razor-sharp spikes are dropped behind vehicles in the hope of blowing out an opponent's tire in a car chase. They can be dodged by making a 50 mph driving check.

**Wheel Scythes**—Sharp cutting blades which can extend from a car's hub caps in the hopes of slicing an opponent's tire when the opponent is driving next to the attacking vehicle. An attack must be rolled. The attack can be avoided by making a 30 mph driving check.

**Wrist Watch Detonator**—A timed detonator built into a wrist watch.

**.22 Pen**—A pen specially fitted to fire a .22 calibre bullet.

Other types of unusual equipment useful in **The Yeti Sanction** include:

Anaesthetic Dart Rifle	Silencer
Miniature Camera	Sleep Gas Bomb
Electronic "Bug"	Smoke Bomb
Fragmentation Grenades	Tape Recorder
Homing Device	Telescopic Sight
Light Intensifier Goggles	Thermite
Parabolic Listening Device	Tranquilizer
Radio Receiver	Truth Serum
Radio Transmitter	Wiretapping Equipment
Scrambler	

#### Mountain Climbing Skill

Mountain climbing is a useful skill for this adventure. The Wilderness - 1 skill includes mountain climbing. Other skills which will help in climbing mountains are: Commando - 2, Theatrical - 2, and Futuristic - 1.

**Note:** The Electrosensing power can serve to find direction if the characters should become lost.

### Additional Ranged Weapons

Weapon	Range	Damage	Defense	Ammo	Skill	Cost	I
Blowgun	30'	as poison	Regular	1	2	\$100	0
Taser Pen	10'	paralysis	Ballistic	1	—	\$500	0
.22 Pen	50'	1-6	Ballistic	1	1	\$300	0
Tear Gas Pen	30'	as tear gas	Gas Mask	1	—	\$200	0
Light Machine Gun	800'	3-30 for 10' arc	Ballistic	8	1	\$5000*	+2
Flamethrower	100'	2-20 + special	Space Armor only	1	—	\$5000*	0
Automatic Shotgun	100'	6-36	Ballistic	4	1	\$5000*	0

\*the weapon is normally available only from some special government agency.

## SCENARIO A: WASHINGTON, D.C.

The characters form the special CIA team of **Force J**. They are given the mission to rescue the secretary of state, who has been kidnapped. The characters are given special equipment. They spend the scenario in counter espionage and preparations for the journey to the Himalayas.

When the characters visit the United Travel Agency, they discover that an impostor has taken the place of Sally Anderson, their contact. They manage to save the real Sally after a hazardous car chase. Clues lead them to the Yak Exports Unlimited warehouse which is the Washington headquarters for the terrorist group **YETI**. After a fierce battle, the characters find part of a disassembled atomic bomb.

The characters find clues to solve the problem of who is the CIA traitor. If the characters solve the mystery, they have a chance to trap the traitor at a "safe house" and capture him, along with evidence of his guilt. The evidence will also show that Dr. Anton Markov is an independent. Not only is he no longer working for the KGB, but the Russians themselves are hunting him.

### ENCOUNTER A1: THE PENTAGON

The characters are contacted by United States Air Force Colonel Trevor John Carpenter, who likes to be called "T.J.". When he is sure that no one else can hear, he will reveal to the characters that he is actually a member of the CIA (Central Intelligence Agency). The CIA needs the characters help. Colonel Carpenter has been sent to escort the characters to Washington.

Colonel Carpenter will show the characters his identification card. Any characters with the Espionage skill will know that CIA agents have a recognition code which is changed each week. The code is some visual object. This week the code is wearing a piece of silver jewelry shaped like a lion, with imitation ruby eyes. Colonel Carpenter is wearing such a tie pin.

The characters will also be able to get the CIA number from a telephone directory. A call to the agency will confirm that a Colonel Trevor John Carpenter works for them. The characters will also be able to confirm his general statistics. Colonel Carpenter is about 6 feet tall, medium build, with blond hair and brown eyes. If the characters think to check Colonel Carpenter's credentials, give them a 10 XP bonus for intelligent play.

The characters, with Colonel Carpenter, fly to Washington, D.C. and take a taxi to the Pentagon. Colonel Carpenter leads

the characters down several long corridors to a security checkpoint. The checkpoint has one guard at a desk. A routine inspection of Carpenter's ID is made, and the guard lets everyone pass. The characters and Col. Carpenter enter an elevator which takes them down several floors.

The elevator opens to reveal a second checkpoint. Here, the security inspection is much more thorough. Besides the desk guard, there are two armed guards. Everyone is checked by a metal detector for concealed weapons. The guard tells Colonel Carpenter: "I'm sorry, Colonel, no one is allowed to pass without authorization from command central. You may proceed, but the others must wait."

"Check with Commander Williams," Col. Carpenter tells the guard.

After a telephone call punctuated by "Yes, sir", "Certainly, sir", and "Right away, sir", the guard will tell the characters that "Everyone has been personally authorized by Commander Williams. Go down the hall here, and take the second turn to your left."

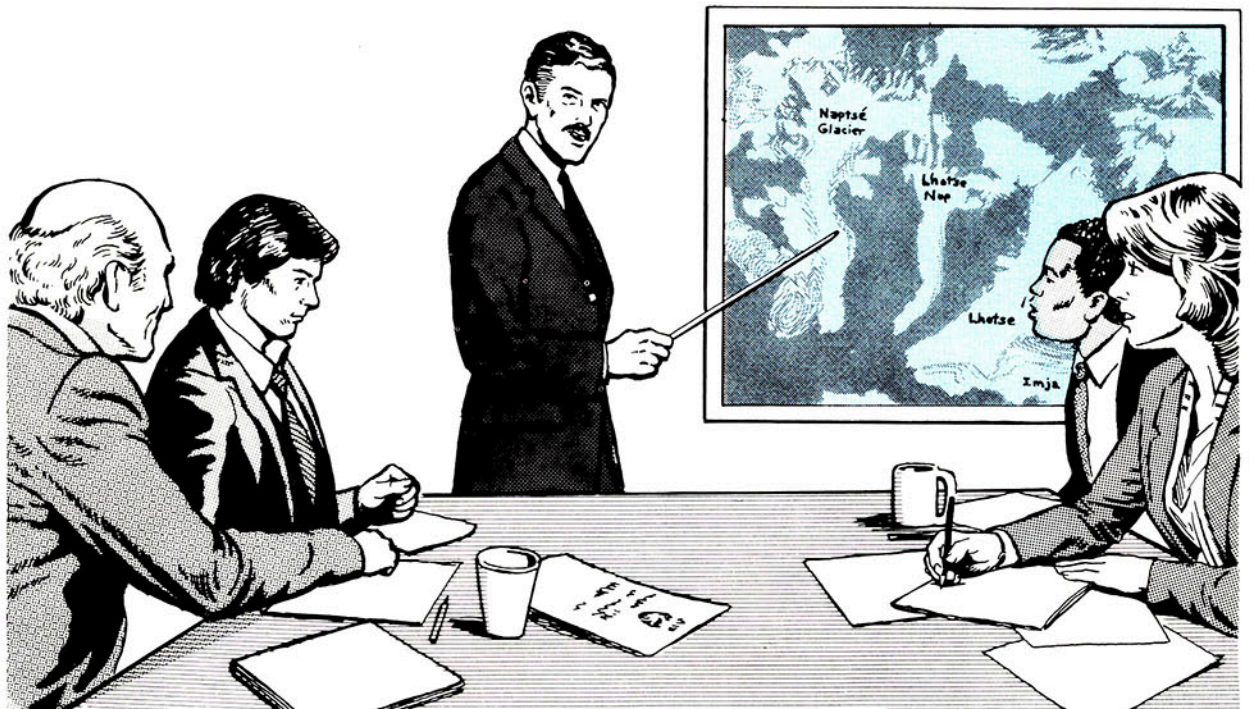
Colonel Carpenter and the characters proceed as directed. The corridor ends in a dead end with a slot in the wall. Colonel Carpenter inserts his ID. A glass panel lights up and a speaker announces: "Stand by for fingerprint identification". Colonel Carpenter places his hand on the glass plate. "Identification confirmed" says the speaker.

A hidden door in the wall slides open. Two more armed guards wait on the far side of the wall. One of them tells the colonel, "Commander Williams is expecting you. Conference room C is ready."

Conference room C is a large room with a long wooden conference table and plush chairs. On the table in front of each chair is a folder which is labeled "Force J". At the end of the table is a large television screen. The room is otherwise empty. Colonel Carpenter will sit down at the far end of the table opposite the screen, and request the characters to take seats.

The television screen lights up with the image of a man in his late fifties. The man wears a dark business suit. He addresses the characters:

"As you are all aware, last Friday Secretary of State Charles Jackson was kidnapped from his home in Silver Springs, Maryland. So far, there have been no ransom demands. The United States government is doing its best to find the culprits and rescue Secretary Jackson, but thus far we have had no luck. In an emergency such as this one, I am empowered by the President to



appoint special agents to help during the crisis. Every one of you has been recommended to me. Your country needs you. If you are willing to accept the challenge, remain in the room. If not, leave now. After this briefing, it will be too late to back out."

Commander Williams will pause to let the characters decide. The GM should encourage the characters to accept (since there is no adventure otherwise). Hopefully, the characters will accept without too much delay.

"I'm glad you're joining us," says Commander Williams. "My personal secretary is preparing identification badges for you. Please pick them up after the briefing ends."

"Your group has been designated as Force J. Those of you not already in the military have been given the acting rank of captain. Please do not reveal the existence of Force J to outsiders, except in cases of extreme emergency. The more people who know about Force J, the less your chances of success."

"Please open the folders in front of you. The photograph is of Dr. Anton Markov. Up until three years ago, Dr. Markov was Chief of the Asian Division for the Russian KGB. Then one day he suddenly disappeared. Unconfirmed rumors placed him somewhere in Siberia at a secret base. We believe that he received special training in terrorist tactics while at the base. About a year ago Markov surfaced in Tibet. He is currently leader of an international terrorist organization named YETI. As far as we can determine, YETI stands for Young Everest Terrorist International. They have an isolated base somewhere in the Himalayan Mountains."

"In the past year, YETI has established an international reputation for kidnappings and assassinations on a grand scale. While not as well known yet as some other international terrorist groups, their actions over the last year make YETI one possible suspect in the kidnapping of Secretary Jackson. Other agents are checking out different leads. Your mission is to find out whether or not YETI was involved in the kidnapping of the secretary of state. If so, rescue Secretary Jackson and capture or kill Anton Markov."

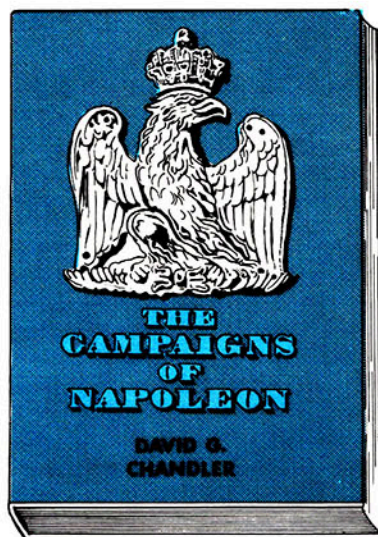
"Use discretion if at all possible, but if necessary you are sanctioned to use whatever force is necessary. Please try to avoid direct confrontation with the Russians. Colonel Carpenter will be your liaison with this office. In cases of extreme emergency, you can reach me directly by telephoning the numbers: 0110010."

"Your contact in the field is Sally Anderson at the United Travel Agency. Sally has already done some preliminary work on the case and should be able to help you. She will handle all preparations for your trip to the Himalayas. My secretary, Helen, will give you your contact recognition phrases when she issues your code books and identification badges."

A tall, red-haired woman in her mid-thirties enters the room. Her ID badge reads: "Helen Robbins".

Commander Williams once again addresses the room. "Trevor, there are some details about the mission which we should talk over in private. Helen, here, will escort Force J to the Armaments section. Please meet me in my office in five minutes."

"One last precaution before you leave. There may be a leak in the agency. Some of our field agents have reported rumors to that effect, but there is no proof. Still, it is odd that none of our usual sources gave us advance warning concerning the secretary's kidnapping. To be honest, I don't think there is anything to the rumors. Just in case, there will be only five individuals in the agency who know about Force J: myself, Colonel Carpenter, Sally Anderson, Helen Robbins and the head of the Armaments section, George Fox. Well, good luck, and good hunting."



## ENCOUNTER A2: EQUIPPING THE CHARACTERS

Colonel Carpenter leaves the room for his meeting with Commander Williams. Helen Robbins hands each character a number of items. "Here are your passports and identification badges. You'll also want to wear one of these rings for identification (she lets the characters select a silver ring shaped like a lion with ruby eyes). And here is \$1000 for preliminary expenses. Please try to keep account of money spent; you can draw more if you need it, and can justify the expenditure."

Helen gives the characters a thick hardback book. "This is your codebook. It is the 'Campaigns of Napoleon' by David Chandler, 1966 edition. Code words are taken from the book. When coding, give the page number, a dash, the line number, a dash, and finally the word number. Skip a space between words and two spaces between sentences. When decoding, reverse the process. Thus, the code group 687-17-6 would mean page 687, line 17, sixth word, or 'capture'. The enemy will know you are using a book code, but their knowledge will be useless unless they know which book is being used. We change the book each month. Since we recently changed, this book will be good for the next three weeks."

"Your recognition password to identify yourselves to Sally Anderson is: 'The tiger is a fearsome beast'. 'But the jungles are empty now,' will be Sally's response."

"If there are no questions, let's proceed to the Armaments section."

Helen Robbins leads the characters to the next lower floor. They pass two more checkpoints and are cleared at both. Eventually, they stop in front of a door marked "Armaments". Helen opens the door by pressing a set of buttons in a special order. The door opens to reveal a heavy-set man in his mid-fifties.

"George, this is Force J", Helen says, "I believe you were expecting them."

"Yes, I was. Come in; let me show you what I've got in stock."

George Fox will take the characters on a guided tour of Armaments. The GM should use the tour to explain the various items given on the Special Equipment List, plus any other equipment unfamiliar to the characters which the GM feels could possibly be useful.

The GM is not limited to those items described in the rules or in this adventure module. The GM can make up any kind of special equipment he feels will fit the adventure. The GM could design special equipment at the player's request, as long as such requests are reasonable.

The Game Master has two methods of giving the characters their special equipment. He could simply let them have the equipment given on the Suggested Equipment List, or he could give them a departmental budget from the CIA and let them choose their own equipment. The Force J equipment budget is \$50,000 for two cars, and \$15,000 for other equipment.

## Suggested Equipment List

**CHEVROLET Camaro Z 28 Coupe**, customized, with front-mounted light machine gun, hubcap scythes and an oil sprayer in the rear (AF = 540' / turn, BF = 630' / turn, SP = 140, M = 154 mph, T = +1).

**PONTIAC Bonneville** (175 hp) with rear-mounted flame-thrower, an auto mine and a smokescreen (AF = 450' / turn, BF = 360' / turn, SP = 140, M = 125 mph, T = 0).

2 Binoculars	1 Wiretapping set
5 assorted Detonators	1 Automatic Shotgun
2 Homing Devices	2 Belt Concealments
2 Light Intensifier Goggles	1 Boot Concealment
2 Miniature Cameras	1 Disassembled Pistol
1 Parabolic Listening Device	4 Emergency Air Inhalers
4 lbs Plastic Explosive	1 Explosive Pellet
1 Scrambler	2 Mace Sprays
1 Short Wave Radio	1 Mini-drill
2 Silencers	110 feet of Mylar Rope
3 Sleep Gas Bombs	1 Nitroglycerine Syringe
3 Smoke Bombs	3 Plastic Knives
1 Tape Recorder	1 Plastiqued Briefcase
4 charges of Tranquilizer	6 Poison Darts
4 charges of Truth Serum	1 Sectional Blowgun
4 Walkie Talkies	1 Tear Gas Pen
	1 Wrist Watch Detonator

The GM should make sure that use of special equipment is kept reasonable. While the group as a whole could have any or all of the special equipment, each character should be limited in the number of items carried. Light machine guns **must** be fired from a mount (i.e. they cannot be picked up and fired). The emphasis is on reasonable use of the special equipment. The players could find unusual ways to use the equipment, as long as such uses seem reasonable to the GM.

When they reach Khatmandu, the characters will have use of two jeeps, and will be given all equipment needed for mountain climbing.

Once the characters are fully equipped, they will leave the Armaments section and meet Colonel Carpenter, who will escort them out of the building.

### ENCOUNTER A3: UNITED TRAVEL AGENCY

The United Travel Agency is located on Connecticut Avenue near M Street. It is a small brick building fronting on a minor road. Nearby is a delivery alley. There is an empty parking meter in front of the building. The United Travel Agency is not particularly busy. One man stands in a far corner of the room checking through folders in a filing cabinet. A woman sits behind a waist-high counter which divides the room in two. She is talking on the telephone. When the characters enter, she will end the phone conversation with "Yes, I understand. We'll take care of everything." She will put the phone down and ask the characters: "May I help you?"

The woman is in her late twenties. She has blond hair, blue eyes, and is wearing a pale green dress. Over the dress she wears a pendant shaped like a ruby-eyed silver lion. Her name tag reads: "Sally Anderson".

The woman, however, is not Sally Anderson. She is Katrina Vogel, one of Anton Markov's special agents. YETI has been warned by the CIA traitor, Colonel Carpenter, that Sally Anderson is working on the case. The agents of YETI are in the process of kidnapping Sally Anderson when the characters arrive on the scene. Katrina Vogel plans to take Sally Anderson's place. Colonel Carpenter has told her the weekly recognition signal, but could not give her the recognition phrase answer, since he did not know it.

### THE YETI SANCTION

When the characters use their recognition pass word phrase, Katrina Vogel will answer: "If you say so. The only tigers I've seen were in zoos. Have you already made plans for your trip, or would you prefer us to handle everything?"

The characters hear a muffled yell from behind the back door. Katrina will laugh and say: "Those stock boys, clowning around again."

If the characters do not realize Sally Anderson has been replaced, Katrina will tell them that YETI had nothing to do with the kidnapping. In fact, she has proof that it was the Russians who kidnapped the secretary of state.

If the characters try to capture or fight Katrina, she will fight back, as will the man at the filing cabinet (a minor agent of YETI). The agent is armed with a pistol. Katrina has a submachinegun under the counter. Minor Agent (AT = 17, D = 2 - 16, I = +2, A = none, LP = 17, M = 60', L = 7 . . . XP = 3). Katrina Vogel (AT = 15 x 2, D = 2 - 20 + 1, I = +3, A = none, LP = 41(14), M = 70', L = 8 . . . XP = 10).



### ENCOUNTER A4: THE ALLEY

In the alley behind the United Travel Agency, two men are forcing a struggling woman into the back of a delivery car (a station wagon). The station wagon is blue and has the name: "Yak Exports Unlimited" marked on each side in white letters. The license number is MK7 5831 (Washington, D.C. plate). The woman has her hands taped behind her back, and her mouth is taped shut. She has already been forced most of the way into the car, which has its engine idling.

The woman is Sally Anderson. The characters have only one turn before Sally is forced inside, and the station wagon will take off. The two men are minor agents of YETI (AT = 17, D = 2 - 16, I = +2, A = none, LP = 17, M = 60', L = 7 . . . XP = 3). The driver of the station wagon is Konstantin Romani, another of Markov's special agents (AT = 15 x 2, D = 2 - 20 + 1, I = +3, A = none, LP = 41(14), M = 70', L = 8 . . . XP = 10). The two agents are armed with pistols. Konstantin has a submachinegun on the seat next to him. He has Pilot - 1 skill.

The station wagon is sitting facing away from the entrance to the alley (ready to escape in the opposite direction). The men forcing Sally into the station wagon are closest to the characters, who are about 500 feet away. If attacked, the two agents will continue to force the woman into the station wagon (and will hence not fight back). If either man remains conscious in the one turn before the car leaves, Sally will have been forced inside. On the initial turn, the characters cannot see Konstantin Romani. They cannot attack him. While Konstantin sees the characters in the rear view mirror, he is too busy driving the station wagon to fight.

After the men get Sally into the station wagon, they will be free to fire at the characters. As soon as Sally and the men are in the station wagon, Konstantin will try to drive away. If the characters try to follow him in their cars, use Encounter A5.

If the characters do not follow, Konstantin will take the most direct route to Yak Exports Unlimited. He will arrive in about 5 minutes.

Even if the characters do not follow, they can still find the address of Yak Exports Unlimited by looking in the phone book. If they check the license plate number of the station wagon with the Department of Motor Vehicles, they will find that the station wagon is, indeed, registered to Yak Exports Unlimited. If the characters do not get a look at the car, they can still find out about Yak Exports Unlimited because Katrina Vogel, who is impersonating Sally Anderson, has a work card in her purse from Yak Exports Unlimited.

If the characters cannot think of anything to do, they can always call the CIA. Colonel Carpenter will be out on a mission and cannot be reached. Commander Williams will send the characters to Yak Exports Unlimited. If the characters need the CIA's help to solve the kidnapping, deduct 50 XP.

#### ENCOUNTER A5: THE CHASE

The station wagon is a BUICK Electra (AF=360'/turn, BF=450'/turn, SP=160, M=110 mph, T=-1). YETI also has a back-up car parked in an alley off Rhode Island Street. The back-up car will try to take care of anyone following the station wagon. It will pursue the followers and shoot at them. The back-up car is a FORD Thunderbird with front-mounted light machine gun and a rear mounted oil sprayer (AF=450'/turn, BF=450'/turn, SP=124, M=115 mph, T=+2). The gunner of the back-up car is Boris Sepanski, another of Markov's special agents (AT=15×2, D=3-30 or 2-16, I=+3, A=none, LP=41(14), M=70', L=8... XP=10). Boris will use the light machine gun, but also has a pistol. The driver of the back-up car is a minor agent (AT=17, D=2-16, I=+2, A=none, LP=17, M=60'... XP=3) who has the skill of Pilot-2. There is another minor agent armed with a pistol in the back seat. Each agent has 4 clips for his pistol.

There are simply too many unknown variables to try to predict the exact detail of the car chase. The station wagon will follow the route indicated on the street map of Washington. It will try to stay ahead of the characters. The back-up car will pull out behind the characters. It will try to stop them any way possible.

When using the map, there are three kinds of streets: alleys, secondary streets and main streets. During the chase, it may become necessary to make a special driving check because of the flow of traffic (to avoid hitting cars using the street normally). When driving in an alley, a car can go up to 30 mph before a check is needed. When driving on a secondary street, a car can go up to 50 mph before a check is needed. When driving on a main street, a car can go up to 70 mph before a check is needed. Since most speeds are in 10 mph increments, the check usually comes at a speed 10 mph greater than the maximum (i.e. 40, 60, and 80 mph). For every increment of 10 mph beyond those speeds, the driving check is modified by -1). Thus, a car driving down an alley at 50 mph must make a driving check at -1 at the end of the turn (in addition to any driving checks from other causes).

A driver can make several checks during a turn, but never more than one check at a time. For example, a car which crashes a stop sign, speeds down a main street at 100 mph, and has a driver wounded in combat, only has to make two driving checks. One of the checks would take place when the car crashes the stop sign. The other would take place at the end of the turn (for both the wounded driver and exceeding the safe flow of traffic).

The following is an ideal turn-by-turn description of the actions of the station wagon during the car chase. Because of the unpredictable nature of the chase, it is likely that the ideal description will quickly deviate from the reality of the chase. The ideal description will, however, give the GM a basis for judging the actions of the station wagon, and shows the kind of unexpected occurrences that can take place in a high-speed pursuit. The GM should feel free to improvise any actions during the car chase.

**Note:** For game purposes, if the station wagon crashes, allow Sally Anderson to survive (though badly hurt, she will still be conscious).



## The Station Wagon During the Car Chase

### Turn Action

- 1 accelerate down the alley to 30 mph
- 2 turn right onto 17th street at 30 mph
- 3 notice the characters following, speed up to 50 mph
- 4 take a left turn at 50 mph onto Rhode Island Avenue\*
- 5 accelerate to 70 mph
- 6-8 maintain speed, pick up back-up car, which will stick as close as possible to the characters and fire at their cars
- 9 swerve to avoid a slow driver in traffic\*
- 10 brake to 50 mph
- 11 maintain speed
- 12 turn left through the circle onto 13th Street\*
- 13 maintain speed
- 14 turn right onto N Street\*
- 15 brake to a stop to avoid hitting a delivery truck\*
- 16 accelerate to 40 mph
- 17 continue to accelerate to 50 mph
- 18 turn left onto 10th Street\*
- 19 maintain speed
- 20 turn left onto M Street\*
- 21-23 maintain speed
- 24 turn right onto 13th Street
- 25 maintain speed
- 26 turn right onto Massachusetts Avenue\*
- 27 accelerate to 70 mph; crash a red light\*
- 28 accelerate to 100 mph\*
- 29-30 maintain speed\*
- 31 brake to 70 mph
- 32 take curve to K Street\*
- 33-34 maintain speed
- 35 swerve to avoid hitting a pedestrian\*
- 36-37 maintain speed
- 38 brake to 50 mph, turn left onto New Jersey Avenue\*
- 39 accelerate to 70 mph
- 40-41 maintain speed
- 42 brake to 50 mph
- 43-44 continue straight onto 1st Street at 50 mph
- 45 turn left onto E Street\*
- 46 maintain speed, crash a stop sign\*
- 47 turn right onto 2nd Avenue
- 48-49 maintain speed
- 50 skid to a halt in front of the warehouse

\*a driving check is needed

## ENCOUNTER A6: YAK EXPORTS UNLIMITED

Yak Exports Unlimited is on the corner of Constitution Avenue and Louisiana Avenue (see map). The building is an old warehouse, but the business sign looks new. It is the tallest building for two blocks.

If the characters arrive before the station wagon, they will be able to catch the men inside by surprise. If the station wagon got there first, the men inside will be able to set up a defense (they will hide behind boxes and crates for hard cover). The warehouse consists of two floors, each about 50 feet high. If there is a gun fight in the lower level, then the men from upstairs will come down in two rounds. Downstairs are 3 minor agents (AT = 17, D = 2-16, I = +2, A = none, LP = 17, M = 60', L = 7... XP = 3) and Stefan Zelenka (AT = 15 x 2, D = 2-20 + 1, I = +3, A = none, LP = 41(14), M = 70', L = 8... XP = 10). The minor agents use pistols, and Stefan uses an automatic rifle.

A search of the first floor of the warehouse will reveal a number of crates marked "Yak Hides". The crates are actually filled with parts of a disassembled atomic bomb. Dr. Anton Markov hopes to start a nuclear war by setting off bombs in Washington and Moscow after first kidnapping important officials from each country. Included with the bomb is a copy of Markov's orders. They conclusively prove that Markov and YETI are not part of the Russian KGB. In fact, the KGB is as much Markov's enemy as the CIA.

## THE YETI SANCTION

Upstairs, Stanislas Simovac and Urkien Chiwa, two more Markov special agents, are discussing plans for detonating the bomb. There are maps and charts showing the locations of the bomb in Moscow and where the Washington bomb was to be planted. Two soldiers (AT = 17, D = 2-16, I = +2, A = none, LP = 17, M = 60', L = 7... XP = 3) stand guard at the door. Stanislas uses an automatic rifle (AT = 15 x 2, D = 2-20 + 1, I = +3, A = none, LP = 41(14), M = 70', L = 8... XP = 10). Urkien is a Sherpa from Tibet. He uses a regular rifle (AT = 19 x 2, D = 2-12 + 1, I = +4, A = none, LP = 51(18), M = 70', L = 9... XP = 10).

On a pad next to the telephone is a message which reads: "Tell Katrina about Force J; also call Marie at house". If the characters check with the phone company, they will find that a number of calls have been made from Yak Exports Unlimited to a number which originates from an apartment on 20th Street on the corner of E Street (see map). As long as the characters show some identification, the phone company will be anxious to help the CIA.

Tracing down the phone message is an important clue to proving that Carpenter is the traitor in the CIA. If, in the GM's opinion, the players would not know that the phone company keeps a record of incoming and outgoing calls (which can be made available to the proper authorities), then the GM should inform the players of the fact as long as one of their characters has Bureaucracy, Detective or Espionage skills. In general, however, it is better if the players can make the deduction on their own.

If the station wagon arrives before the characters, the characters will find that Stanislas Simovac has burned some document just before they arrived. If the characters arrive first, Stanislas will not fight, but will instead spend the time burning the document.

The document was the dossier of Leoned Karlovsky, the CIA traitor known as Colonel Carpenter. The Russian spy was specially trained and "planted" in the CIA by Markov about 10 years ago. The dossier was mainly destroyed by the fire. In his haste, Stanislas failed to burn the entire document. The fragment which was left unburnt reads:

## Fragment of Burnt Document

DOSSIE

Leoned Karlovsky alias

Mission: infiltrate the CIA  
Operation: DEEP MOLE

Karlovsky speaks perfect English with a Russian accent. He has been trained to impersonate an American agent. He will be placed in the CIA where he can work his way up through the hierarchy. In 10 years or so he should be a rank of Major. Karlovsky was born Feb. 9, 1946 in Khabarovsk, Russian Socialist Republic. His father was General Georgy Karlovsky; his mother was Anna Petrovna. Karlovsky attended Moscow university from 1964 to 1968, served with the 5th Parachute Brigade in the Prague uprising in 1968. He was decorated with honors during the special mission in Prague. He then traveled to Korea.

### ENCOUNTER A7: THE CIA MOLE

The GM should now let the characters know that they have all the clues needed to answer the question: Who is the traitor in the CIA? (a foreign agent who infiltrates an organization is known as a "mole"). The answer is Colonel Trevor John Carpenter, who is actually Leonid Karlovsky. If the characters can answer the question, award them 50 XP.

The clues which allow the characters to figure out who is the mole are:

1. Only five people know about Force J. These five are: Colonel T.J. Carpenter, Commander Williams, Helen Robbins, George Fox, and Sally Anderson.
2. YETI was informed about Force J and their field contact, Sally Anderson, but not about the password phrase which identified Sally to Force J. Of the five people who knew about Force J, three of them also knew the password. If Commander Williams, Helen Robbins or Sally Anderson were the mole, then YETI would also have known the password. Only Colonel T.J. Carpenter and George Fox did not know the password.
3. The mole, Leonid Karlovsky, was born in 1946, and is hence 38 years old (in 1984). George Fox is in his mid-fifties; T.J. Carpenter is in his thirties. The mole has to be Colonel Trevor John Carpenter. The deduction can be strengthened by the fact that Commander Williams is also too old to be the mole. Since the mole is a man, Helen Robbins and Sally Anderson could not be the mole.

Of course, deducing who the mole is, and proving it, are two different things. The GM should remind the characters that they do not have any actual proof. Their deduction is enough to have Col. Carpenter watched, but not enough to have him arrested.

### ENCOUNTER A8: PREPARATIONS FOR NEPAL

If the characters rescue Sally Anderson, she will be able to inform them of the preparations she has made for their journey to Tibet. The characters have tickets on a jet flight to London, England. They transfer to a jet flight to Delhi, India, then take a twin-engine plane to Khatmandu, Nepal. In Khatmandu, the characters' contact is Nima Pankarma. He will contact the characters at the airport, using the password: "The Yeti is only a Tibetan blue bear." The proper counter password is: "But what of footprints in the snow?" Nima Pankarma will have already made whatever further preparations are necessary.

### ENCOUNTER A9: THE SAFE HOUSE

The address that the phone company gives is an apartment on the corner of 20th and E Streets (see map). The phone belongs to Mrs. Mary Lester in Apartment 117. The head manager of the apartment house only knows that an old woman lives in the apartment. If the characters knock on the door, an old woman will appear. She will say that she has only lived there a month (which can be confirmed by the head manager). She knows nothing of the United Travel Agency or Yak Exports Unlimited.

The woman is actually the Markov special agent: Marie Leska. She is really in her thirties, but is disguised as an old woman. The fact that she is wearing a disguise which makes her look older can be deduced by any character with Espionage - 4 (Disguise) or Theatrical - 4 (Impersonation).

If the characters insist, she will show them in. The apartment is small and modest. There are two other doors, one leading to the bathroom and one leading to the bedroom. If the characters stay more than two minutes, or they attempt to open the door to the bedroom, 4 men carrying pistols will burst out and open fire (they have silencers on their pistols).

The four men are minor agents (AT = 17, D = 2-16, I = +2, A = none, LP = 17, M = 60', L = 7 . . . XP = 3). Marie is a Markov special agent (AT = 15 x 2, D = 2-20 + 1, I = +3, A = none, LP = 41(14), M = 70', L = 8 . . . XP = 10). She has an Uzi submachinegun under her dress.

If the characters search the room, they will find a locked file case under the bed. The key is on Marie's body. In the file case in the complete dossier on the mole. The dossier includes pic-

tures, fingerprints and a list of Carpenter's subversive activities. It constitutes proof that Col. T.J. Carpenter is actually Leonid Karlovsky, and a traitor to the CIA.

## SCENARIO B: JOURNEY TO EVEREST

The plane which the characters are taking to Nepal is hijacked by terrorists. The characters defeat the hijackers and continue the journey to Khatmandu. There they meet their contact, who gets them jeeps and special equipment for mountain climbing. Depending on chance, the characters could have several random encounters along the road to Mt. Everest. At the village of Dingpoche, the characters encounter more of the minions of YETI. After saving the village, the characters plan their path to Everest. Along the way they may run into natural dangers and random animal encounters. All encounters take place in the order given.

### ENCOUNTER B1: HIJACKED!

The characters are given first class tickets on a supersonic jet headed for London. In London they will transfer to a jet to Delhi where they will take a twin-engine plane to the small airport of Khatmandu. In Khatmandu, they will meet their contact, who will give them further instructions.

The characters board flight 893 for London at the airport in Washington. Before boarding, the characters will have to pass through a metal detector which will sound an alarm if the characters are carrying any metal weapons. Anything which can be disguised to look harmless (such as mace spray, a .22 pen, or a disassembled pistol) is all right to take aboard. Non-metallic weapons are also all right (such as the plastic knife). Other weapons (such as a pistol or submachinegun) will set off an alarm.

If obvious weapons are found on the characters, they will be arrested. The characters can use their influence at the CIA to get out of the arrest, but the arrest will alert YETI that the characters are on the way. If the characters are arrested, deduct 20 XP from their total.

Luggage can be cleared through the airport officials without arousing suspicion (since an alarm and an arrest do not result). The characters can ship any of their weapons, or other equipment (up to 50 pounds worth per person) through the airplane's baggage compartment. The characters will not, however, be able to reach such equipment until arriving at Khatmandu.

Just before take off, three men stand up in first class. They will draw weapons and announce: "This plane has been commandeered by the People's Liberated Soviet of Grenada! Everyone remain quiet. Stay in your seats and no one will be hurt!" (Several of the terrorists had infiltrated the ground crew and managed to conceal weapons inside the plane before the passengers arrived. The weapons were taped under the seat numbers bought by the hijackers).

Two of the men have pistols, and the other one has both a pistol and a small vial which sprays a thin stream of flame up to 30 feet. The two men with just pistols are terrorists (AT = 17, D = 2-16, I = +2, A = none, LP = 17, M = 60', L = 7 . . . XP = 3). The man with the flame thrower is Carlos Santiago (AT = 15 x 2, D = 2-16 + 1 or 2-20\*, I = +3, A = none, LP = 41(14), M = 70', L = 8 . . . XP = 10). (\*The flamethrower does 2d10 points of damage and the victim must make a luck roll or take an additional 1d10 points of damage from burning clothing.)

There are four sections of the airplane: one each for first, second and third class, plus the pilot's cockpit. Five turns after the plane is hijacked, two more terrorists will come from the second class compartment. Five turns after that, 2 more will come from the third class compartment. If there is any gunfire before these given times, then the others will appear 2 and 4 turns after the first gun is fired. There are also 2 terrorists in the cockpit, but they will not leave, keeping the pilots covered.

If the characters are able to defeat the hijackers, they will be given the grateful thanks of the airline officials and flown (free of charge) to London. From there they will continue the flight as planned.

If the characters are not able to defeat the hijackers, then the plane will be taken to Cuba. After 2 days in Cuba, they will be greeted by the Russian Ambassador to Cuba. He will tell the characters that the Russian Secretary of the Interior has also been kidnapped and that Anton Markov is responsible. He will also tell them that he only wants to make sure that the Minister of the Interior is returned safely, and that Anton Markov is stopped. He is willing to work in the spirit of detente with the characters. He will arrange for them to be flown to London, where they will continue their journey.

If the characters fail to stop the hijacking, however, they should only receive 1/2 the normal XP for this encounter.

The characters' normal flight has an hour layover in London and a six-hour wait in Delhi. Any characters injured in the hijacking attempt will thus have a full day to heal (plus the healing of a Medic - 4, even if no one in the group has that skill). If the plane goes to Cuba, the characters will have an additional 2 days of healing.

## ENCOUNTER B2: KHATMANDU

When the characters arrive in Khatmandu, they will find themselves in a small, crowded city in the mountains. The characters will be accosted by beggars, guides and merchants. There is a 1 in 6 chance per character that he will be the victim of a pickpocket attempt. If the character has the skill of Street Criminal - 4, he will automatically spot the attempt. Otherwise, the character should make a luck roll. The pickpocket is a young child stealing to raise money for food.

After three hours in Khatmandu, the characters will be accosted by a middle-aged gentleman who is trying to sell a ratty-looking blue fur. "Yeti fur! Yeti fur!" he shouts at the characters. Then, speaking slowly and emphasizing his words, he says: "The Yeti is only a Tibetan blue bear". If necessary, he will repeat the phrase.

If the characters give the proper code phrase, he will reply: "Let us go inside where we can talk alone". He will take the characters to a small restaurant owned by his family.

The man is Nima Pankarma, the characters' contact. Once in the restaurant he will ask the characters to be seated at a small table in the corner. "You made it here just in time", Nima says, "I was getting worried. We must hurry for the enemy knows many things, and they may know about us. We will leave tomorrow at daybreak. I have already purchased two jeeps and all the equipment we will need. My brother Pasang and I will join you as guides. We are guides only, we leave any fighting to you professionals."

The Pankarma brothers are equippers and guides, not field agents. They have no additional information about Markov and YETI beyond the fact that the headquarters of YETI is rumored to be in the small village of Lhotsepurna just below Mt. Everest. The Pankarma brothers will not help the characters fight. If attacked, they each have 25 LP. It is suggested, however, that the GM make sure that at least one brother survives to lead the escaped prisoners back home (Encounter D4).

Nima Pankarma will provide all equipment needed for mountain climbing, including rope, pitons, special hammers, special clothing, emergency oxygen, gas masks, light portable tents, flashlights, small cooking stoves, freeze-dried food, snow goggles, standard maps, portable radios, walkie talkies and compasses. Nima can also provide each character with an automatic rifle or regular rifle, a pistol or revolver, silencers for the weapons, 10 clips per weapon, 2 fragmentation grenades, a smoke bomb and a sleep bomb.

After the characters end their meeting with Nima, they will be able to go to their rooms (at a hotel also owned by members of the large Pankarma family). Nothing of great importance happens during the night, and the Pankarma brothers will be up and ready to go at 5 o'clock in the morning.

## THE YETI SANCTION



## ENCOUNTER B3: ROAD TO THE MOUNTAINS

The trip to the village of Dingpoche will take 3 days and 2 nights. Dingpoche is the permanent village closest to Mt. Everest which has not yet been taken over by YETI. During the trip, injured characters will heal normally. Every other hour there will be a 10% chance for a random encounter. Roll 1d10; an encounter will take place on a roll of 10. Use the appropriate table for day or night encounters (16 possible day encounters, 8 possible night encounters).

On the first night only there can be no random encounters. Instead, around midnight everyone (including any guards) will fall into a deep sleep. During the sleep each person will have the same dream. In the dream they will travel to a cave high in the mountains. They will dream of walking through endless tunnels. After hours of searching they will come to a huge opening. It will be lit by some unseen source. Sitting in the middle of the chamber will be a very old and wise man. He will be sleeping peacefully. As the characters approach the man they will be overcome with a feeling of total euphoria. The man will then speak telepathically to the characters.

"There is much danger in the mountains of Everest," the man's voice says, "You must know your friends from your enemies."

The old man then holds out his hands. In them is a small red gem. "Take this gift", he says, "It will tell you who you can trust and who you cannot trust."

The dreamscape will then go blank. In the morning everyone will awake with a refreshed feeling. All damage or disease will be cured. Every character will also wake with a small red gem in the palm of their hand. It is magic. It will glow warmly when a real Yeti is around, but will emit a burning cold when a false Yeti is in the area. The gem is set in a ring made of silver. The magic ring, when worn, also allows the individual to attack a wereleopard using unarmed combat, and still do normal damage. The rings were made by an ancient Tibetan shaman for use against wereleopards, and do not work against other lycanthropes.

## Random Encounters (Day)

d%	Encounter	Number
01-16	Tibetan Wolf	1-10
16-25	Tibetan Blue Bear	1-3
26-40	Snow Leopard	1-6
41-45	Ragshi Bonpo (True Yeti) *	1-6
46-50	Dremo (True Yeti) *	1-6
51-60	False Yeti **	1-3
61-70	Cultists **	1-10
71-80	Etherean	1
81-90	Chinese Patrol	1-6
91-00	Tibetan Guerilla Fighters	1-10

## Random Encounters (Night)

d%	Encounter	Number
01-15	Tibetan Wolf	1-10
16-25	Tibetan Blue Bear	1-3
26-40	Snow Leopard	1-6
41-50	Wereleopard	1
51-60	Nyalmo (True Yeti) *	1-3
61-75	Cultists**	1-10
76-90	False Yeti**	1-3
91-00	Welkin	1

\* Indicates that these creatures are not hostile. They will not attack unless provoked. The true Yeti will look curiously at the party, then leave.

\*\* Indicates that these individuals will automatically attack.

For encounters not marked with \* or \*\*, roll reaction normally.

Since the Chinese invaded Tibet and destroyed the rule of the high Lamas, occasional guerilla warfare has raged through the country. The Chinese Patrol will consist of human soldiers armed with automatic rifles. The Tibetan Guerilla Fighters will consist of average humans with rifles. Mount Everest is actually in Nepal, not Tibet, but in the high mountains the borders between nations are not rigidly enforced.

The cultists (of YETI) are average humans with rifles.

## ENCOUNTER B4: DINGPOCHE VILLAGE

From what Nima Pankarma tells the characters, the village of Dingpoché is the only local village sympathetic to their cause. The village (green on the map) consists of 50 walled gardens and 30 stone huts. For superstitious reasons, no two huts face one another.

The characters are given an empty hut at the northern end of the village. Later the same day, the village is invaded by 15 cultist guards (AT = 17, D = 2-12, I = +2, A = none, LP = 17, M = 60', L = 7', XP = 3). They are armed with rifles. The intent of the cultists is to capture the villagers (to be turned into false Yeti).

The villagers have become dispirited after losing several battles with the cultists. The villagers no longer have the will to resist. It is up to the characters to save the situation. It will take the characters 3 turns to get to the southern end of the village, where the raid is taking place. By this time 10 of the cultists will be dragging 6 villagers away. Five more cultists stand guard. After the guards are killed or captured, the characters can pursue the other raiders, who are only moving at half normal speed. If a cultist is captured, he will only be able to tell the characters that he was ordered to capture the villagers and take them to the great Yama at the village of Lhotsepurna.

Later the same night, while everyone is asleep, the guards will hear the cries of a strange beast. If the character who hears the cry makes a luck roll, then he is able to catch a glimpse of a huge, roughly humanoid being, covered with fur. It stands at least 30 feet tall. At this time his gem (if he still has one) will give off a warm glow, and he will sense the feeling of friendship.

## ENCOUNTER B5: THE THREE PATHS

The next morning, the characters will be ready to start for Everest. Nima will show them the map of the Everest region. He will point out the three best routes, which he has marked in red. He will allow the characters to pick the route they prefer, explaining the dangers to them.

The brown areas are moraine. **Moraine** consists of loose rocks and dirt. There is a fair chance of a landslide. The gray areas are skree. **Skree** is loosely-packed snow where avalanches can occur. The white areas are ice walls. **Ice Walls** sometimes cover deep crevasses with a thin layer of ice. Individuals could fall into the crevasses. The black areas are bare rock and are reasonably safe.

Each path that the characters could choose has some dangers involved. Each path will take about 3 days worth of climbing, figuring 16 hours of climbing per day. Every three hours during the day there is a chance of random encounter. Roll 1d10; an encounter will take place on a roll of 10. If a random encounter takes place, check the table for the specific encounter.

The characters will have to camp each night. The three camps are marked on the map with a triangle. If the climb is successful, the characters will reach the village of Lhotsepurna at about 9 a.m. on the fourth day. There are no random encounters at night.

## Random Encounter Table

d%	Encounter	Number
01-35	Snow Leopard	1-6
36-41	Nyalmo (True Yeti) *	1
42-67	False Yeti**	1-3
68-93	Cultists**	1-6
94-00	Etherean	1

\* Indicates that the Nyalmo will only attack if provoked.

\*\* Indicates that these individuals will automatically attack.

For encounters not marked with \* or \*\*, roll reaction normally.

Cultists are average humans armed with rifles.

The random encounters are not the only dangers in the area. On moraine (brown), there is a chance of sliding down the side of the mountain due to loose dirt and rocks. When crossing moraine, each character must make a luck roll. The luck roll is modified by 1 for every level of Commando, Theatrical and Wilderness skill of the character. Failure means that the character has slid part way down the slope and taken 1-10 points of damage. (It is assumed that the characters have roped themselves together, following the advice of their guides, so the victim will only slide part way down the slope until stopped by the ropes.)

Skree (grey) is built up of loose snow. It is an excellent place for an avalanche. Any loud noise has a 70% chance of causing an avalanche. Loud noises would include unsilenced gun fire or shouting by any individual. In an avalanche, each character must make an unmodified luck roll. Success means only 1-6 points of damage to the character. Failure means 4-40 points of damage to the character. Cultists are aware of the danger and always use silenced weapons.

On an ice wall there is a chance that the ice is only a few inches thick and that stepping on it will cause an individual to fall through. Crossing an ice wall calls for each character to make a luck roll at doubled the usual score (i.e. it is easier to make the roll). Add 1 to the doubled roll if the character has Commando skill (regardless of level), 1 for Theatrical skill (regardless of level) and 1 for Wilderness skill (regardless of level). Falling into a crevasse causes 3-18 points of damage (as the roped character swings against the rock wall of the crevasse). After the fall, the character will be able to climb out.





## SCENARIO C: THE TEMPLE OF YAMA

After the characters climb the final crest of the mountain, they are ambushed by the Yeti guards. The characters defeat the guards and enter the deserted village of Lhotsepurna. In the village they find a stairway which leads up to the top of a huge mesa. At the top is an enormous amphitheatre. In the amphitheatre, the characters disrupt a meeting of Yama worshippers. The characters fight the high priest of Yama, then finally battle a creature who believes he is actually the god of death, Yama.

### ENCOUNTER C1: CHOMOLONGMA

From where the characters stand, they can see a mesa set in the middle of a huge cliff. There are some buildings at the base of the mesa. The buildings are the village of Lhotsepurna, reputed to be the headquarters of YETI. A final ridge separates the characters from the village.

After the characters scale the final crest, they see more details. The village has about 20-30 huts. It is about 1000 feet away. A group of villagers dressed in white ceremonial robes are walking up stone stairs cut into the side of the mesa. At the top of the mesa there seems to be an amphitheatre, but the crest of the mesa partly obscures the view.

### ENCOUNTER C2: GUARDS

As the characters are watching the village, they may be unaware of several cultist guards hiding behind an outcropping of rocks not 50 feet away. If the characters stated earlier that they were checking for possible guards, roll initiative normally. If not, the cultist guards automatically get the initiative. There are 10 guards, each armed with a rifle (AT=17, D=2-12, I=+2, A=none, LP=17, M=60', L=7' . . . XP=3). The rocks give the cultists hard cover (-5 to be hit).

### THE YETI SANCTION

**Note:** The GM may wish to allow the characters to find cover from which to fire. If the characters say they are looking for cover, allow them a luck roll. Success means that the character has found hard cover nearby (-5). Failure means the character was only able to find soft cover (-2).

### ENCOUNTER C3: THE VILLAGE OF LHOTSE PURNA

After the characters defeat the guards, they may enter the village. If the characters search the village, they will find it empty. Except for the stone stairs, the mesa sides appear to be unclimbable.

The village is made up of three rows of eight huts, with a larger building on the northern side. Inside each hut are a pair of cots, trunks, chairs and oil lamps, plus a single table. The huts are made of stone; the furniture is made of wood. Inside the trunks are the personal effects of the cultists. If the characters search the trunks, they will find clothing, cooking utensils, eating utensils and other normal items of daily use. In addition, in each hut the characters will find some unusual object in one of the trunks. Check the Personal Effects List to see what unusual item is found. The GM can roll for items at random, or simply choose them from the list. As long as they search, the characters will find the driver's license of the American Secretary of State and the party membership card of the Russian Minister of the Interior.

### Personal Effects List

d%	Item
01-05	A battered fur cap with the name Sir Edmund Hilary stenciled on the inner band.
06-10	A small statue of Yama worth about \$10.
11-15	A half-filled bottle of German Rhine Wine.
16-20	A copy of <i>Yama's Way to Better Health</i> (paperback).
21-25	A United Nations pamphlet: <i>Scientific Breeding of the Yak</i> .
31-35	A pelt of white fur.
36-45	The driver's license of the American Secretary of State.
46-50	A can of sardines marked with the expiration date of July 16, 1957.
51-55	A stick of incense which causes hallucination if the fumes are inhaled.
56-60	A well-worn copy of <i>The Collected Stories of Rudyard Kipling</i> .
61-65	A copy of <i>The Farmers Almanac</i> (in French).
66-70	A curved Gurkha knife.
71-80	A white ceremonial robe, like that worn by the cultists.
81-90	The membership card to the Communist party of the Russian Minister of the Interior.
91-95	A Yak's foot good luck charm.
96-00	Anything the GM wishes to make up.

The stairway seems to be the only entrance to the mesa. Since the cultists at the top believe that their guards killed the intruders, the characters will be able to reach the mesa unseen.



#### ENCOUNTER C4: THE AMPHITHEATRE

On the mesa, the characters see a large amphitheatre built of stone. The stairway ends near one side of the amphitheatre. As long as the characters take reasonable precautions, they will be able to sneak to the open front of the amphitheatre unnoticed.

Inside the amphitheatre are 18 cultists in a self-induced trance. The cultists are unarmed and will not fight. Chanting at an altar in the back of the amphitheatre is the high priest of the Yama Elite Triumphant Immortals, Tenzing Nawa (AT=17×2, D=3-30+1, I=+4, A=-5 Ballistic, LP=57(21), M=70', L=9, P=5 . . . XP=33).

Tenzing Nawa will see the characters enter and shout: "You are doomed, foolish mortals! I have summoned the great god Yama to destroy you and all unbelievers."

Tenzing Nawa will then attack with a laser. He has 3 reloads. He also has the powers of Clairvoyance and Cure (he can use the Cure on himself). After the characters defeat the high priest, they will hear the sound of thunder coming from behind the altar. A strange looking being will then emerge from a cloud of green smoke.

#### ENCOUNTER C5: YAMA EMERGENT

The being that comes from behind the altar is about 20 feet tall. He has green skin and copper-colored eyes. He wears blood red robes and an energy vest. He wields an energy whip and an energy mace. Before he fights, he will shout to the characters: "I am the great and powerful Yama, ruler of the dead. You have defiled my temple. You must pay!"

The being is really a human transformed and brainwashed into believing that he is Yama, the Hindu god of death. His voice has been amplified electronically so that it booms out into the amphitheatre. As he shouts, he rushes to the attack (AT=27×2, D=1-10+8/2-20+8, I=+7, A=-6 Energy, LP=80(23), M=70', L=10 . . . XP=33).



### SCENARIO D: THE INNER TEMPLE

The characters break into the inner temple and realize, for the first time, that the YETI cult is actually a front for a group of aliens. The characters destroy the Anabolic Metamorphosis Machine which allowed the Yuga aliens to make false Yeti slaves. The characters also fight their way past guards and false Yeti to rescue the American Secretary of State and Russian Minister of the Interior. In the course of the battle, the true Yeti join the attack, seeking revenge. The characters manage to track down the leaders of YETI, Dr. Anton Markov and Kahai the Yuga. The leaders of YETI are defeated, but not before they cause the alien space ship to take off with the characters aboard.

#### ENCOUNTER D1: MARKOV'S GUARDS

All the rooms inside the temple have steel plate floors, walls and ceilings. They are lit by electric light fixtures on the walls. The rooms are filled with strange machines of various sizes, none of which are familiar to the characters.

The first room inside the temple is about 30 feet square. There is a second door opposite the one through which the characters entered. Unlike the door the characters entered, this second door slides open when a plate in the wall next to the door is pressed. This room is a guard station guarded by 2 of Markov's special agents, Nicholas Andre Prosek (AT=15×2, D=2-20+1, I=+3, A=none, LP=41(14), M=70', L=8 . . . XP=10) and Pasang Sherwa (AT=19×2, D=2-12+2, I=+4, A=none, LP=51(18), M=70', L=9 . . . XP=10) led by Markov's lieutenant, Jacqueline Novak (AT=22×2, D=2-20+2, I=+5, A=-4 Ballistic, LP=67(23), M=70', L=10, P=4 . . . XP=25). Jacqueline Novak has the power of Mind Block. Nicholas Prosek and Jacqueline Novak are armed with Automatic Rifles. Pasang Sherwa is armed with a rifle.



## ENCOUNTER D2: ANABOLIC METAMORPHOSIS MACHINE

The second room in the inner temple is a large chamber filled with strange machines. Four of the machines represent stages in Anabolic Metamorphosis, a means by which humans are transformed into false Yeti. The false Yeti also have their thinking reprogrammed so that they become willing slaves of the Yuga. In fact, the Anabolic Metamorphosis eventually destroys the minds of the victims. Each of the four machines has a control panel and mechanical apparatus of obviously alien manufacture. In the center of each machine is a clear plexiglass coffin. Tubes and wires are attached to each coffin.

The coffin in the first machine is 8 feet long. In it is a human who is being prepared for the metamorphosis. The second machine has a coffin 11 feet long. The human inside it has grown 3 feet taller. His body hair has grown. His face has become slightly ape-like. His teeth and fingernails have grown. The third machine has a coffin 14 feet long. The human inside it has grown another 3 feet taller. His body hair has taken on a greenish tint and looks more like fur than hair. His teeth and nails are almost fangs and claws. He has the thick brow ridges of an ape, but lacks a true snout. In the fourth coffin, which is 20 feet long, the transformation is complete. The false Yeti has a pelt of greenish-white fur, the face of an ape, plus fangs and claws. The transformed human is 15 feet tall.

Two average Yuga (AT=8 or 8/8, D=2-20 or 1-6+1, I=+1, A=none, LP=8, M=50', L=6... XP=2) are working each of the four machines. The eight Average Yugas are armed with needlers and photon gauntlets (plus their tails).

There is only one door in the room, besides the one through which the characters entered. The door is in the right hand wall. It is a sliding door worked by a pressure plate (similar to the one the characters used to enter the room).

## ENCOUNTER D3: KAHAI'S GUARDS

The third room in the inner temple is about 40 feet square. There is another door in the room in the left wall. It is a sliding door worked by a pressure plate in the wall.

The room is a guard station for 6 Yuga Soldiers (AT=12 or 12/12, D=4-24 or 1-10+2/1-6+2, I=+2, A=-5 Ballistic, LP=12, M=50', L=7, P=2... XP=5). The six Yugas have one power each (Electrosensing, Hypnosis, Mind Block, Sensual Chaos, Mind Block and Sensual Chaos). The Yuga Soldiers are armed with magnetoguns and vibrodaggers.

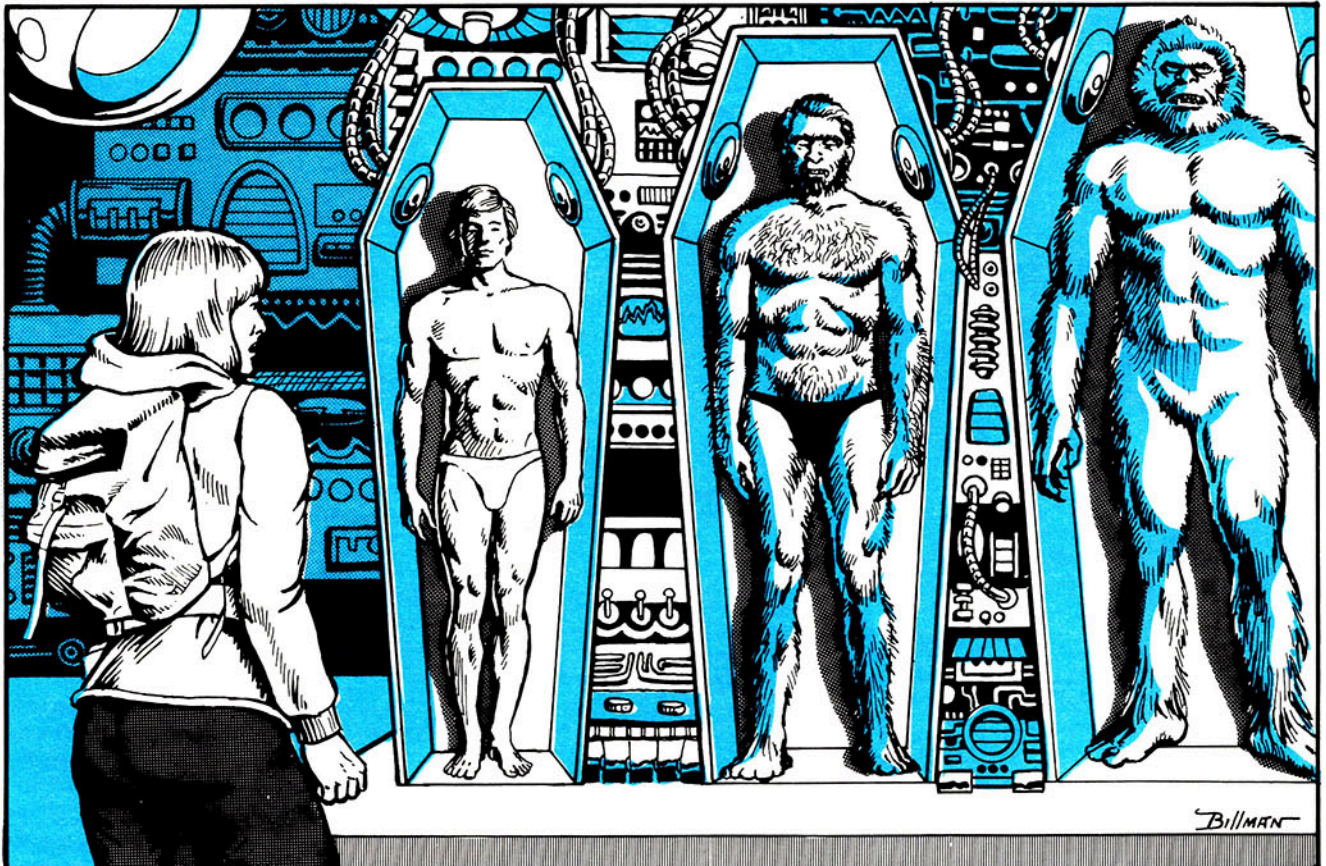
## ENCOUNTER D4: THE PRISONERS OF YETI

The door in the left-hand wall of the Yuga guard station leads to a large rectangular room about 100 feet x 20 feet. The room is filled with prison cells where the Yuga keep prisoners awaiting anabolic metamorphosis. Currently, there are 31 prisoners in the cells. Two of the prisoners are the American Secretary of State and the Russian Minister of the Interior.

The keys to the cells are with the Yuga guards from Encounter D3. If the characters do not think of it themselves, Nima and Pasang will suggest that the two of them free the prisoners while the characters find Anton Markov. The Pasang brothers and the prisoners will wait for the characters in the village of Lhotsepurna. In the village there is a short-wave radio which they can use to radio news of the rescue and ask for additional help for the return journey.

There is a sliding, pressure-plate door in the left wall of this room.

Give the characters 50 XP for rescuing the Secretary of State and Minister of the Interior.



### ENCOUNTER D5: THE REVENGE OF THE YETI

At the heart of the inner temple is a huge storeroom about 300 feet square. The storeroom is filled with unpacked crates and strange machines of alien manufacture. The storeroom is guarded by 10 false Yeti (AT=15×3, D=1-6+7, I=+6, A=none, LP=70, L=12 . . . XP=22). Leading the false Yeti are Dr. Anton Markov and Kahai the Yuga (see encounter D6 for statistics). There is only one door from this room, on the far side opposite the one the characters use to enter. The door is a sliding door operated by a pressure plate. The two leaders are next to the door, behind complete cover. The 10 false Yeti are in the middle of the room.

As soon as the characters see the false Yeti, the gem given them by the wise man turns purplish-blue and begins to burn with a freezing cold. The characters sense (telepathically) the savage hatred of the false Yeti.

With 10 false Yeti, plus their leaders, out to destroy the characters, the situation looks grim. Fortunately, help arrives before the battle takes place. Several metal plates from the right-hand wall come crashing inward. Through the gap pour 8 Rimi (true Yeti) led by Beeveesome. As soon as the true Yeti enter the room, the characters' gems turn red again and glow warmly. The characters sense the entrance of friendly allies.

When they see the true Yeti, Anton Markov and Kahai the Yuga flee through the far door. The characters hear (telepathically) a message from Beeveesome, the leader of their allies: "Leave these abominations to us. They will not last long against true Yeti. Bring me the masters of these wretched creatures, and I will reward you greatly."

The real Yetis and the false Yetis will fight, ignoring the characters. The characters are free to hunt down Anton Markov and Kahai the Yuga.



### ENCOUNTER D6: THE YETI LEADERS

The door through which Anton Markov and Kahai and Yuga fled leads to a small room about 10 feet square. The room is empty. There is only one other door, directly opposite the characters. It is a sliding door operated by a pressure plate.

**Note:** The characters do not realize it, but this small room is actually the outer airlock for the Yuga spaceship. Most of the Yuga ship is underground in a huge silo. The nose of the ship connects to the inner temple. The Yuga worked out of their ship when they built the inner temple. The ship is connected to the inner temple with explosive bolts that can be blown to free the ship so that it can take off.

The small room connects to a large room with circular walls about 100 feet in diameter. The room is filled with strange alien machinery. Small chairs with a hole in the seat (for the Yuga tail) are bolted to the floor. Behind the chairs are several banks of machinery that look like control panels. Anton Markov stands near one of the control panels. Kahai the Yuga sits in front of another control panel.

Markov's control panel has been modified for Earth languages. As the characters enter, Markov pulls down a switch. A screen on the control panel lights up (in Russian and English) with the words: "Self destruct sequence initiated. Destruction in 60 seconds." Anton Markov (AT=21×3, D=5-30+2, I=+7, A=-6 Energy, LP=92(35), M=80', L=12, P=7 . . . XP=82) will then turn and fight the characters. Markov has the powers of Sensual Chaos, Invisibility, and Fear. He is armed with a proton beamer and has 3 reload clips. He wears an energy vest.

Next to the switch which Markov pulled is a button marked: "Self Destruct Cancellation." The characters have 10 turns to press the button.

In the meantime, Kahai the Yuga initiates the liftoff sequence that will take the ship off the planet Earth. First, the room will shake as the explosive bolts separate the ship from the inner temple. Most of the machinery in the room will suddenly light up. The characters will then hear a dull roaring sound. Finally, there will be a jolt as the ship takes off. After initiating liftoff (which takes 2 turns), Kahai will join the fight (AT=19×2 or 19×2/19×2, D=5-30+2 or 2-16+4/1-6+4, I=+4, A=-7 Energy, LP=57(21), M=60', L=9, P=5 . . . XP=60). Kahai has the powers of Mind Block, ESP, Electrosensing, Electrosleep, Hypnosis and Persuasion. He is armed with a neutron beamer and wears an energy shield.

### ENCOUNTER D7: LIFTOFF!

The room in which the characters corner Anton Markov and Kahai the Yuga is actually the bridge of the Yuga space ship. Soon after the battle ends, the characters will be pressed to the floor by the high acceleration of take off. When the G-force of acceleration lets up, the characters find themselves in free fall. They will be able to see the planet Earth on a viewscreen. The planet appears to be a globe no larger than the size of an orange, and dwindling rapidly. While the characters try to figure out how the alien controls work, Earth diminishes to but a bright point of light.

If Kahai is still alive, he will try to bargain with the characters for about five minutes until hyperdrive is engaged. Since people from Earth have space ships of their own, the characters might eventually figure out how to work the ship's normal drive. But they will never figure out how to work hyperdrive, since it is completely alien to them. Kahai figures his only chance is to wait for hyperdrive, so that his bargaining position will be strong. If necessary, he will fake being so badly wounded that he cannot work the controls. Anton Markov does not know how to run the ship.

The bridge was not built to withstand fighting from the inside. The battle has left several machines in a shambles (from stray shots, electrical fires and systems malfunctions). Unfortunately, one of the machines which has been badly damaged is the hyperdrive control. The ship shifts into hyperdrive. The characters experience brief disorientation and mild hallucinations for a few seconds. The hyperdrive control begins sparking. Smoke billows out of the control panel. An electrical fire flares up. When it is finally put out, the characters find that the hyperdrive control is nothing but slag. Even if they knew how to work it, it is useless. They are lost in hyperspace.

## SCENARIO E: THE ARCHON'S ASTEROID

Lost in hyperspace, the characters discover that their spaceship is being seized by a powerful tractor beam and pulled toward a large asteroid. The archon who owns the asteroid plans to kill all life aboard the ship. The tractor beam is malfunctioning, however, and the ship crashes into the docking site. Most of the archon's death squad perish in the crash.

The characters defeat the rest of the giant mantis guards. The characters flee from the docking area to avoid guard reinforcements that are on the way. In the cave of the winds, the characters either defeat the forces guarding the cave, or help a Baroness of Air in her power play against a Duchess of Air (depending on how the characters react to the situation).

The characters cross a large plain littered with ruins. The plain is lit by a black sun. The characters defeat an Urlar that lives in the sun, and gain control of a device which alters the sun's position. Finally, the characters encounter a giant obsidian pyramid in the center of the plain.

To escape the asteroid, the characters must reach the top of the pyramid. The only entrance is through a rainbow-stone castle, which is the home of the Bestiary Grand Council. To prove they are worthy to pass, the characters must defeat animal guardians in single combat.

All encounters take place in the order given. The characters, however, will either fight encounter E2 or E3, but will not have to face both combats.

### ENCOUNTER E1: ARCANUS 16

After drifting in hyperspace for several days, the ship is suddenly engulfed by a glowing vermillion light. The ship lurches and is pulled to the left. The characters find that the controls are useless to counteract the pull, except for an occasional second or so when the tractor beam apparently malfunctions.

The ship is being pulled toward a large asteroid drifting in hyperspace. The asteroid is part natural and part artificial. It is pockmarked with craters from some ancient space battle. In some areas, twisted wreckage indicates the remains of surface cities. The surface is currently uninhabited.

A voice without inflection booms over the ship's radio: "By the Archon's order . . . no course deviation will be permitted . . . this ship is confiscated . . . all life forms aboard will prepare for termination . . . resistance is futile . . . prepare for docking inside Arcanus 16."

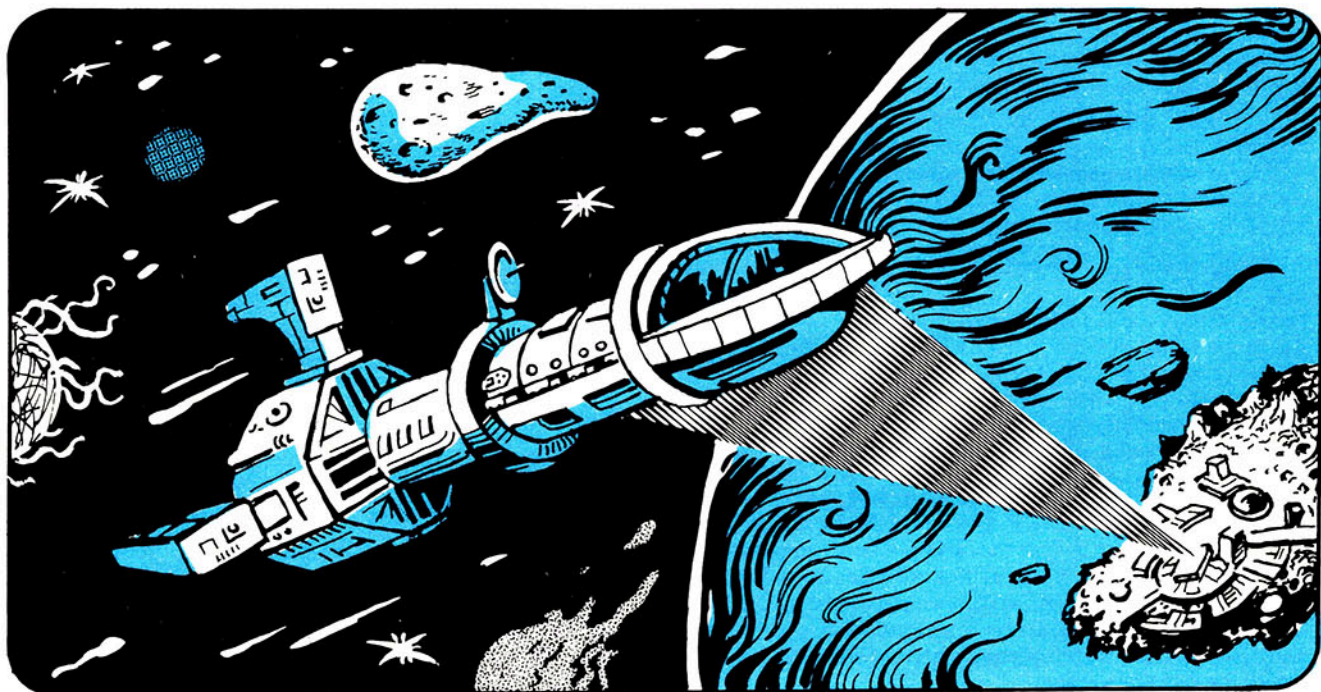
The characters can see (on the ship's screens) that the spaceship is being pulled toward the asteroid by a vermillion beam of light. Their apparent destination is inside a docking bay (the doors can be seen currently sliding open). The tractor beam, however, continues to malfunction at irregular intervals. Every few minutes the ship shudders and nearly breaks free of the beam. Unfortunately, the malfunctions never last long enough for the ship to break completely free.

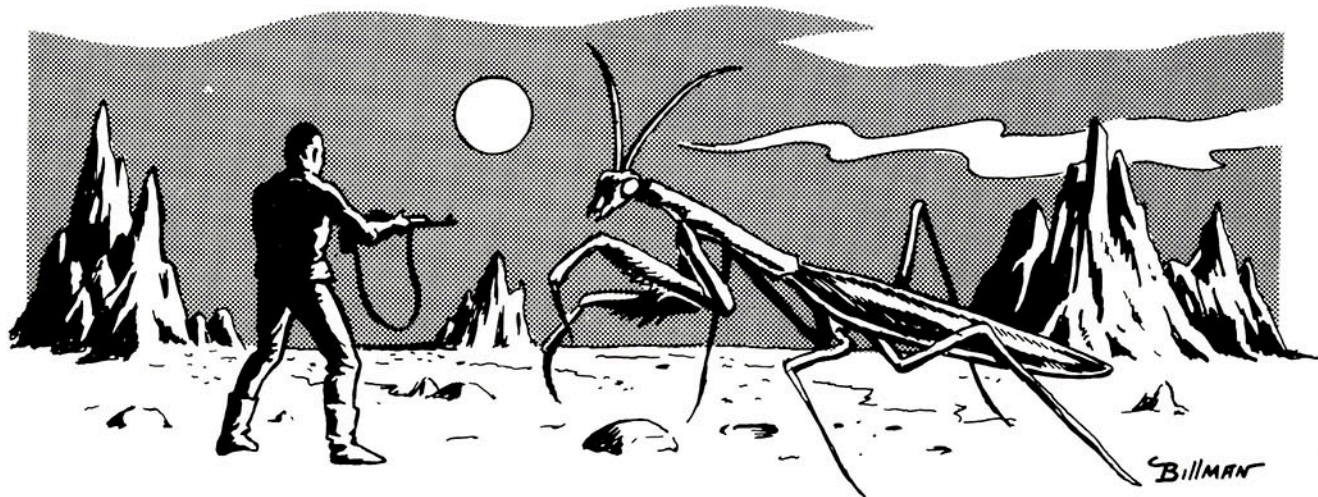
Just as the ship enters the docking bay (a large artificial cave) the tractor beam malfunctions again. The characters will not be able to stop the docking. If a character with Pilot skill tries to guide the ship, the character will be able to deviate slightly from the present course, so that the ship crashes down upon the death squad sent by the Archon. The chance of success for Pilot 4 or Pilot 5 is automatic. The chance of success for Pilot 1, 2, or 3 is 30% per level (i.e. 90% if Pilot 3). If there is no character with Pilot skill available, characters with Computer, Engineer, Futuristic, Mechanic or Scientist skills have a 15% chance per level of guiding the ship temporarily.

Such characters are not really piloting the ship, only managing to control it long enough for a slight course deviation. Just before the crash, the outer hatch doors close and the ship's scanners show that conditions inside the asteroid can support life without the need of a spacesuit.

The Archon's death squad is made up of Giant Mantises (AT = 16 x 3, D = 3-30, I = +7, A = none, LP = 70, M = 90', L = 9 . . . XP = 31). If the crash landing is successful, the characters only have to face 5 Giant Mantises. If the crash landing does not succeed, the characters will have to face 10 Giant Mantises.

Since this encounter is potentially deadly to all the characters, it is suggested that the GM use discretion. The GM should feel free to slightly alter the encounter if he or she feels that it is unfair to the particular group of characters in the adventure.





## ENCOUNTER E2: THE CAVE OF THE WINDS

There are two exits from the docking bay. Two tunnel openings have been artificially cut out of the asteroid. Originally, television cameras scanned both tunnels. Now, only the cameras covering the left hand tunnel are functioning. The cameras show the characters 20 Giant Mantises rushing toward the docking bay as reinforcements. The characters cannot hear or see what is in the right hand tunnel (beyond the normal range of sight and hearing). There is little choice but to run from the Archon's death squad.

The right hand tunnel opens into a passageway leading downwards toward the asteroid's interior. A narrow, winding stairway has been cut into the rock. About halfway down the stairway, the characters encounter three 10 foot tall whirling columns of air. A voice from one of the whirling columns tells the characters: "Turn back! It is our duty to guard the entrance to the Cave of the Winds."

The whirling columns are air elementals (AT=20×2, D=3-30, I=+5, A=-3, LP=50, M=120', P=8... XP=21). They have orders to let no one pass them. The air elementals are, however, willing to negotiate. Their orders allow them to bargain for a magical contract. The contract allows unhindered passage across the Cave of the Winds in return for aid in an attempt by a Baroness of Air to take control from a Duchess of Air.

The magical contract is valid. The air elementals have definite orders to fight to the death rather than to let anyone pass. If they disobey their orders, they have no choice but to revolt against the Duchess of Air who rules the Cave of the Winds. The air elementals, however, owe their primary allegiance to a Baroness of Air who feels that the time is ripe for a power struggle against the duchess.

If the characters negotiate for a contract with the air elementals, proceed to Encounter E3: Power Play. If the negotiations fail, or do not take place at all, continue with this encounter.

The narrow stairway gives the air elementals a distinct advantage. Instead of their usual attack, two of the elementals will Freeze an area around the characters, while the other elemental will cause a Gust of Wind to blow into the frozen area. The total area affected will be 30 feet of stairway. Characters caught in the area will take 4-24 points of damage. They must also make a luck roll to see if they fall off the stairway. Characters that fail their luck roll will take an additional 10-60 points of damage due to the 120 foot drop to the cave floor.

If the characters defeat the air elementals, the characters can continue across the Cave of the Winds. There is only one exit, about 1500 feet directly across from the stairway. The exit is guarded by 3 air spirits (AT=20, D=special, I=+3, A=-2, LP=35, M=90', L=8, P=7... XP=17). The air spirits will try to take Possession of characters, then force those characters to attack the rest of the group.

## ENCOUNTER E3: POWER PLAY

In the center of the Cave of the Winds is a saucer-shaped area which is an extension of the Elemental Plane of Air. The area is 100 feet off the ground. As soon as the magical contract is concluded, 6 Ethereans will walk out of the saucer-shaped area. They will carry the characters up to the saucer-shaped area and into the Plane of Air. The characters, Ethereans and air elementals will be met by a Baroness of Air.

Since the revolt is part of a magical contract, the ensuing battle will have a ritualistic flavor. The Baroness will start the battle by shouting in a loud voice: "Duchess Pneuma is weak! Pneuma is cowardly! Pneuma is unfit to rule! I, Baroness Cerulea challenge Pneuma and her personal guards to combat. May the strongest win!" (Pneuma is pronounced new-muh, Cerulea is pronounced ser-oo-lee-uh).

Cerulea has chosen her moment to strike carefully. Pneuma has recently defeated another rival. In the combat, Pneuma had to call in all her magical contracts. Since only the candidate, her personal guards, and those individuals in contract to the candidate can fight, Cerulea has gained the advantage by contracting with the characters.

Cerulea is an Etherean, as are her 6 guards. She also has 3 air elemental guards. Pneuma is a Genie, as are her 6 guards. She also has 3 air spirit guards. Cerulea's plan is simple. She will lead her personal guard against Pneuma's guard, leaving the characters to fight the unguarded Pneuma. As soon as it looks like Cerulea's guard will be victorious, Cerulea will join the combat against Pneuma.

In game terms, the battle plan means that the GM can ignore the fight between the guards. The GM need only run the combat between the characters and Pneuma. Cerulea will join the combat 2-7 turns (1d6 + 1) after the battle starts.

Pneuma (AT=24×3, D=13, I=+9, A=-5(all), LP=110(41), M=110', L=14, P=10... XP=166) has the powers of Hailstorm (D=2-20, range 100'), Lightning Bolt (D=6-36, range=700'), Shape Shift, Cause Darkness (in 30'×30' area up to 150' away), can Walk on Air, Control Wind Direction, Freeze an area 10'×10' for 4-24 points of damage and cause a Gust of Wind into a 30'×10' area (luck roll or be incapacitated for 1 turn). She also has all 5 powers of Clairvoyant (Clairvoyance, Cure, Psychometry, Precognition, Photon Ray) and all 5 powers of Projector (Sensual Chaos, Invisibility, Fear, Hallucination, Automaton).

Cerulea (AT=18×3, D=10, I=+7, A=-4(all), LP=80(25), M=100', LP=12, P=9... XP=88) also has the powers of Hailstorm, Lightning Bolt, Shape Shift, Cause Darkness, Walk on Air, Control Wind Direction, Freeze, and Gust of Wind. She too has all 5 powers of Clairvoyant.

Pneuma's best attacking power is Photon Ray, which she can use 3 times in a turn for 10-60 points of damage up to 1000 feet away. Other useful powers are Fear, Invisibility, and Precognition.

If the revolt succeeds, Cerulea will use her Cure power to heal 3 characters. She will also tell them that their best hope of escape lies in the gate atop the Obsidian Pyramid, and that they will need the control box owned by the creature that lives in the Black Sun, plus the crystal prism and master tape cartridge owned by various creatures inside the pyramid. Unfortunately, Cerulea is, herself, under a geas to the ruler of the asteroid, and cannot merely teleport the characters to safety. Her power only extends to the Cave of the Winds. She can only send the characters back to the Cave of the Winds.

If Pneuma wins, she will also Cure the characters and give them the information they need. Cerulea will aid the characters out of gratitude; Pneuma out of greed. The only chance for the characters to live, if Pneuma wins, is to accept a magical contract with her. It will then be in her best interest to see that the characters survive.



#### ENCOUNTER E4: BLACK SUN

Lying beyond the Cave of the Winds is a huge plateau about 20 miles wide. In the center of the plateau is a giant pyramid of obsidian (a glass-like black stone). The pyramid has a truncated top (i.e. the top ends flat, not in a point). The plateau is lit by a black sun. The "sunlight" is dark and hazy, with a purplish-blue tint.

The black sun is connected to the cavern walls by strands of dark energy radiating from giant machines embedded high up on the cavern walls. The roof of the cavern is several miles high. One particular aspect of the "sunlight" is that nothing on the plateau casts a shadow.

A giant, amoeba-like creature drifts out of the black sun toward the characters (moving at 300 feet/turn). The creature is an Ular (AT=20×3, D=3-18, I=+10, A=-5(all), LP=110(50), M=90', L=15, P=25... XP=161). Ular can Shape Change at will (taking 10 turns) and have all 5 powers of Cyborg, Projector, Telepath, and Invoker.

Note that because of its powers, the Ular actually has -7 energy armor, does 3-18+2 damage in close combat, a movement base of 100', and 152 Life Points. While the altered statistics only last as long as the powers, it is easiest for the GM to consider them to last as long as the combat. The Ular also has a gamma rayon implanted in it.

Other powers the Ular can use would be: Elemental Shaping, Invoke Elementals (as if a Master of Dimensions), Possession, Elemental Body, Dimension Walking, Sensual Chaos, Invisibility, Fear, Hallucination, Automaton, Mind Blank, ESP, Telepathy, Neural Overload, and Forced Rapport.

If the characters defeat the Ular, it will drop a strange machine

about the size of a small briefcase. The machine will not be harmed by the fall (and, indeed, appears virtually indestructible). The machine can be used to slightly alter the position of the black sun. If the characters experiment with it, they will discover the machine's use. If the characters took the magical contract in Encounters E2-E3, they will have already been told that they will need this machine for their escape.

The characters need this machine. If they plan to leave it behind, the GM should help them out. Give the characters another vision of the helpful lama. If the characters need the GM's help, deduct 50 XP from this encounter.

#### ENCOUNTER E5: THE BESTIARY GRAND COUNCIL

In order to escape, the characters must reach the top of the pyramid, but the pyramid's sides are slick as glass and several thousand feet high. There are no handholds or footholds. The only possible entrance is through the doorway of a castle built from rainbow-like quartz. The castle is attached to the west face of the pyramid.

If the characters should wander around the plain, they will find another exit. The exit, however, is filled with the Archon's death squad (24 giant mantises). The giant mantises are on their way back from the docking bay. They are only an hour's march behind the characters. Television cameras will show the characters that this other exit goes only to the docking bay (by a twisting, indirect route).

If the characters should try to fly or levitate, they will find that the black sun has affected the gravity on the plain. For every hundred feet up, the gravity increases by 1G. At 10Gs, human beings pass out. Inside the pyramid, this gravitational effect is cancelled out, and gravity is normal (including the area at the top of the pyramid).

The characters will find that their only hope of escape lies in the rainbow castle. The door to the castle is made of solid bronze. The walls are 50 feet high. Statues of every animal imaginable are set at intervals along the walls. Animal faces are carved into the door. Hanging from the door is a bronze bell with a pull rope.

The castle walls are patrolled by animal guardians. If the characters pull the bell rope, or are caught trying to sneak in, they will quickly be surrounded by the guards. The encountered guards will be: 2 Feles (AT=17×4, D=4-24, I=+12, A=-3 magical, LP=145(54), M=130', L=16... XP=99), 2 Astacus (AT=16×3, D=4-40, I=+7, A=-5 magical, LP=86(32), M=100', L=12... XP=67), 2 Buceros (AT=16×4, D=3-30, I=+10, A=-5 magical, LP=123(47), M=80', L=15... XP=92) and 2 Anguis (AT=19×2, D=3-30, I=+5, A=-3 magical, LP=63(18), M=50', L=10... XP=35).

The guards will not attack the characters unless the guards are first attacked by the characters. The guards will be polite, but firm. They will insist that the characters must meet with the Grand Council, since the guards themselves have no power to make major decisions. If they are asked, the guards will tell the characters that the Grand Council is not the owner of the asteroid and, indeed, Grand Council members have little to do with the owner.

Note that all animal guardians and rulers are intelligent and can speak normally.

The characters will be badly outmatched by the guards. Under the circumstances, combat would be extremely foolhardy. Negotiating would be a better tactic.

If the characters start a fight, they will probably lose. If none of the guards are killed, no characters will be purposely killed (though death could occur accidentally in combat). For every guard killed in combat, one character (chosen at random) will be executed by order of the Bestiary Grand Council. The remaining characters will still have to negotiate to cross the castle into the pyramid. Such negotiations will take the form of at least 1 and possibly as many as 3 magical contracts for each character (with various animal rulers chosen by the GM or at random). If the characters accept the magical contracts, they will be allowed to enter the pyramid (Scenario G). If not, then the characters end their careers in servitude to the animal rulers.

In addition to the magical contracts, the GM may want to have

the characters also win in the Battle of Champions (Encounter E6).

If the characters do not put up a fight, go to Encounter E6: Battle of Champions.



#### ENCOUNTER E6: BATTLE OF CHAMPIONS

The characters will be conducted through the halls of the rainbow castle to a huge council chamber. The council chamber is a horseshoe-shaped room. The center of the chamber is lower than the sides. Seated around the sides of the chamber are all the animal rulers. The animal rulers given in *The Book of Foes* are: Amphibos, Arkouda, Aetos, Kunikos, Sarkophagus, Gataleon, Boskemata, Krokodelos, Ostrakoderma, Elephas, Psari, Agele, Entomon, Malakion, Pithekos, Rinokeros, Skulo, Opsis and Phalaina. The GM can always design more animal rulers and guardians if he or she so desires. If so, the name of the animal guardian uses a base from Latin; the name of the animal ruler uses a base from Greek.

The various animal rulers compose the Bestiary Grand Council. The council is led by Sarkophagus and Gataleon. This particular council is only one of many scattered throughout different dimensions. Being magical creatures, any individual that needs a special atmosphere carries it with him.

After talking to the characters for a few minutes, the Bestiary Grand Council will make a decision. The characters will be allowed to pass through the rainbow castle into the interior of the pyramid only if the characters can prove themselves worthy.

To prove themselves worthy, each character must face a different animal guardian in single combat. Each character can choose which guardian to fight as long as no characters choose the same guardian. The combat will take place in an arena-style setting with all the animal rulers as spectators. If a character wins his or her combat, the defeated animal guardian will be under magical contract to the victorious character (for one future service only). The contract will be useful against anyone except the Archon, who owns the asteroid. If the character loses the combat, he or she will be under magical contract (for one service) to the victorious animal guardian. The animal rulers will intervene so that neither the characters nor the animal guardians will actually die in combat. To make sure the combat is fair, the animal rulers will cure the characters to full Life Points before the combat begins.

If any character has gone out of his or her way in the past to spare a particular kind of animal, or animals in general, that character will not have to fight. That character's combat will be

considered a victory, even though the fight did not take place. The character will still get the full XP as if he had fought and won. The character will be rewarded with a magical contract provided the character will continue protective behavior toward a type of animal, or animals in general. The GM should choose an appropriate contract.

The character will be rewarded with a magical contract provided the character will continue protective behavior toward a type of animal, or animals in general. The GM should choose an appropriate contract.

On the other hand, a character that has consistently gone out of his or her way to kill animals in the past will not even be allowed to fight. The "combat" will be considered a defeat for the characters, even though no fight took place.

The characters will be judged worthy to enter the obsidian pyramid if at least half of the characters are victorious at their individual combats.

Each player should know in advance that his or her character will receive XP for the combat separately, instead of dividing XP among the group as is usual. If the characters choose the obviously weaker animal guardians, the characters should have no trouble winning at least half the bouts. Of course, the weaker the guardian defeated, the less the value of the magical contract, and the less XP the character receives. Greed could be the undoing of the characters, especially since all opponents should be declared in advance.

The players should not be allowed to consult the *Book of Foes* to decide which guardian to fight. On the other hand, the GM should make sure that the characters have a fair idea of the relative difficulty of the opponents, particularly when such an idea can be seen. For example, it would be visibly obvious that an Ursus is larger and stronger than a Lupus, or that a Bestiola or an Anguis is poisonous.

If the characters choose to fight an opponent whose natural habitat is different than that of the character, the character will temporarily be given the ability to survive and fight normally in the unusual habitat (to keep the match fair). Thus, a character fighting an Aquila would temporarily be able to fly, while a character fighting a Thynnus would be able to temporarily breathe and move normally under water.

If the characters win at least half the combats, they will all be Cured before going on. Thus, the characters will all enter the obsidian pyramid restored to their usual Life Points. The Bestiary Grand Council will also give the characters a magical compass. The compass only has one setting. As long as the compass needle points to the setting, the characters will know that they are heading in the correct direction to reach the top of the pyramid. Since the pyramid contains a maze of tunnels, the compass should prove invaluable. The magical compass is only useful inside the pyramid.

If the characters have not already been informed that they will need the control box, crystal prism and master tape cartridge to escape through the gate atop the pyramid, they will learn the information now from the Bestiary Grand Council.



## SCENARIO F: THE FOMORIAN GATE

Inside the obsidian pyramid is a labyrinth of tunnels leading upward. Fortunately, the characters can avoid getting lost in the maze because of their magical compass. The pathway to the top of the pyramid leads past several encounters. The characters must defeat 2 Trolls to gain the crystal prism. They must figure out a way to cross a river of flowing ice. They are attacked by a Wendigo. Finally, the characters must defeat 2 Fomorians in order to win the master tape.

The gate atop the pyramid is currently not functioning. By using the control box, crystal prism and master tape, the characters can get the gate working again. Before the characters can leave they are attacked by the Archon who owns the asteroid. Fortunately the characters are aided by Chiron the Centaur, who has been sent through the now-functioning gate by Prometheus. The adventure ends with the Archon's defeat. A new Archon, however, is beginning to come alive. The characters are forced to retreat through the gate, thus setting the stage for their next adventure.

### ENCOUNTER F1: CAVE OF THE TROLLS

The inside of the pyramid is a maze of twisting tunnels. The tunnels themselves move about to form new complex patterns. Without the magical compass, the characters would quickly become hopelessly lost.

The tunnels are usually wide enough for two characters abreast. Ever so often, the tunnels widen into large rooms. In the third such room, the characters encounter 2 Trolls (AT = 14 × 3, D = 4-24, I = +5, A = -5, LP = 70, M = 90', L = 9, P = 10 . . . XP = 53). The Trolls are about 100 feet away when encountered. They will attack on sight.

Trolls have the powers of Physical Control, Dermal Armor, Regeneration and Energy Absorption. Because of their powers, the Trolls will attack at 16 × 3 and do 4-24 + 2 points of damage. Their armor will be -9 against regular attacks and -4 against all other attacks. They are immune to any kind of attack whose defense is "Energy" or "None" (i.e. against energy-type attacks).

The Trolls own a smokey crystal prism shaped like a pyramid with an indented socket on the bottom (which fits on an energy post atop the pyramid). The characters will need the crystal prism to escape from the asteroid.

### ENCOUNTER F2: RIVER OF ICE

About halfway to the top of the pyramid, the corridor widens into a huge cave-like room about 3000 feet across. The walls, floor and ceiling are smoothly polished marble. The room is so cold that a thin layer of frost covers the marble.

Running through the middle of the room is a river of ice. While the ice is solid, it behaves like a liquid. The surface of the river is perfectly flat and smooth. The river flows so quickly that it is impossible to move across the ice without slipping. The river is about 500 feet wide.

On the far side of the room is a door. The magical compass indicates that the correct path lies through the far door. The characters will have to figure out some way to cross the river of ice if they are to proceed to the top of the pyramid. If the characters do not have to use a power to cross, award them 50 XP. If they have to use a power to cross, award them 30 XP.

### ENCOUNTER F3: WENDIGO

Not long after leaving the river of ice, the characters are attacked by a Wendigo (AT = 20 × 3, D = 4-24, I = +9, A = -3(all), LP = 120, M = 60', L = 14, P = 9 . . . XP = 87). Wendigos have a Wail of Fear. Every character must make a luck roll or be paralyzed for 2-12 turns. Wendigos also have the powers of Possession, Sensual Chaos and Mind Block. The Wendigo will be hiding around a corner, waiting to attack. It will only be 30 feet away when first sighted. It will attack while the characters are in a room 40 feet square.

### THE YETI SANCTION

### ENCOUNTER F4: FOMOIRE

In the final encounter before reaching the top of the pyramid, the characters have to fight the Archon's guards: 2 Fomoire (AT = 20 × 2, D = 2-12 + 7, I = +4, A = -3 magical, LP = 70(22), M = 70', L = 10, P = 4 . . . XP = 47). The Fomorians have all 5 powers of Wizard (Animal Control, Necromancy, Fly, Curse and Storm) plus the power of Shape Shift.

The Curse and Storm powers can be particularly effective in combat. Note that only one Storm can affect an area at a time. Thus, even if both Fomoire cast their Storm power at the same time, characters would still take the 5-50 (+4) points of damage usual to one Storm. The Fomorians will only cast one storm during the entire combat.

The characters encounter the Fomoire in a room 600 feet square. The Fomoire are guarding the stairway, which leads upward to the top of the pyramid. One Fomoire is carrying an object about the size of a large book. The object resembles a tape cassette, except that the tape is made from some unbreakable metallic-plastic substance. The object is the master tape which the characters will need in order to escape.



### ENCOUNTER F5: THE MERCURY SPECTROMETER

The top of the pyramid is a square plateau about 1000 feet to a side. The plateau has raised walls 30 feet tall. In the middle of the plateau is a silvery pool several hundred feet across. Seventy-seven statues are located at regular intervals around the outer edge of the pool. Fifty-six of the statues depict giant humanoids sitting on thrones. Each stone figure holds a stone key. The humanoids are hairless, with rough pebbled skin. The other 21 statues depict empty thrones.

In the center of the pool is an obsidian platform about 20 feet square, raised 3 feet above the surface of the pool. In the middle of the platform is a metallic obelisk. The obelisk is covered with dials, meters and switches. Inside the obelisk, different colored lights flash off and on in a series of varied patterns. On the north face of the obelisk is a slot opening just the right size to fit the control tape. On top of the obelisk is a rod of some dusky energy. The tip of the rod is the right size to fit the socket on the crystal prism.

The pool is mercury. In large doses, mercury is poisonous to the touch (minimum luck roll score = 12). While its fumes are also poisonous, they can be survived for about 5 minutes as long as the characters take reasonable precautions. Only those characters right next to, or above, the pool will be affected by the fumes.

The obelisk is a spectrometer. When functioning properly, the machine locates and locks on to an interdimensional gate in the south wall of the plateau.

The characters first have to figure out a way to reach the obelisk. If the master tape is inserted into the slot, and the crystal prism is attached to the energy rod, the spectrometer will begin to function. The machine will start humming and the interior lights will flash in new patterns. The "sunlight" from the black sun will be reflected off the surface of the pool of mercury into one face of the prism. Inside the prism, the light will be refracted to form a beam colored like a rainbow. The beam will light up an area against the south face of the plateau wall. At the far right edge of the rainbow beam, the characters will be able to see the outer edge of a white door.

The white door is an interdimensional gate. To bring the gate into focus, the characters have to use the control box to move the position of the black sun slightly north. When the black sun moves into its proper position, the entire door will be outlined against the wall of the plateau. Once the door is properly aligned, the mercury in the pool will turn into solid silver.

## ENCOUNTER F6: THE ARCHON AWAKES

As the black sun slowly moves into its proper position, one of the statues of a seated humanoid begins to change. First, the statue's outline becomes blurry and slightly out of focus. The statue begins to pulse with a rhythmic indigo light in cycles of roughly the same length as a normal heartbeat. Finally, a ring of yellow-white lightning flashes from the top to the bottom of the statue.

The statue is that of an Archon. When in statue form, the Archons are completely invulnerable (but helpless to issue new orders or to physically intervene). When not in statue form, the awakened Archon can intervene in the affairs of the asteroid, but it is as vulnerable to attacks as are normal creatures.

When the black sun is in its proper place, and the interdimensional gate is present, an Archon is always awake to run the asteroid and guard the gate. An ancient battle, however, killed the then ruling Archon and jarred the black sun out of place. The empty thrones represent past rulers of the asteroid. By re-aligning the black sun, the characters have accidentally awakened the Archon who had been next in line to rule. Once the Archon is awake, the black sun will remain stationary since the Archon's control overrides that of the control box.

This particular asteroid exists to guard the interdimensional gate. The race that built the asteroid and created the Archons has long since ceased to control the asteroid. Even so, the Archon remains true to its original purpose: to kill all unauthorized intruders. Since authorization is now impossible, the Archon seeks to kill anyone who wanders close to the asteroid.

The Archon (AT=20×5, D=24, I=+15, A=-5(all), LP=200(75), M=100', L=20, P=15... XP=335) will rise from its throne and attack. This Archon has all 5 Somatron powers (Physical Control, Dermal Armor, Regeneration, Energy Absorption and Shock Control). The Archon will use its first 2 attacks to activate its powers of Dermal Armor and Physical Control (Regeneration will not aid it in the upcoming battle, Shock Control is permanent and Energy Absorption need never be activated). With its powers operating, the Archon will have an AT=22×5, D=26, A=-9(all), and LP=275. It will also be immune to all attacks whose defense is "Energy" or "None".

After the first turn of combat, a creature that is a cross between a human and a horse will step out of the gate. The creature is Chiron the Centaur. He will join the characters, telling them: "Prometheus thought you could use some help". Any characters who adventured in **The Horn of Roland** will know that Chiron speaks the truth, since the friends of Prometheus can always recognize each other telepathically, even when they have never met before.

Chiron (AT=18×4, D=1-10+10 (sword), I=-10, A=-6 magical, LP=122(50), M=100', L=15, P=10... XP=140) will help the characters against the Archon. Chiron's powers of Clairvoyance and Psychometry will probably not be useful in battle, but his Cure power may prove invaluable to keep the characters alive and fighting.

With Chiron's help, the characters should be able to defeat the Archon. As the Archon, now awake, begins to lose Life Points, however, another statue will start to come to life. The process only ends when all 77 Archons have ruled the asteroid.

The process, while quick, is not instantaneous. There will be enough time for the characters to open the interdimensional gate and escape (along with Chiron).

When Chiron used the gate, it was only open at the far end (i.e. travel through the gate was one-way only). To open the near end of the gate, the characters need a key. They can either use the key which the Archon held in its hand, or the one which the characters acquired in **The Horn of Roland** adventure.

The GM can use the escape through the gate as a prelude to the character's next adventure. The gate was designed to lead to the setting of the United States several centuries after a nuclear holocaust. The outlet of the gate is in the ruins of the city of Akron (about 2200 A.D.) The escape was designed to be used as a background to the adventure module: **Omegakron**.

Chiron does not go with the characters to Omegakron. Instead, the gate returns him to his own world (the setting of the Elder Lands).

The GM does not have to let the gate lead to Omegakron. The GM can choose any setting he or she feels will be appropriate for the characters' next adventure. The GM could even leave the destination unknown until he decides what adventure will be next for the characters.



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## NEW FOES

### ANIMALS

#### Great Tibetan Wolf

ATTACK: 14  
DAMAGE: 2-12  
INITIATIVE: +2  
ARMOR: none  
LIFE POINTS: 17  
MOVEMENT: 90'  
LUCK: 7  
NUMBER: 1-10  
EXPERIENCE: 3

#### Snow Leopard

ATTACK: 13 × 2  
DAMAGE: 3-18  
INITIATIVE: +4  
ARMOR: none  
LIFE POINTS: 30  
MOVEMENT: 150'  
LUCK: 7  
NUMBER: 1-3  
EXPERIENCE: 6

#### Tibetan Blue Bear

ATTACK: 19  
DAMAGE: 2-16  
INITIATIVE: +3  
ARMOR: -1  
LIFE POINTS: 40  
MOVEMENT: 90'  
LUCK: 7  
NUMBER: 1-3  
EXPERIENCE: 6



The **Great Tibetan Wolf** is a larger version of wolf found in the Himalaya Mountains. The **Tibetan Blue Bear** is a type of bear with blueish fur found in the Himalaya mountains. **Snow Leopards** are great cats found in the Himalaya mountains.

### HUMANS

#### European Special Agent

ATTACK: 15 × 2  
DAMAGE: 2-20 + 1  
INITIATIVE: +3  
ARMOR: none  
LIFE POINTS: 41(14)  
MOVEMENT: 70'  
LUCK: 8  
NUMBER: 1-3  
EXPERIENCE: 10

#### Carlos Santiago

ATTACK: 15 × 2  
DAMAGE: 2-16 + 1 or 2-20\*  
INITIATIVE: +3  
ARMOR: none  
LIFE POINTS: 41(14)  
MOVEMENT: 70'  
LUCK: 8  
NUMBER: 1  
EXPERIENCE: 10  
\*see description

#### Sherpa Special Agent

ATTACK: 15 × 2  
DAMAGE: 2-12 + 1  
INITIATIVE: +4  
ARMOR: none  
LIFE POINTS: 51(18)  
MOVEMENT: 70'  
LUCK: 9  
NUMBER: 1-3  
EXPERIENCE: 10

#### Tenzing Nawa

ATTACK: 17 × 2  
DAMAGE: 3-30 + 1  
INITIATIVE: +4  
ARMOR: -5 Ballistic  
LIFE POINTS: 57(21)  
MOVEMENT: 70'  
LUCK: 9  
NUMBER: 1  
EXPERIENCE: 33  
POWER: 5

#### Jacqueline Novak

ATTACK: 22 × 2  
DAMAGE: 2-20 + 2  
INITIATIVE: +5  
ARMOR: -4 Ballistic  
LIFE POINTS: 67(23)  
MOVEMENT: 70'  
LUCK: 10  
NUMBER: 1  
EXPERIENCE: 25  
POWER: 4

#### Dr. Anton Markov

ATTACK: 21 × 3  
DAMAGE: 5-30 + 2  
INITIATIVE: +7  
ARMOR: -6 Energy  
LIFE POINTS: 92(35)  
MOVEMENT: 80'  
LUCK: 12  
NUMBER: 1  
EXPERIENCE: 82  
POWER: 7



**European special agent** is a category which describes ranking members of Markov's organization with a European background. They were part of his old organization and joined him when he fled to Mt. Everest. European special agents named in **The Yeti Sanction** are: Katrina Vogel, Konstantin Romani, Boris Sepanski, Stefan Zelenka, Stanislas Simovac, Marie Leska and Nicholas Andre Prosek. European special agents are armed with an automatic rifle or a submachinegun.

**Sherpa special agent** is a category which describes ranking members of Markov's organization recruited from the Sherpa tribes of Nepal and Tibet. Sherpa special agents named in **The Yeti Sanction** are: Urkien Chiwa and Pasang Sherwa. Sherpa special agents are armed with rifles.

**Carlos Santiago** is the leader of the terrorist band that tries to hijack the characters' plane. He is armed with a pistol and vial which can shoot out flame (once only) for up to 30 feet. The victim of the flamethrower takes 2-20 points of damage. He must also make a luck roll or take an additional 1-10 points of damage from burning clothing.

**Jacqueline Novak** is Anton Markov's lieutenant. She uses an automatic rifle and wears a ballistic cloth vest. She has the power of **Mind Block**.

**Tenzing Nawa** is the high priest of the Yama Elite Triumphant Immortals. He uses a laser built for him by the Yuga aliens and wears a ballistic cloth body suit. He has the powers of **Clairvoyance** and **Cure**.

**Dr. Anton Markov** is the leader of YETI. He was head of the Russian KGB's Asian section, but fell out of favor for his hard-line Stalinist attitude. State psychiatrists judged him to be psychotic, with a pronounced death wish. He eventually escaped from the Guleg Psychiatric Institute in Siberia to Mt. Everest, where he formed YETI. He uses a proton beamer built for him by the Yugas and wears an energy vest they made for him. He has the powers of **Sensual Chaos**, **Invisibility** and **Fear**.

Other categories of humans used in **The Yeti Sanction** and their weapons include:

**Average Humans**—Cultists (rifles), Tibetan Guerilla Fighters (rifles).

**Human Soldiers**—Minor Agents (pistols), Cultist Guards (rifles), Chinese Patrol (automatic rifles).

Cultists and Cultist Guards are all local tribesmen recruited from nearby Sherpa or Tibetan Tribes.

## LYCANTHROPES

### Wereleopard

ATTACK:  $19 \times 2$   
 DAMAGE: 4-24  
 INITIATIVE: +6  
 ARMOR: -6(all)  
 LIFE POINTS: 80  
 MOVEMENT: 150'  
 LUCK: 13  
 NUMBER: 1-3  
 EXPERIENCE: 78  
 POWER: 8



**Wereleopards** are shamans in the Himalayan mountains who can turn themselves into magical snow leopards. Besides the normal Lycanthrope powers of **Magic Armor**, **Physical Control**, **Dermal Armor**, **Regeneration** and **Energy Absorption**, Wereleopards have the powers of **Sensual Chaos**, **True Sight**, **Fly** and **Illusion**.

## TRANSFORMED HUMANS

### False Yeti

ATTACK:  $15 \times 3$   
 DAMAGE: 1-6 +7  
 INITIATIVE: +6  
 ARMOR: none  
 LIFE POINTS: 70  
 MOVEMENT: 70'  
 LUCK: 12  
 NUMBER: 1-10  
 EXPERIENCE: 22

### False Yama

ATTACK:  $27 \times 2$   
 DAMAGE: 1-10 +8/  
 2-20 +8  
 INITIATIVE: +7  
 ARMOR: -6 Energy  
 LIFE POINTS: 80  
 MOVEMENT: 70'  
 LUCK: 10  
 NUMBER: 1-3  
 EXPERIENCE: 33



**False Yeti** are humans transformed and mentally programmed by the Yuga aliens, using the Anabolic Metamorphosis Machine. The false Yeti believe that they really are Yeti serving Yama, the death god. They look like Yeti with greenish-white fur.

The **false Yama** is a human transformed (and brain washed) by the Yugas in their Anabolic Metamorphosis Machine. The false Yama stands 20 feet tall. He wields an energy mace and an energy whip (especially designed by the Yugas to resemble the weapons used by the Hindu death god Yama). The false Yama has green skin and coppery eyes. He wears blood-red robes. The Yugas have equipped him with a giant energy vest. The false Yama really believes he is the Hindu god of the dead. He believes that he is immortal and that the Yuga are his servants.

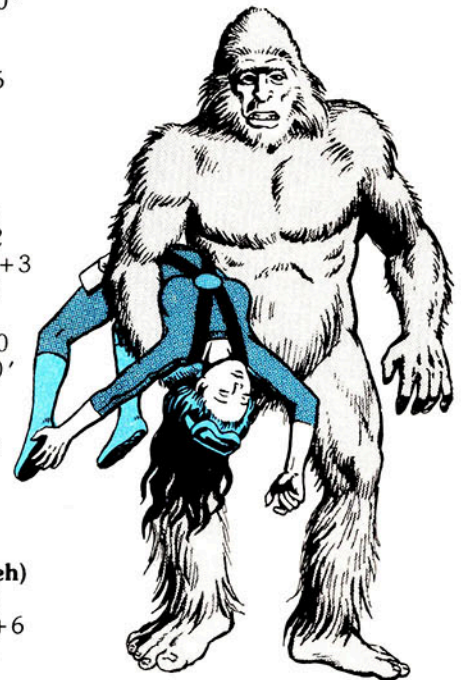
## YETIS

### Ragshi Bonpo (Tehelma)

ATTACK: 16  
 DAMAGE: 1-10  
 INITIATIVE: +3  
 ARMOR: none  
 LIFE POINTS: 20  
 MOVEMENT: 80'  
 LUCK: 8  
 NUMBER: 1-6  
 EXPERIENCE: 5  
 POWER: 4

### Dremo (Migyu)

ATTACK:  $15 \times 2$   
 DAMAGE: 1-10 +3  
 INITIATIVE: +4  
 ARMOR: none  
 LIFE POINTS: 40  
 MOVEMENT: 70'  
 LUCK: 10  
 NUMBER: 1-5  
 EXPERIENCE: 8  
 POWER: 4



### Nyalmo (Dzu-Teh)

ATTACK:  $20 \times 2$   
 DAMAGE: 1-10 +6  
 INITIATIVE: +5  
 ARMOR: none  
 LIFE POINTS: 60  
 MOVEMENT: 70'  
 LUCK: 12  
 NUMBER: 1-3  
 EXPERIENCE: 12  
 POWER: 5

### Rimi (Mih-Teh)

ATTACK:  $17 \times 3$   
 DAMAGE: 1-10 +8  
 INITIATIVE: +7  
 ARMOR: none  
 LIFE POINTS: 85  
 MOVEMENT: 80'  
 LUCK: 14  
 NUMBER: 1-2  
 EXPERIENCE: 52  
 POWER: 8

### Beeveesome

ATTACK:  $20 \times 5$   
 DAMAGE: 1-10 +17  
 INITIATIVE: +14  
 ARMOR: -4(all)  
 LIFE POINTS: 200(70)  
 MOVEMENT: 100'  
 LUCK: 20  
 NUMBER: 1  
 EXPERIENCE: 378  
 POWER: 20

Yeti are an intelligent humanoid species that lives in the Himalayan mountains. **Ragshi Bonpo** (rag' she bon poe) are a type of Yeti who look like intelligent monkeys. Their fur is grey with red and black highlights. They are about 4 to 5 feet tall. Ragshi Bonpo live in Himalayan forests at an altitude of about 10,000 feet. They have the powers of **Animal Control**, **Clairvoyance**, **Invisibility** and **Sound Control**. Ragshi Bonpo are also known as Tehelma.

**Dremo** (dream'oh) are Yetis about 6 to 7 feet tall. They are covered with blueish fur with blond or brown highlights. They are extremely aggressive. Dremo sometimes steal human females for mates. Dremo live at lower altitudes (8,000 - 12,000 feet), hiding in forests and caves. Dremo have the powers of **True Sight**, **Fascination** and **Sensual Chaos**. Dremo are also known as Migyu.

**Nyalmo** (nee al' moe) are bear-like Yetis who live at higher altitudes (13,000-16,000 feet). They have brown or black fur with blond, red, or gray highlights. They are 8 to 10 feet tall. Nyalmo have the power of **Fear**, and the ability to **control the direction** of the **wind**. Nyalmo are also known as Dzu-Teh. The Yeti listed in **The Book of Foes** is a type of Nyalmo.

**Rimi** (ree' mee) are the largest of the Yeti, ranging 12 to 20 feet tall. They have powerful muscular bodies with reddish-blond fur highlighted with white. Their eyes burn with a yellow-blue light. Rimi are extremely intelligent. They can scream out a high-pitched savage wail that can cause avalanches (if a nearby area is skree). Rimi are carnivorous and have been known to become man-eaters. They have the powers of **Elemental Shaping** (ice or snow only) and the ability to **Freeze** an area 10' x 10' x 10' for 4-24 points of damage (1/day). They also have the powers of **Physical Control** and **Dermal Armor**. Rimi are also known as Mih-Teh.

**Beeveesome** (bee vee' soam) is an immortal spirit that roams the Himalayas. He looks like a giant Rimi (32 feet tall). He has the powers of **Elemental Shaping** (ice and snow), **Sound Control**, **Sensual Chaos**, **Invisibility**, **Fear**, **Physical Control**, **Dermal Armor**, **Telepathy**, **True Sight**, **Fascination**, **Illusion**, **Animal Control** and **Storm**. Beeveesome is the ruler of all Yeti.

## YUGAS

### Average

ATTACK: 8 or 8/8  
DAMAGE: 2-20 or  
1-6 + 1/1-6 + 1  
INITIATIVE: +1  
ARMOR: none  
LIFE POINTS: 8  
MOVEMENT: 50'  
LUCK: 6  
NUMBER: 1-20  
EXPERIENCE: 2

### Soldier

ATTACK: 12 or 12/12  
DAMAGE: 4-24 or  
1-10 + 2/1-6 + 2  
INITIATIVE: +2  
ARMOR: 5 Ballistic  
LIFE POINTS: 12  
MOVEMENT: 50'  
LUCK: 7  
NUMBER: 1-10  
EXPERIENCE: 5  
POWER: 2

### Hero

ATTACK: 13 x 2 or  
13 x 2/13 x 2  
DAMAGE: 3-30 + 1 or  
2-12 + 3/1-6 + 3  
INITIATIVE: +3  
ARMOR: -6 Energy  
LIFE POINTS: 35(12)  
MOVEMENT: 60'  
LUCK: 8  
NUMBER: 1-6  
EXPERIENCE: 27  
POWER: 3

### Kahai the Yuga

ATTACK: 19 x 2 or  
19 x 2/19 x 2  
DAMAGE: 5-30 + 2 or  
2-16 + 4/1-6 + 4  
INITIATIVE: +4  
ARMOR: -7 Energy  
LIFE POINTS: 57(21)  
MOVEMENT: 60'  
LUCK: 9  
NUMBER: 1  
EXPERIENCE: 60  
POWER: 5



Yugas are intelligent aliens who originate on a planet noted for cold temperatures, a thin atmosphere and rocky terrain. They have pale green fur and copper-colored eyes. They are bipedal, but have a prehensile-spiked tail and retractable claws (that aid climbing). Yugas average 3 feet tall and have squat muscular bodies. They have fatty ears and four open nostrils with a box-like chamber to filter and heat air. Yugas are warm blooded.

Yugas colonized their own solar system milleniums ago. They "Yugaformed" the planets to fit the conditions they liked. Then the Yugas grew complacent and degenerate. Further expansion was leisurely. About a century ago, the Yugas encountered the Draconid race. The knowledge that they were not the only intelligent race in the universe drove the Yugas into cultural shock. They became aggressive (in a sneaky way) and paranoid. Having lost three major wars to the 8 feet tall Draconids, the Yuga race has developed an insane inferiority complex (which is the main reason they delight in enslaving tall creatures). The Yugas have become a race of megalomaniacs who firmly believe that anyone not dominated by them are their foes, and that Yuga domination is ultimately best for the universe.

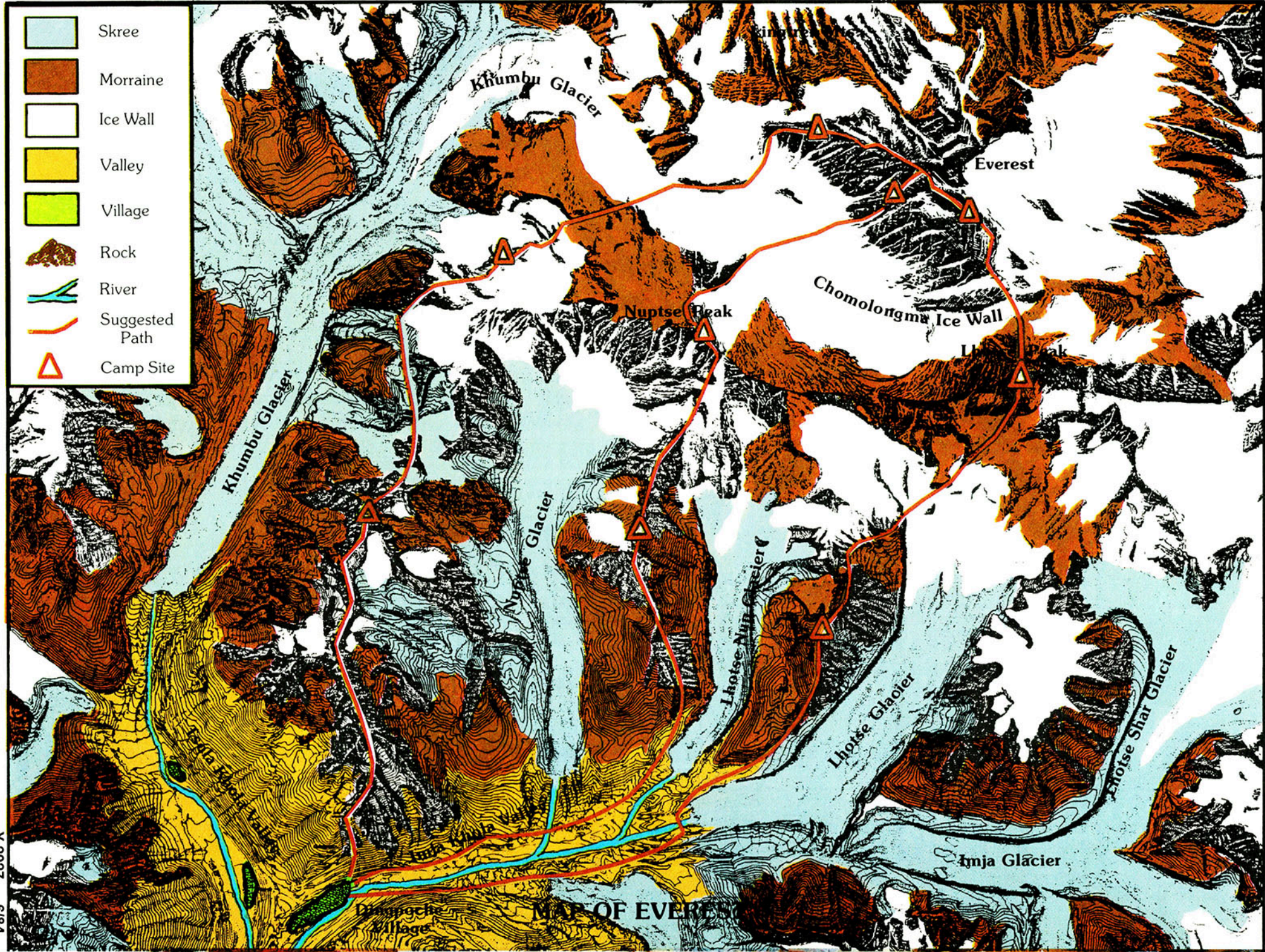
Average Yugas carry needlers and photon gauntlets. **Yuga Soldiers** wear ballistic cloth body suits and carry magnetoguns and vibrodaggers. They have the **first power** from **Magneto**, **Mentat**, **Projector** or **Telepath**. **Yuga Heroes** wear energy vests and carry lasers and force axes. They have the **first 2 powers** from one of the four classes (Magneto, Mentat, Projector or Telepath) and the first power from another one of the four classes. **Kahai the Yuga** wears an energy shield and carries a proton beamer and varilance. He has the powers of **Mind Block**, **ESP**, **Electrosensing**, **Electrosleep**, **Hypnosis** and **Persuasion**. Kahai shares the usual Yuga psychological flaws. In addition he has a secret death wish which will become manifest if he sees a situation as hopeless.

Yugas can also attack with their prehensile-spiked tails. The second set of attack and damage statistics represents the tail attack. Hence, ATTACK: 12 or 12/12, means that the Yuga has one attack with a ranged weapon, but in close combat can fight with a weapon and its tail. Tail damage is 1-6.

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## VEHICLE CHASE/COMBAT TABLE

Speed	Movement	Combat Modifier	Illegal, Maneuver, Wound, Turn	Curve, Road, Bump, Hazard, Brake, Swerve	Accident Damage*
10 mph	90' /turn	-2	—	—	—
20 mph	180' /turn	-3	—	—	—
30 mph	270' /turn	-5	normal	—	1-5 + 3
40 mph	360' /turn	-6	-1	—	1-5 + 4
50 mph	450' /turn	-8	-2	normal	1-5 + 5
60 mph	540' /turn	-9	-3	-1	1-10 + 6
70 mph	630' /turn	-11	-4	-2	1-10 + 7
80 mph	720' /turn	-12	-5	-3	1-10 + 8
90 mph	810' /turn	-14	-6	-4	1-20 + 9
100 mph	900' /turn	-15	-7	-5	1-20 + 10
110 mph	990' /turn	-17	-8	-6	1-20 + 11
120 mph	1080' /turn	-18	-9	-7	2-20 + 12
130 mph	1170' /turn	-20	-10	-8	2-20 + 13
140 mph	1260' /turn	-21	-11	-9	2-20 + 14
150 mph	1350' /turn	-23	-12	-10	3-30 + 15
160 mph	1440' /turn	-24	-13	-11	3-30 + 16
170 mph	1530' /turn	-26	-14	-12	3-30 + 17
180 mph	1620' /turn	-27	-15	-13	4-40 + 18
190 mph	1710' /turn	-29	-16	-14	4-40 + 19
200 mph	1800' /turn	-30	-17	-15	4-40 + 20

\*luck roll = 1/2 damage only

### Critical Hit

Attackers have the option of shooting at the vehicle or the passengers. If the passengers are the targets, they get the -5 benefit of hard cover. If the vehicle is the target, and the attack roll

is equal to or less than the attacker's luck roll score, then the attacker has scored a critical hit. The attacker should roll an extra 1d20 to see what kind of damage the critical hit has done. All results are cumulative.

## Critical Hit Table

Die Roll	Type of Hit	Result
1	Gas Tank	Gas tank explodes, 3-30 points of damage each turn for 2-20 turns, car slows to halt.
2-3	Tire	Blowout, immediate driving check, car stops.
4	Brake line	Brake fluid will drain in 2-12 turns, then vehicle will not be able to use brakes.
5	Steering rods	Turn, Maneuver, Curve, Swerve all -5 on checks (until repairs are made).
6-7	Engine Block (major)	Vehicle immediately loses 20 mph from current and maximum speed. Vehicle will stop in 2-20 turns unless driver makes a luck roll.
8-10	Engine Block (minor)	Vehicle immediately loses 10 mph from current and maximum speed.
11-12	Frame (major)	Future driving checks with that vehicle are at -2 until repairs are made.
13-15	Frame (minor)	Future driving checks with that vehicle are at -1 until repairs are made.
16-17	Radiator	Engine will overheat in 5-50 turns (and vehicle will stop).
18	Armament System	One armament system (at random) becomes inoperable (if none, then -10 mph from current and maximum speed).
19	Window	Individual nearest the window hit must make a luck roll or take 1-10 points of damage from flying glass.
20	Ricochet	No damage to vehicle or passengers.

**Mercury—Lynx Sedan**

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 82 Price: \$6100

Station Wagon has 86 SP and costs \$6500.

**Mercury—Cougar Coupe**

Acceleration: 360' /turn (40 mph) Maximum Speed: 112 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 124 Price: \$9500

**Oldsmobile—Firenza Sedan**

Acceleration: 360' /turn (40 mph) Maximum Speed: 99 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 100 Price: \$7100

Coupe has 96 SP and costs \$7000; Station Wagon has 104 SP and costs \$7300.

**Oldsmobile—Cutlass Supreme Sedan**

Acceleration: 360' /turn (40 mph) Maximum Speed: 99 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 136 Price: \$9100

Coupe has 132 SP and costs \$9000; Station Wagon has 140 SP and costs \$9400.

**Plymouth—Reliant Sedan**

Acceleration: 360' /turn (40 mph) Maximum Speed: 98 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 94 Price: \$6700

Station Wagon has 98 SP and costs \$7600.

**Pontiac—Phoenix Sedan**

Acceleration: 360' /turn (40 mph) Maximum Speed: 97 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 106 Price: \$6700

Coupe has 102 SP and costs \$6600.

**Pontiac—Firebird Trans Am**

Acceleration: 450' /turn (50 mph) Maximum Speed: 127 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 126 Price: \$10,400

**Pontiac—Grand Prix**

Acceleration: 360' /turn (40 mph) Maximum Speed: 96 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 132 Price: \$8700

**Pontiac—Bonneville (175 hp)**

Acceleration: 450' /turn (50 mph) Maximum Speed: 125 mph  
 Brake: 360' /turn (40 mph) Turn Modifier: 0  
 Structural Points: 140 Price: \$9500

**Volkswagon—Rabbit**

Acceleration: 270' /turn (30 mph) Maximum Speed: 92 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +2  
 Structural Points: 66 Price: \$6300

**Lamborghini—Countach LP 500S**

Acceleration: 630' /turn (70 mph) Maximum Speed: 180 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 130 Price: \$123,000

**ERA—427 SC Cobra Replica**

Acceleration: 630' /turn (70 mph) Maximum Speed: 180 mph  
 Brake: 630' /turn (70 mph) Turn Modifier: +2  
 Structural Points: 102 Price: \$33,000

**Ferrari—BB 512i**

Acceleration: 540' /turn (60 mph) Maximum Speed: 176 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 132 Price: \$104,000

**De Tomaso—Pantera GTS**

Acceleration: 540' /turn (60 mph) Maximum Speed: 174 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 126 Price: \$48,000

**Maserati—Merak SS**

Acceleration: 540' /turn (60 mph) Maximum Speed: 155 mph  
 Brake: 630' /turn (70 mph) Turn Modifier: +1  
 Structural Points: 116 Price: \$104,000

**Porsche—928S**

Acceleration: 540' /turn (60 mph) Maximum Speed: 155 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 128 Price: \$43,000

**Safir—GT 40 Mk 5**

Acceleration: 540' /turn (60 mph) Maximum Speed: 162 mph  
 Brake: 630' /turn (70 mph) Turn Modifier: +2  
 Structural Points: 92 Price: \$115,000

**Jaguar—XJS HE**

Acceleration: 540' /turn (60 mph) Maximum Speed: 155 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 154 Price: \$52,000

**Aston Martin—V8 Vantage**

Acceleration: 540' /turn (60 mph) Maximum Speed: 170 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: 0  
 Structural Points: 160 Price: \$105,000

**Land Rover**

Acceleration: 180' /turn (20 mph) Maximum Speed: 66 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 120 Price: \$20,000

Four-wheel drive vehicle, gains a +3 bonus for off road driving.

**Rolls Royce**

Acceleration: 450' /turn (50 mph) Maximum Speed: 118 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: -1  
 Structural Points: 198 Price: \$111,000

**Vehicle Design Force—Vector Twin Turbo W2**

Acceleration: 720' /turn (80 mph) Maximum Speed: 242 mph  
 Brake: 630' /turn (70 mph) Turn Modifier: 0  
 Structural Points: 190 Price: \$200,000

Custom-built car using aircraft materials and advanced aerodynamic techniques.



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## Additional Ranged Weapons

Weapon	Range	Damage	Defense	Ammo	Skill	Cost	I
Blowgun	30'	as poison	Regular	1	2	\$100	0
Taser Pen	10'	paralysis	Ballistic	1	—	\$500	0
.22 Pen	50'	1-6	Ballistic	1	1	\$300	0
Tear Gas Pen	30'	as tear gas	Gas Mask	1	—	\$200	0
Light Machine Gun	800'	3-30 for 10' arc	Ballistic	8	1	\$5000*	+2
Flamethrower	100'	2-20 + special	Space Armor only	1	—	\$5000*	0
Automatic Shotgun	100'	6-36	Ballistic	4	1	\$5000*	0

\*the weapon is normally available only from some special government agency.

### Special Equipment List

Item	Price
Acid Pen	\$300
Anaesthetic Cloth	\$10
Automatic Shotgun*	\$5000
Auto Mine*	\$2500
Belt Concealment	\$100
Boot Concealment	\$200
Dermaskin	\$50/sq. ft.
Disassembled Pistol*	\$1000
Ejector Seat	\$3500
Emergency Air Inhaler	\$100
Explosive Pellet*	\$200
Flamethrower*	\$5000
Light Machine Gun*	\$5000
Mace Spray	\$20
Mini-drill	\$500
Mylar Rope	\$1 per foot
Nitroglycerine Syringe*	\$200
Oil Sprayer*	\$2000
Plastic Knife	\$100
Plastiqued Briefcase*	\$500
Poison Darts*	\$5 per dart
Quick-Hardening Foam*	\$3000
Sectional Blowgun	\$100
Smokescreen*	\$1000
Taser Pen*	\$500
Tear Gas Pen*	\$200
Vehicle Caltrops*	\$1500
Wheel Scythes*	\$3000
Wrist Watch Detonator	\$100
.22 Pen	\$300

\*unauthorized ownership is illegal

### Suggested Equipment List

**CHEVROLET Camaro Z 28 Coupe**, customized, with front-mounted light machine gun, hubcap scythes and an oil sprayer in the rear (AF = 540'/turn, BF = 630'/turn, SP = 140, M = 154 mph, T = +1).

**PONTIAC Bonneville** (175 hp) with rear-mounted flamethrower, an auto mine and a smokescreen (AF = 450'/turn, BF = 360'/turn, SP = 140, M = 125 mph, T = 0).

2 Binoculars	1 Wiretapping set
5 assorted Detonators	1 Automatic Shotgun
2 Homing Devices	2 Belt Concealments
2 Light Intensifier Goggles	1 Boot Concealment
2 Miniature Cameras	1 Disassembled Pistol
1 Parabolic Listening Device	4 Emergency Air Inhalers
4 lbs Plastic Explosive	1 Explosive Pellet
1 Scrambler	2 Mace Sprays
1 Short Wave Radio	1 Mini-drill
2 Silencers	110 feet of Mylar Rope
3 Sleep Gas Bombs	1 Nitroglycerine Syringe
3 Smoke Bombs	3 Plastic Knives
1 Tape Recorder	1 Plastiqued Briefcase
4 charges of Tranquilizer	6 Poison Darts
4 charges of Truth Serum	1 Sectional Blowgun
4 Walkie Talkies	1 Tear Gas Pen
	1 Wrist Watch Detonator

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## AUTOMOBILE LIST

### American Motors—Eagle Sedan

Acceleration: 270' /turn (30 mph) Maximum Speed: 85 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: 0  
 Structural Points: 126 Price: \$9200

Coupe has 122 SP and costs \$7700; Station Wagon has 130 SP and costs \$9900.

### Buick—Skyhawk Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 99 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 100 Price: \$7200

Coupe has 96 SP and costs \$7000; Station Wagon has 104 SP and costs \$7500.

### Buick—Regal Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 98 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 134 Price: \$9300

Coupe has 130 SP and costs \$9100; Station Wagon has 138 SP and costs \$9600.

### Buick—Electra Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 110 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: -1  
 Structural Points: 156 Price: \$12,600

Coupe has 152 SP and costs \$12,400; Station Wagon has 160 SP and costs \$13,600.

### Cadillac—De Ville Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 102 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: -1  
 Structural Points: 164 Price: \$16,400

Coupe has 160 SP and costs \$16,000.

### Cadillac—Fleetwood Limousine

Acceleration: 270' /turn (30 mph) Maximum Speed: 92 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: -2  
 Structural Points: 194 Price: \$30,300

### Chevrolet—Chevette Sedan

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 630' /turn (70 mph) Turn Modifier: +1  
 Structural Points: 82 Price: \$5900

Coupe has 78 SP and costs \$5800.

### Chevrolet—Citation Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 96 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 104 Price: \$7300

Coupe has 100 SP and costs \$7200.

### Chevrolet—Malibu Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 100 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 128 Price: \$8500

Station Wagon has 132 SP and costs \$8600.

### Chevrolet—Impala Convertible

Acceleration: 360' /turn (40 mph) Maximum Speed: 99 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: -1  
 Structural Points: 140 Price: \$9400

### Chevrolet—Camaro Z 28 Coupe

Acceleration: 450' /turn (50 mph) Maximum Speed: 128 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 116 Price: \$10,800

### Chevrolet—Corvette

Acceleration: 450' /turn (50 mph) Maximum Speed: 124 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 120 Price: \$22,500

### Chrysler—Le Baron Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 95 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 100 Price: \$8800

### Chrysler—E Class Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 95 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 104 Price: \$9300

### Chrysler—Imperial

Acceleration: 360' /turn (40 mph) Maximum Speed: 110 mph  
 Brake: 360' /turn (40 mph) Turn Modifier: -1  
 Structural Points: 160 Price: \$18,700

### Dodge—Omni Sedan

Acceleration: 270' /turn (30 mph) Maximum Speed: 91 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: +1  
 Structural Points: 92 Price: \$5800

Charger Coupe has 88 SP and costs \$6400.

### Dodge—Aries Sedan

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 94 Price: \$6600

### Dodge—Diplomat Sedan

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: -1  
 Structural Points: 142 Price: \$9400

### Ford—Escort Sedan

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 84 Price: \$5800

Station Wagon has 88 SP and costs \$6100.

### Ford—Mustang GT Coupe

Acceleration: 450' /turn (50 mph) Maximum Speed: 116 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 118 Price: \$9700

### Ford—LTD Sedan

Acceleration: 360' /turn (40 mph) Maximum Speed: 96 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 118 Price: \$8200

Station Wagon has 122 SP and costs \$9000.

### Ford—Thunderbird Coupe

Acceleration: 450' /turn (50 mph) Maximum Speed: 115 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +2  
 Structural Points: 124 Price: \$9200

### Jeep—CJ

Acceleration: 270' /turn (30 mph) Maximum Speed: 78 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: +1  
 Structural Points: 100 Price: \$7500

Four-wheel drive vehicle, similar to an Army jeep.

### Jeep—Cherokee Wagon

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 450' /turn (50 mph) Turn Modifier: 0  
 Structural Points: 152 Price: \$10,300

Four-wheel drive vehicle.

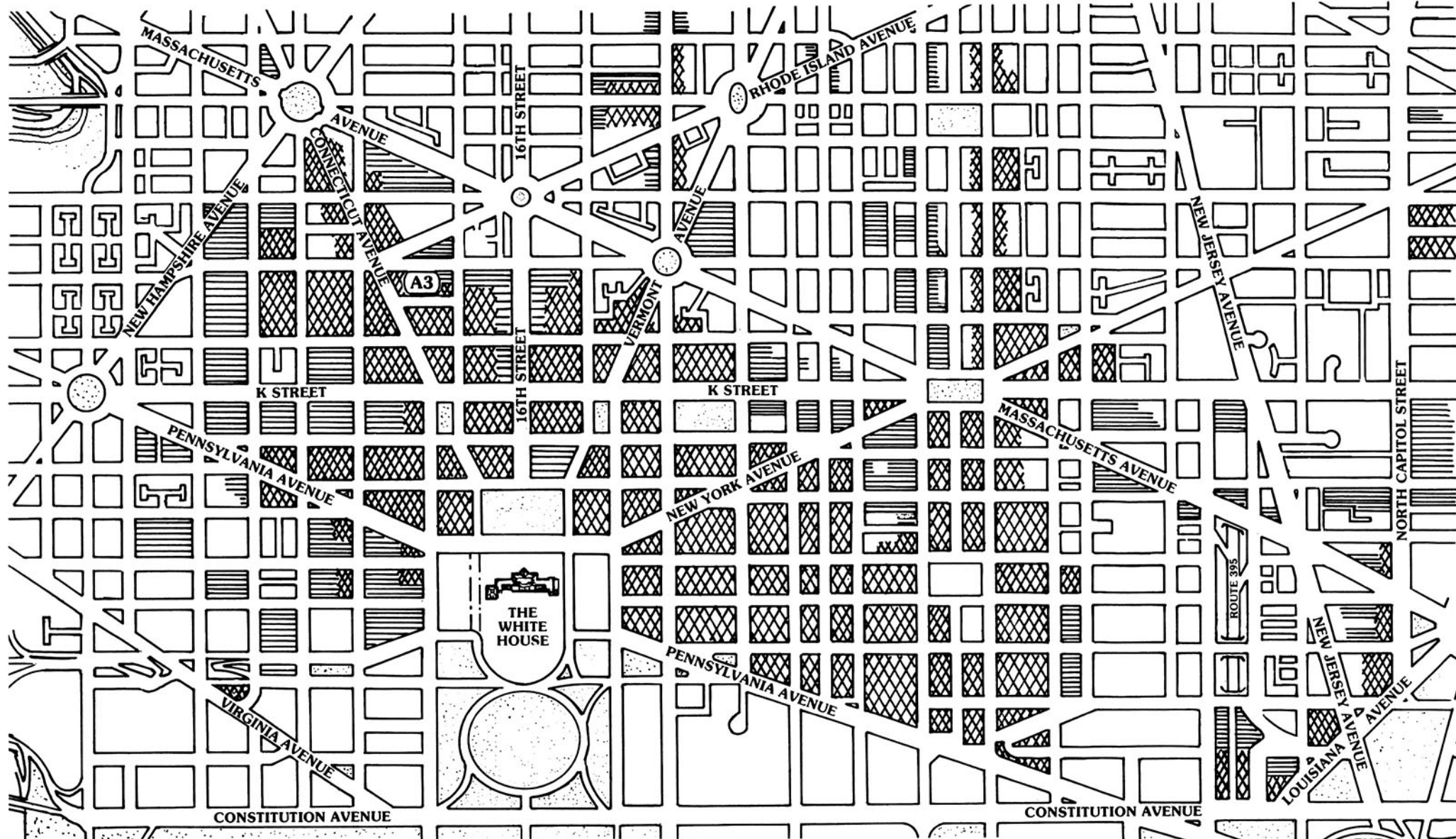
### Jeep—Wagoneer Brougham

Acceleration: 270' /turn (30 mph) Maximum Speed: 90 mph  
 Brake: 360' /turn (40 mph) Turn Modifier: 0  
 Structural Points: 166 Price: \$13,200

Four-wheel drive vehicle.

### Lincoln—Continental Mark VI

Acceleration: 360' /turn (40 mph) Maximum Speed: 99 mph  
 Brake: 540' /turn (60 mph) Turn Modifier: 0  
 Structural Points: 148 Price: \$21,500



# **WASHINGTON, DISTRICT OF COLUMBIA**

- |  |                  |  |                                   |
|--|------------------|--|-----------------------------------|
|  | Main Street      |  | Predominantly Commercial          |
|  | Secondary Street |  | Predominantly Non-Commercial      |
|  | Park             |  | Mixed Commercial — Non-Commercial |
|  | Alley            |  |                                   |

**(A3)** United Travel Agency

1" = 1800'

## ARMOR TABLE

Armor Rating	Type of Armor
-1	Buff Coat
-2	Leather Armor, Bronze Cuirass
-3	Bronze Armor, Chain Mail Shirt
-4	Chain Mail Armor, Steel Cuirass, Ballistic Cloth Vest
-5	Steel Demi Armor, Ballistic Cloth Body Suit
-6	Steel Plate Armor, Plastic Cuirass, Energy Vest
-7	Plastic Demi Armor, Energy Shield
-8	Plastic Plate Armor, Energy Field
-9	Power Armor
-10	Space Armor

## SPECIAL CIRCUMSTANCES TABLE

(ranged combat only)

Circumstance	Effect
Point Blank Range	+2
Effective Range	normal
Extreme Range	-10
Target Movement	-1 per 60' /turn movement
Firer Movement	-1 per 60' /turn movement
Target has soft cover	-2
Target has hard cover	-5
Target is small sized	-2
Target is human sized	normal
Target is large sized	+2
Target is giant sized	+5

## REACTION/MORALE TABLE

Die Roll	Reaction	Morale
2	immediate attack regardless of the circumstances; a suicide attack.	fights to the death; no further check needed.
3	immediate attack under most circumstances.	continues to fight unless extreme circumstances intervene.
4	attacks if there is even the smallest chance of success.	continues to fight; unusual circumstances require a further check.
5	attacks as long as there is a fair chance of success.	continues to fight; a further check must be made if attack success appears unlikely.
6	attacks if success appears likely.	continues to fight; any further change requires another check.
7	neutral; undecided; neither friendly nor hostile; no attack unless insulted.	continues to fight but another check should be made next turn.
8	mildly friendly; won't attack unless insulted.	stops fighting if it is possible to do so and still survive.
9	helpful if asked won't attack unless attacked.	tries to stop fighting if at all possible.
10	offers helpful advice, or useful suggestions	runs from combat keeping weapons.
11	serves as a short term ally if asked.	drops weapons and runs.
12	volunteers as a short term ally.	immediately surrenders, total rout.

The GM should apply modifiers to fit the existing circumstances. For example, combatants outnumbered two-to-one might add +1 to their reaction roll or +3 to their morale roll.

Reaction is usually checked before combat takes place. Morale is checked at crucial times in a combat. For instance, crucial times

for a side would include their first combat death caused by obviously superior weapons, the turn where 50% or more casualties are reached, the turn where it becomes obvious the side is losing the combat, and any turn where the side's chances seem hopeless.

## REINFORCING SKILLS

Building	Detective	Master Criminal	Social
Engineer	Espionage	Street Criminal	Scientist
Mechanic	Bureaucracy	Espionage	
Bureaucracy		Mechanic	Stage Magician
Detective	Engineer	Engineer	Theatrical
Commando	Mechanic	Pilot	Building
Espionage	Scientist	Medical	Street Criminal
Theatrical		Scientist	Master Criminal
Communication	Espionage	Pilot	Theatrical
Computer	Detective	Engineer	Stage Magician
	Street Criminal		Commando
Computer	Master Criminal	Scientist	Wilderness
Scientist	Commando	Social	Scientist
Communication	Communication	Medical	

## CLOSE COMBAT WEAPON CHART

Weapon	Damage	Defense	Skill	Cost	Init.*
Unarmed	—	Regular	6	—	—
Modified Fist	1-3	Regular	3	—	—
Quarterstaff	1-5	Regular	4	10 SC	+3
Club	1-6	Regular	1	\$5	+1
Knife	1-6	Regular	4	\$10	—
Spear	1-6	Regular	3	30 SC	+3
Hand Axe	1-6	Regular	2	10 SC	+1
Mace	1-6	Regular	2	20 SC	+1
Rapier	1-6	Regular	5	\$50	+3
Photon Gauntlet	1-6	Energy	3	150 cr.	—
Electroglove	paralyze	Energy	3	100 cr.	—
Whip	1-6	Regular	3	\$50	+4
Sword	1-10	Regular	4	50 SC	+2
Vibro dagger	1-10	Energy	3	100 cr.	—
War Axe	1-10	Regular	3	30 SC	+2
Energy Claw	1-10	Energy	2	300 cr.	—
Force Axe	2-12	Energy	2	200 cr.	+2
Electric Rapier	1-6 + paralyze	Energy	3	200 cr.	+3
Photon Sword	2-12	Energy	3	200 cr.	+2
Polearm	2-12	Regular	3	80 SC	+4
Two-handed Sword	2-12	Regular	3	150 SC	+3
Varilance	2-16	Energy	2	300 cr.	+4
Energy Whip	2-20	Energy	1	500 cr.	+4

## RANGED COMBAT WEAPON CHART

Weapon	Range	Damage	Defense	Ammo	Skill	Cost	Init.*
Throwing Knife	20'	1-6	Regular	1	4	\$10	—
Sling	80'	1-6	Regular	1	3	5 SC	+1
Thrown Spear	40'	1-6	Regular	1	2	30 SC	—
Bow	200'	1-10	Regular	1	4	\$200	+1
Musket	150'	1-10	Ballistic	1/2†	2	300 SC	—
Flintlock Rifle	300'	1-10	Ballistic	1/2†	3	400 SC	—
Flintlock Pistol	50'	1-10	Ballistic	1/2†	3	300 SC	—
Revolver**	100'	2-12	Ballistic	2	4	\$250	+3
Rifle	400'	2-12	Ballistic	2	4	\$250	+1
Pistol	100'	2-16	Ballistic	3	3	\$300	+3
Shotgun**	100'	3-18	Ballistic	2	2	\$300	+1
Photon Bracelets	50'	3-18	Energy	3	2	500 cr.	+3
Submachinegun	100'	2-20	Ballistic	5	2	\$500	+4
Automatic Rifle	300'	2-20	Ballistic	3	3	\$400	+3
Needler	80'	2-20	Regular	5	2	200 cr.	+4
Magnetogun	200'	4-24	Ballistic	4	2	500 cr.	+3
Sonic Disruptor	200'	4-24	Energy	2	3	2000 cr.	+2
Laser	700'	3-30	Energy	2	4	1500 cr.	+2
X-Ray Laser	700'	3-30	None	2	3	5000 cr.	+2
Proton Beamer	600'	5-30	Energy	2	3	2000 cr.	+2
Neutron Beamer	600'	5-30	None	2	2	7000 cr.	+2
Blaster	100'	6-36	None	2	2	9000 cr.	+2
Fragmentation Grenade	50'	3-18(10'r)	Ballistic	1	1	\$20	—
Rocket Gun	500'	5-30	Ballistic	1	3	1000 cr.	+2
Gamma Raygun	200'	6-36	None	2	2	10000 cr.	+2
Photon Scrambler	400'	6-36	Energy	1	2	3000 cr.	+2
Energy Grenade	50'	4-24(10'r)	Energy	1	1	50 cr.	—
Stunner	300'	paralyze	Luck	3	3	500 cr.	+2
Tangler	50'	paralyze	Luck	2	1	200 cr.	+1
Multigun	-----	-----	variable	-----	-----	5000 cr.	+2
Spear Gun	50'	1-10	Regular	1/2†	1	\$200	—

\*\*reloads one attack in a turn (does not use ammunition clip)

†fires one shot a turn, takes two turns to reload

\*for use with optional rules only

## SKILL LIST

### BUILDING

- 1—Carpentry
- 2—Metal Working
- 3—Electrical
- 4—Miniaturization
- 5—Futuristic/Magical\*

### BUREAUCRACY

- 1—Record Keeping
- 2—Record Tracking
- 3—Bribery
- 4—Infiltration
- 5—Futuristic/Magical\*

### COMBAT

any weapon, for maximum skill limit see the list of weapons.

### COMMANDO

- 1—Military Connection
- 2—Special Training
- 3—Stealth
- 4—Demolitions
- 5—Futuristic/Magical\*

### COMMUNICATION

- 1—Radio
- 2—Morse Code
- 3—Radar/Sonar
- 4—Direction Finding
- 5—Futuristic/Magical\*

### COMPUTER

- 1—Computer Operation
- 2—Computer Programming
- 3—Computer Design
- 4—Futuristic/Magical\*
- 5—Robotics\*

### DETECTIVE

- 1—Police Connections
- 2—Basic Criminology
- 3—Wiretapping
- 4—Advanced Criminology
- 5—Futuristic/Magical\*

### ENGINEER

- 1—Machinery
- 2—Electrical
- 3—Nuclear
- 4—Futuristic/Magical\*
- 5—Robotics\*

### ESPIONAGE

- 1—Government Connections
- 2—Code
- 3—Shadowing
- 4—Disguise
- 5—Futuristic/Magical\*

### FUTURISTIC\*

- 1—Zero Gravity\*
- 2—Power Armor\*
- 3—Interfacing\*
- 4—Longevity\*
- 5—Total Recall\*

### MAGICAL\*

- 1—Arcane Languages\*
- 2—Arcane Code\*
- 3—Magical Detection\*
- 4—Magical Identification\*
- 5—Magical Protection\*

### MASTER CRIMINAL

- 1—International Connections
- 2—Smuggling
- 3—Safecracking
- 4—Forgery
- 5—Futuristic/Magical\*

### MECHANIC

- 1—Land Vehicles
- 2—Water Vehicles
- 3—Air Vehicles
- 4—Futuristic/Magical\*
- 5—Special Ships\*

### MEDICAL

- 1—General Practice
- 2—Anaesthesiology
- 3—Psychiatry
- 4—Surgery
- 5—Futuristic/Magical\*

### PILOT

- 1—Land Vehicles
- 2—Water Vehicles
- 3—Air Vehicles
- 4—Futuristic/Magical\*
- 5—Special Ships\*

### SCIENTIST

- 1—Chemistry
- 2—Biology
- 3—Astrophysics
- 4—Futuristic/Magical\*
- 5—Energy Systems\*

### SOCIAL

- 1—Historical
- 2—Archeology
- 3—Psychology
- 4—Ethnology
- 5—Futuristic/Magical\*

### STAGE MAGICIAN

- 1—Slight of Hand
- 2—Card Manipulation
- 3—Escape Artist
- 4—Illusion Construction
- 5—Futuristic/Magical\*

### STREET CRIMINAL

- 1—Street Connections
- 2—Vehicle Theft
- 3—Burglary
- 4—Pickpocketing
- 5—Futuristic/Magical\*

### 3—Wire Walking

- 4—Impersonation
- 5—Futuristic/Magical\*

### WILDERNESS

- 1—Survival
- 2—Trapping
- 3—Hunting
- 4—Tracking
- 5—Futuristic/Magical\*

## LIST OF POWERS

### ADEPT

((Magical))

- 1—Remove Magic
- 2—Magic Armor
- 3—Magic Weapon
- 4—Magic Prison
- 5—Shape Shift

### CLAIRVOYANT

((Psychic))

- 1—Clairvoyance
- 2—Cure
- 3—Psychometry
- 4—Precognition
- 5—Photon Ray

### CYBORG

((Futuristic))

- 1—Recycling Implant
- 2—Weapon Implant
- 3—Plasteel Body
- 4—Exoskeleton
- 5—Back-up Metabolism

### INVOKER

((Magical))

- 1—Elemental Shaping
- 2—Invoke Elementals
- 3—Possession
- 4—Elemental Body
- 5—Dimension Walking

### MAGNETO

((Futuristic))

- 1—Electrosensing
- 2—Electrosleep
- 3—Energy Field
- 4—EM Tuning
- 5—Energy Beam

### MENTAT

((Psychic))

- 1—Hypnosis
- 2—Persuasion
- 3—Altered Features
- 4—Metamorphosis
- 5—Mass to Energy

### POLTERGEIST

((Psychic))

- 1—Sound Control
- 2—Telekinesis
- 3—Apportation
- 4—Gravity Field
- 5—Teleportation

### PROJECTOR

((Futuristic))

- 1—Sensual Chaos
- 2—Invisibility
- 3—Fear
- 4—Hallucination
- 5—Automaton

### SOMATRON

((Futuristic))

- 1—Physical Control
- 2—Dermal Armor
- 3—Regeneration
- 4—Energy Absorption
- 5—Shock Control

### SORCERER

((Magical))

- 1—True Sight
- 2—Fascination
- 3—Illusion
- 4—Enchanted Sleep
- 5—Animation

### TELEPATH

((Psychic))

- 1—Mind Block
- 2—ESP
- 3—Telepathy
- 4—Neural Overload
- 5—Forced Rapport

### WIZARD

((Magical))

- 1—Animal Control
- 2—Necromancy
- 3—Fly
- 4—Curse
- 5—Storm

## EXPERIENCE TABLE

Personal Force	Character Title	# of Powers	XP to increase one ability	Abilities
1-10	Neophyte	—	10	Dimensional Sight
11-20	Apprentice	1	20	Dimensional Language
21-30	Master of Space	2	35	Spatial Projection
31-40	Master of Time	3	50	Temporal Projection
41-50	Master of Dimensions	4	75	Dimensional Projection
51-60	Grand Master	5	100	Double Healing
61-70	Immortal	6	150	Transmigration
71-80	Space Lord	7	200	Space Travel
81-90	Time Lord	8	500	Temporal Travel
91-100	Dimension Lord	9	1000	Dimensional Travel
101+	Lord of Creation	10+	2000	Construction

## MODERN EQUIPMENT LIST

Item	Price	Item	Price
Ammunition	\$5	Parabolic Listening Device	\$350
Anaesthetic Dart Rifle	\$250	Parachute	\$200
Automatic Rifle	\$400*	Plastic Explosive	\$50/lb.
Backpack	\$45	Pickup Truck	\$10,000
Ballistic Cloth Shirt	\$300	Pistol	\$300
Ballistic Cloth Bodysuit	\$400	Radar/Sonar Equipment	\$20,000
Binoculars	\$50	Radio Detonator	\$100
Bow	\$200	Radio Receiver	\$200
Burglar's Tools	\$50*	Radio Transmitter	\$10,000
Camera	\$200	Revolver	\$250
Canoe	\$300	Rifle	\$250
Car	\$5000	Rope	\$20/100'
Carpenter's Tools	\$100	Rubber Raft	\$400
Club	\$5	Sailing Ship	\$50,000
Compass	\$10	Scrambler	\$250
Cutting Torch	\$200	Scuba Gear	\$350
Detonator (Timer, Fuse, Plunger)	\$10	Short-Wave Radio	\$1000
Dynamite	\$10/stick	Shotgun	\$300
Electronic Bug	\$100*	Silencer	\$50*
Emergency Rations	\$20/person/week	Ski Gear	\$300
Flaregun	\$10	Sleep Gas Bomb	\$20
Flashlight	\$5	Small Airplane	\$100,000
Fragmentation Grenade	\$20*	Small Computer	\$2000
Gas Mask	\$15	Smoke Bomb	\$10
Handcuffs	\$10	Spear Gun	\$100
Homing Device	\$50	Steel Cable	\$50/100'
Knife	\$10	Submachinegun	\$500*
Large Computer	\$100,000	Surgeon's Kit	\$1000
Light Intensifier Goggles	\$200	Tape Recorder	\$500
Machinist's Tools	\$300	Telescopic Sight	\$100
Makeup Kit	\$35	Television Camera	\$2000
Mechanic's Tools	\$300	Tent	\$200
Medical Kit	\$300	Thermite	\$30/lb.
Metal Detector	\$500	Tranquilizer	\$5/charge
Miniature Camera	\$400	Truth Serum	\$10/charge
Miniaturization Tools	\$1000	Upkeep for Character	\$150/week
Motorboat	\$20,000	Walkie Talkie	\$25
Motorcycle	\$1000	Wiretapping Equipment	\$500*
Navigational Equipment	\$200		

## CLOSE COMBAT WEAPON CHART

Weapon	Damage	Defense	Skill	Cost	Init.*
Unarmed	—	Regular	6	—	—
Modified Fist	1-3	Regular	3	—	—
Quarterstaff	1-5	Regular	4	10 SC	+3
Club	1-6	Regular	1	\$5	+1
Knife	1-6	Regular	4	\$10	—
Spear	1-6	Regular	3	30 SC	+3
Hand Axe	1-6	Regular	2	10 SC	+1
Mace	1-6	Regular	2	20 SC	+1
Rapier	1-6	Regular	5	\$50	+3
Photon Gauntlet	1-6	Energy	3	150 cr.	—
Electroglove	paralyze	Energy	3	100 cr.	—
Whip	1-6	Regular	3	\$50	+4
Sword	1-10	Regular	4	50 SC	+2
Vibro dagger	1-10	Energy	3	100 cr.	—
War Axe	1-10	Regular	3	30 SC	+2
Energy Claw	1-10	Energy	2	300 cr.	—
Force Axe	2-12	Energy	2	200 cr.	+2
Electric Rapier	1-6 + paralyze	Energy	3	200 cr.	+3
Photon Sword	2-12	Energy	3	200 cr.	+2
Polearm	2-12	Regular	3	80 SC	+4
Two-handed Sword	2-12	Regular	3	150 SC	+3
Varilance	2-16	Energy	2	300 cr.	+4
Energy Whip	2-20	Energy	1	500 cr.	+4

## RANGED COMBAT WEAPON CHART

Weapon	Range	Damage	Defense	Ammo	Skill	Cost	Init.*
Throwing Knife	20'	1-6	Regular	1	4	\$10	—
Sling	80'	1-6	Regular	1	3	5 SC	+1
Thrown Spear	40'	1-6	Regular	1	2	30 SC	—
Bow	200'	1-10	Regular	1	4	\$200	+1
Musket	150'	1-10	Ballistic	½†	2	300 SC	—
Flintlock Rifle	300'	1-10	Ballistic	½†	3	400 SC	—
Flintlock Pistol	50'	1-10	Ballistic	½†	3	300 SC	—
Revolver**	100'	2-12	Ballistic	2	4	\$250	+3
Rifle	400'	2-12	Ballistic	2	4	\$250	+1
Pistol	100'	2-16	Ballistic	3	3	\$300	+3
Shotgun**	100'	3-18	Ballistic	2	2	\$300	+1
Photon Bracelets	50'	3-18	Energy	3	2	500 cr.	+3
Submachinegun	100'	2-20	Ballistic	5	2	\$500	+4
Automatic Rifle	300'	2-20	Ballistic	3	3	\$400	+3
Needler	80'	2-20	Regular	5	2	200 cr.	+4
Magnetogun	200'	4-24	Ballistic	4	2	500 cr.	+3
Sonic Disruptor	200'	4-24	Energy	2	3	2000 cr.	+2
Laser	700'	3-30	Energy	2	4	1500 cr.	+2
X-Ray Laser	700'	3-30	None	2	3	5000 cr.	+2
Proton Beamer	600'	5-30	Energy	2	3	2000 cr.	+2
Neutron Beamer	600'	5-30	None	2	2	7000 cr.	+2
Blaster	100'	6-36	None	2	2	9000 cr.	+2
Fragmentation Grenade	50'	3-18(10'r)	Ballistic	1	1	\$20	—
Rocket Gun	500'	5-30	Ballistic	1	3	1000 cr.	+2
Gamma Raygun	200'	6-36	None	2	2	10000 cr.	+2
Photon Scrambler	400'	6-36	Energy	1	2	3000 cr.	+2
Energy Grenade	50'	4-24(10'r)	Energy	1	1	50 cr.	—
Stunner	300'	paralyze	Luck	3	3	500 cr.	+2
Tangler	50'	paralyze	Luck	2	1	200 cr.	+1
Multigun		variable				5000 cr.	+2
Spear Gun	50'	1-10	Regular	½†	1	\$200	—

\*reloads one attack in a turn (does not use ammunition clip)

\*for use with optional rules only

†fires one shot a turn, takes two turns to reload

## LORDS OF CREATION® GAMEMASTER SCREEN

Any item on the Modern Equipment List can be upgraded as futuristic equipment at twice the normal cost in credits.

## FUTURISTIC EQUIPMENT LIST

Item	Price
Autosoldier	50,000 cr.
Autotank	500,000 cr.*
Blaster	9000 cr.*
Compubot	20,000 cr.
Electric Rapier	200 cr.
Electroglove	100 cr.
Energy Bomb	100 cr./stick*
Energy Claw	300 cr.
Energy Field	3000 cr.
Energy Grenade	50 cr.*
Energy Shield	1000 cr.
Energy Vest	2000 cr.
Energy Whip	500 cr.
Force Axe	200 cr.
Gamma Raygun	10,000 cr.*
Guardian	35,000 cr.
Hovercar	10,000 cr.
Hover Platform	2000 cr.
Hover Truck	20,000 cr.
Interplanetary Radio	10,000 cr.
Interstellar Radio	100,000 cr.
Jetpack	3000 cr.
Killer Robot	200,000 cr.*
Laser	1500 cr.
Magnetogun	500 cr.
Megabot	2 million cr.*
Megacomputer	1 million cr.
Multigun	5000 cr.
Needler	200 cr.
Neutron Beamer	7000 cr.*
Photon Bracelets	500 cr.
Photon Gauntlet	150 cr.
Photon Scrambler	3000 cr.
Photon Sword	200 cr.
Plastic Cuirass	150 cr.
Plastic Demi Armor	300 cr.
Plastic Plate Armor	600 cr.
Power Cell	100 cr.
Power Armor	5000 cr.
Proton Beamer	2000 cr.
Rocket Gun	1000 cr.
Sonic Disruptor	2000 cr.
Space Armor	6000 cr.
Space Ship Ticket	1000 cr.
Stunner	500 cr.
Tangler	200 cr.
Varilance	300 cr.
Vibro dagger	100 cr.
War Machine	5 million cr.*
Workbot	10,000 cr.
X-Ray Laser	5000 cr.*

## ANTIQUE EQUIPMENT LIST

Item	Price
Bronze Armor	500 SC
Bronze Cuirass	200 SC
Buff Coat	50 SC
Chain Mail Armor	600 SC
Chain Mail Shirt	400 SC
Flintlock Pistol	300 SC
Flintlock Rifle	400 SC
Hand Axe	10 SC
Horse	500 SC
Leather Armor	100 SC
Mace	20 SC
Musket	300 SC
Oil Lantern	10 SC
Polearm	80 SC
Powder and Shot	10 SC
Quarterstaff	10 SC
Rapier	50 SC
Saddle	300 SC
10 Silver Bullets	10 SC
Silvered Weapon	10 times normal cost
Sling	5 SC
Spear	30 SC
Steel Curiass	150 SC
Steel Demi Armor	300 SC
Steel Plate Armor	800 SC
Sword	50 SC
Two-handed Sword	150 SC
Wagon	1000 SC
War Axe	30 SC

\*the item is normally illegal or difficult to own and obtain.

## MULTIPLE ATTACK TABLE

Physical Score	Attacks	Physical Score	Attacks
1-20	normal	156-170	18×5
21-23	11×2	171-185	19×5
24-26	12×2	186-200	20×5
27-29	13×2	201-207	17×6
30-32	14×2	208-228	18×6
33-35	15×2	229-249	19×6
36-38	16×2	250-270	20×6
39-41	17×2	271-294	18×7
42-44	18×2	295-322	19×7
45-47	19×2	323-350	20×7
48-50	20×2	351-363	18×8
51-54	14×3	364-399	19×8
55-60	15×3	400-440	20×8
61-66	16×3	441-450	18×9
67-72	17×3	451-495	19×9
73-78	18×3	496-540	20×9
79-84	19×3	541-595	19×10
85-90	20×3	596-650	20×10
91-100	16×4	651-698	19×11
101-110	17×4	699-770	20×11
111-120	18×4	771-822	19×12
121-130	19×4	823-900	20×12
131-140	20×4	901+	20×13
141-155	17×5		

# The Yeti Sanction

## OPERATION SNOWMAN

When the CIA needed help, they turned to Force J. We weren't really spies; but we could get the job done. Now the Secretary of State had been kidnapped, and it was up to us to rescue him.

We suspected YETI. Young Everest Terrorist International operated a worldwide network for extortion, kidnapping and assassination. They were led by Anton Markov, the mad Russian anarchist who had once been chief of the KGB's Asian Bureau. Markov was a fanatic. From his base somewhere near the Tibetan border he issued the orders that sent countless innocents to their deaths.

It wasn't going to be easy. It seemed likely

that Markov had planted a mole inside the CIA. The traitor could reveal our plans to the enemy; we couldn't be sure who to trust. We'd just have to scour Washington until we found the answers we needed. Even after investigating the kidnapping and uncovering the mole, we'd probably still have to climb Mt. Everest to confront Anton Markov and YETI.

But we weren't worried. After the bizarre events of our last adventure, a straight-forward kidnapping would be a piece of cake. Kill-crazy terrorists, Russian spies, and Chinese patrols would seem tame after battling other-dimensional monsters, cosmic mutants and supernatural horrors. At least we'd be on our own world and in our own time period, not in some strange universe where time and space became warped.

Little did we know . . .

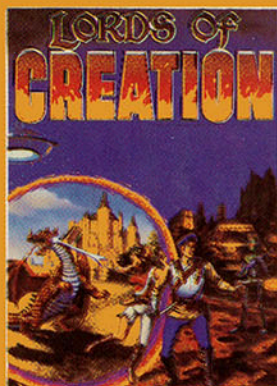
**The Yeti Sanction®** is a **LORDS OF CREATION®** adventure module for player characters with a Personal Force of 20 or less. The characters are recruited by the CIA to rescue the kidnapped Secretary of State. The mission barely starts before they are embroiled in political intrigue, international terrorism and an expedition to climb Mt. Everest. Before the adventure ends, the characters must uncover the secret of the Yeti and defeat a host of foes reaching out from beyond the bonds of unknown dimensions.

### **The Yeti Sanction® contains:**

- A 32-Page **Adventure**
  - 3 Special **Player Aids**
- plus a three-fold
- **Game Master's Screen**
- which can be used with all **Lords of Creation®** game modules.



This is the second **Lords of Creation®** adventure module. It can be played by itself, or as a sequel to the **Horn of Roland®**. Future modules will take the characters on time—travelling adventures, to far-flung planets and into other-dimensional realms. Each module can be played separately, or as part of a continuing saga.



The **Lords of Creation®** packaged set, which includes the **Book of Foes®** and **Rule Book**, is required to play **The Yeti Sanction®** adventure.



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