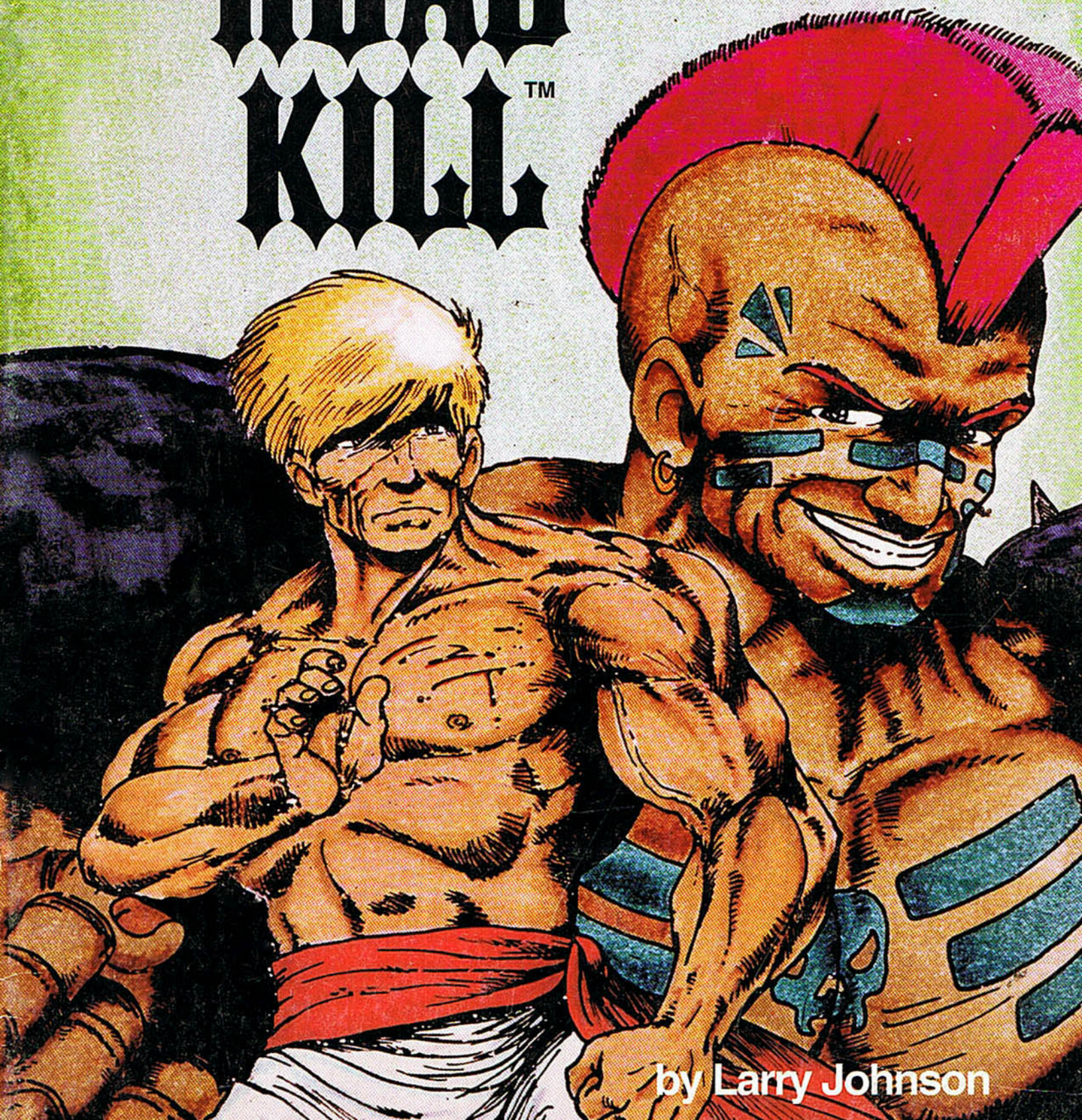


ROAD KILL™



by Larry Johnson

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ROAD KILL™

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INTRODUCTION



"Parents say we're trouble-makers, say our music causes riots. Seems to me that they're the ones causing the riots! We only want to play our music and they're protesting us, causin' the trouble, blamin' us! Well, we are sick of it! Our music means somethin', man! We got somethin' to say!"

— Interview with Heavy Metal

Road Kill is a *Champions* adventure which introduces Road Kill, a supervillain group. Road Kill is a heavy-metal rock band which has become an overnight sensation. Unfortunately, the band's members are not handling their publicity very well. They feel as if their fame automatically entitles them to speak for today's youth.

Road Kill is also beginning to feel that the riches and fame are no longer enough. They have decided that if their millions can't buy them everything they want in the world, then perhaps it's time they reshaped the world to suit their own ends.

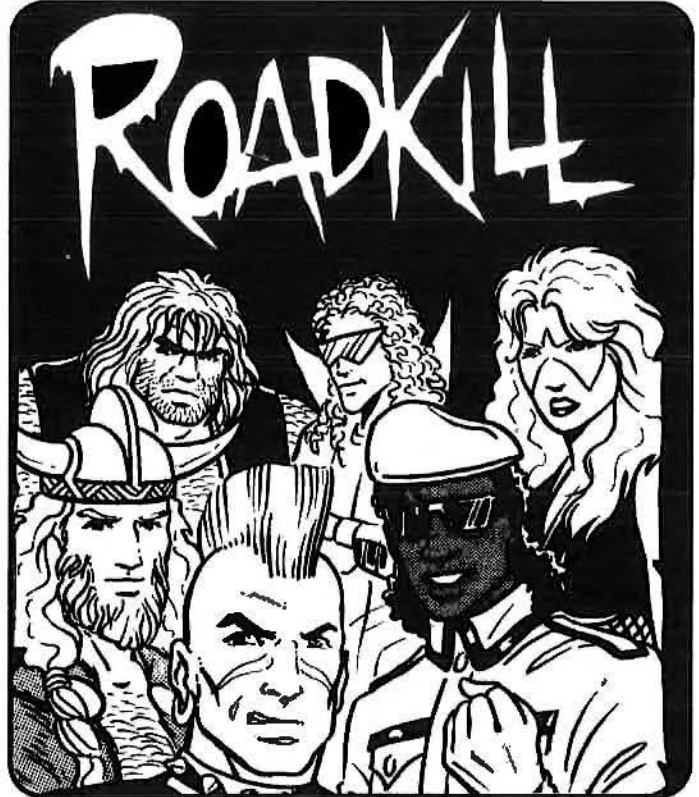
FOR THE GM

This supplement describes several confrontations with Road Kill for superhero characters of 225-325 Character Points. If the heroes are weaker than this, reduce Road Kill's Powers and Characteristics to a level nearer the heroes or reduce the number of Road Kill members by 1 or 2 per encounter. The number of Road Kill's underlings, the Roadies, can also be reduced or eliminated altogether. If the heroes are more powerful than the members of Road Kill as presented, increase Road Kill's abilities proportionally.

The first adventure, *Rock & Revenge*, is for 1-3 heroes. It introduces the heroes to a few of Road Kill's members and allows the heroes to see them in action. The next adventure, *Crimes Against Music*, is for 2-8 heroes. It presents more of the Road Kill team in their first large-scale criminal action, the dramatic execution of a popular music group. The next two-part adventure, *The Awesome Amp* and *the Ballad of Control* deal with Road Kill's plans to control the minds of their listeners.

Gamemasters wishing to run one or more of these adventures should first read this supplement all the way through, particularly the origins of Road Kill and each member's background to better understand the motivations that inspire them to do the things they do. Then read through each adventure before running it. Think about how the heroes might affect the adventure as presented here and make any necessary changes needed to balance the adventure.

In each encounter, the GM will be able to present the members of Road Kill in any of a variety of tones. They could be arrogant, spoiled musicians whining about society's unfairness and determined to do whatever they want. Or they could be portrayed as truly evil, maniacal, self-appointed messengers of their own "word" — a word they will stop at nothing to enforce on every living being on earth. The characters, as presented here, represent a more middle-of-the-road Road Kill, selfish but committed to working together to remake the world as they want it.



USING ROAD KILL IN OTHER GENRES

Though designed originally with the super-heroics in mind, the characters and plots in *Road Kill* are just as usable in other heroic settings.

MODERN HEROIC ADVENTURES

Road Kill will easily fit into a modern world. Gadgetry and weapons which produce similar effects can be substituted for Road Kill's powers. For example, Heavy Metal's super voice could be the result of electronically enhanced vocal chords or be produced by a gadget such as a powerful sound generating microphone. Similarly Ted's incredible strength could be reduced to being just over normal characteristic maxima, making it still powerful and drug induced, but believable in a modern world.

FUTURISTIC OR SCI-FI ADVENTURES

Road Kill and their activities can also be used in a futuristic world or science fiction setting. In a futuristic world, only the settings need change. If the equipment and weaponry of the era is more powerful, increase Road Kill's powers proportionally. In a science fiction campaign, the setting could be anywhere from earth to another planet to a ship in deep space. Some of Road Kill's members could be aliens, which would explain their unusual abilities, and their hovervan could be made into a personal spacecraft.



ROCK & REVENGE

The purpose of this mini-adventure is to introduce a small number of heroes to some of Road Kill's members. This adventure will teach the heroes something about the group's powers and personalities that could be useful in later Road Kill scenarios.

If this adventure involves one or two heroes of relatively low Character Points, use just Heavy Metal as the antagonist. If there are two or three heroes of average or higher point levels, add the Axeman and Ted and perhaps 2-6 Roadies.

SETTING

The stage for this adventure is the Wayward Tavern, a fairly ordinary bar, crowded with patrons. Heavy Metal intends to rob and destroy the bar in petty vengeance. He claims the bar owner harassed and underpaid the group when they played here at the beginning of their career. The GM should come up with a reason for the heroes to be present. They might be here for an after-work drink, with a few friends for a weekend get-together, to hear a new band play, etc. Perhaps their presence is tied to another unrelated adventure. This introduction to Road Kill could be used as a diversion from that adventure.

THE CONFRONTATION

The members of Road Kill will take their revenge by robbing the bar, scaring the patrons, and most importantly, beating up the current band. The villains will be rough and careless in this robbery, posing a threat to all of the people in the place. They will storm in through the main entrance and move directly to the stage, pushing, throwing or even blasting everyone and everything out of their way. Once on stage, they will simply beat the musicians unconscious. After this is accomplished, they plan to trash the bar, steal the cash drawer and beat up the owner. Hopefully the heroes will be able to step in long before this happens.

Road Kill, of course, will not be stopped by these "oppressors of youth" and will attempt to "show them the power of the new order." They will tell the heroes that "Superheroes are out, and rock is in." A battle will surely ensue between the heroes and the band. Unfortunately, the building is quite old and should probably be condemned — not a good place for energy blasts and superhuman strength to be used. Five or six segments after characters begin to knock back others into the walls, firing energy blasts, or doing any other potentially destructive actions, the roof will begin to fall in, endangering everyone — including the patrons. The characters will have another full turn to save the bystanders before the collapse actually occurs. During this time, if Road Kill is able to escape unseen, they will jump into their hovervan, which is parked outside, and take off. The GM should note that there should be plenty of time to save all the endangered people (if not, extend the time before collapse — unless you are running a very dark campaign), but should be busy enough during that period so that Road Kill can get away.

1) Deck and Entrance

This wooden deck allows outdoor seating in good weather. If the weather is favorable during the adventure, the tables (DEF 3, BODY 3) here will be full. Two wooden doors (DEF 2, BODY 3) lead inside and are left open in good weather.

2) Bar

The long bar seats many patrons, and on this particular night it is full. The heroes may have trouble finding seats when they enter the bar. Behind the bar, the bartender Lou Koch washes glasses and serves. Lou is a large man. If the heroes approach him, he will be civil and will help in any way. He also serves as bouncer when necessary. Behind him are the usual array of bottles, glasses, and spigots. A large mirror (DEF 1, BODY 1 — Just begs to be broken, doesn't it?) also adorns the wall behind the bar.

3) Kitchen

The cooks, Wanda and Sam Bendowski, prepare food here. The kitchen is equipped with two food preparation tables (DEF 4, BODY 5), a small grill (DEF 5, BODY 4), a deep frying vat (DEF 4, BODY 3 — Hot oil does 1/2d6 Killing Attack for 3 Phases if splashed), a refrigerator (DEF 5, BODY 4), and a variety of kitchen utensils.

4) Storage

Liquor and supplies are kept here. There are heavy crates of very breakable dinnerware, kegs of beers, cases of other liquor, and a small rack of more expensive wines.

5) Seating

Tables are scattered about the floor, and a pool table (DEF 4, BODY 6) stands in the back along with four video games. A change machine and a disconnected jukebox (All DEF 4, BODY 4) stand against the north wall. The area is very crowded. Only a few bar stools and one table are unoccupied. The pool table is being run by the local shark, John "Slyguy" Woods. He can sink any ball he wishes with a 16-.

6) Washrooms

Men's and women's respectively. There is a short line at each.

7) Stage

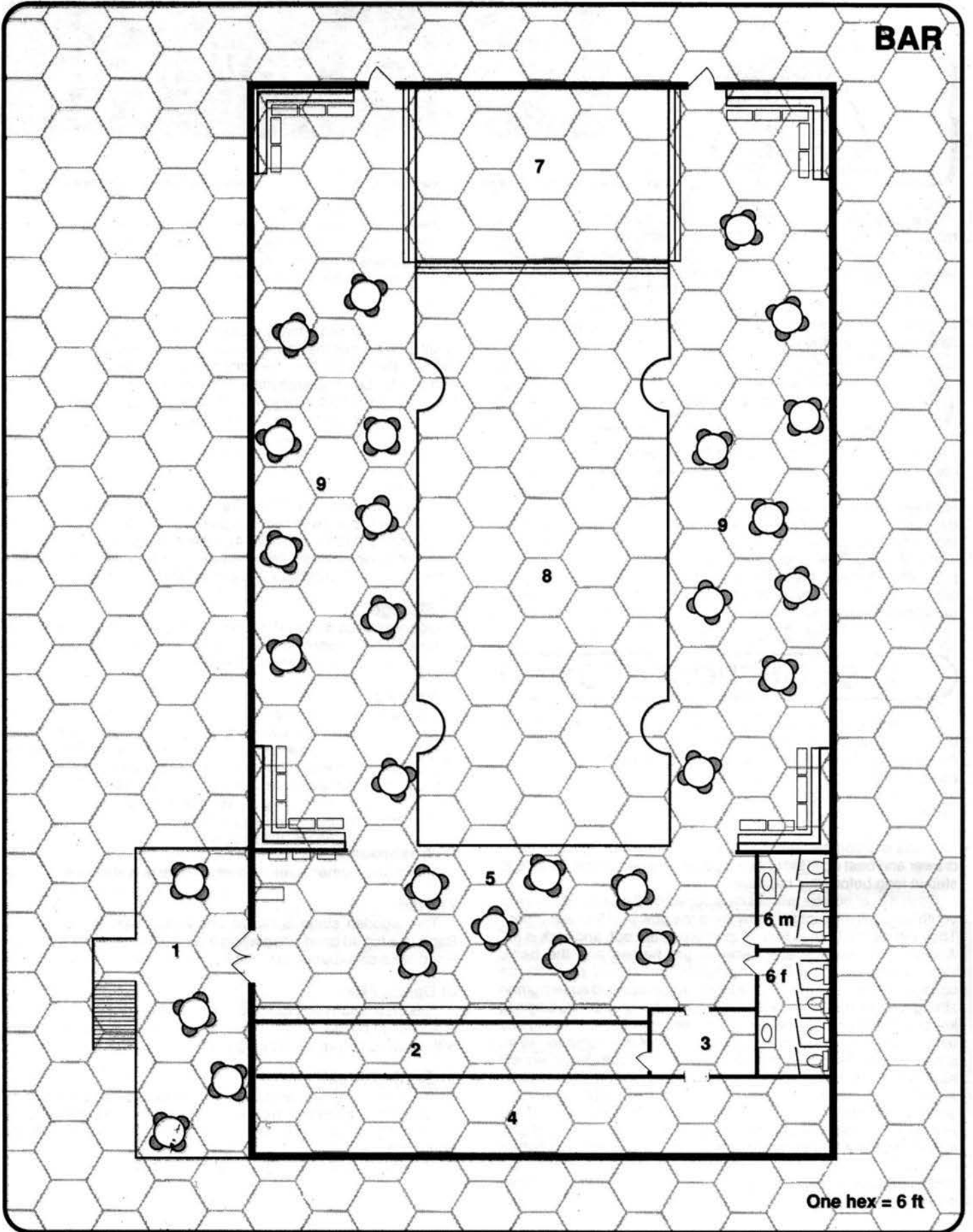
This wooden stage is raised one foot. Indigo Rebel and the Bandits, a top 40 band, are playing a current hit. They will not notice Road Kill's disturbance until the fight proceeds into this area.

8) Dance Floor

This area is sunk one foot and surrounded by a low wall. The floor is accessed by four ramps. The large dance floor will be crowded with couples before the fighting starts.

9) Seating Areas

These main seating areas have a few tables and booths in the corners. The Emergency exits in each leads outside, and an alarm will sound if they are opened. The areas are separated from the bar area by a partition (DEF 2, BODY 2). Both areas are crowded. Three tables are empty between the two areas.



AFTER THE BATTLE

The heroes will now be aware of Road Kill and know that they are villains. The GM should make it clear that these villains are the same musicians heard on the radio and seen in music videos.

After the fight, the bartender, Lou, will remember Road Kill's last visit and will describe the event in detail — how Road Kill wanted more money than arranged, and then wrecked the place when they didn't get their way. Some of the frightened patrons might also know something about Road Kill and their last visit.



CRIMES AGAINST MUSIC

Power, money, and fame can only get so much — and Road Kill has had it all. Their group has taken their riches for granted and now desires a more exciting life. More thrills, more dangers, and the opportunity to get in everyone's face.

It is well known on the rock scene that Road Kill detests all forms of music except their own heavy metal. The band members have stated as much in their interviews and songs. In this adventure they will take this self-centered, anti-social belief to an extreme. They intend to kidnap a famous pop music group and execute them for their "crimes against music." It's up to the heroes to stop Road Kill and save the beloved musicians.



If any member of Road Kill is captured, they will put up no further resistance and allow themselves to be taken into custody. The group has the best lawyers (and judges) that money can buy for just such emergencies. Within twenty-four hours, the arrested member(s) will be released with only a small fine.

BACKGROUND

This adventure should feature Heavy Metal, Screech, Ted and six of the group's agents, the Roadies. Damon Falmier will not be present as he knows nothing of this venture, but Sparks will be on hand to cover the group's escape if necessary. If the heroes are on the low end of the power scale, remove Ted. If the heroes are very powerful, include Boomer and the Axeman if needed. The number of Roadies can also be adjusted to balance the heroes' and villains' power levels.

SETTING UP THE ADVENTURE

Friday night television

The lights come up on the Home Concert Network's latest live concert broadcast, the Young Virile Teens. The five clean-cut, well-groomed lads take the stage, moving in unison to the bouncy music. As the thunderous pre-pubescent applause dies, the leader of the boys, Mickey Winston, steps up to the microphone. "Thank you! We love you all..."

An ear-splitting voice from offstage can be heard over the resumed cheers, "Hey, I think you punks should be in school!" followed by a loud crash.

After a brief delay in transmission, the broadcast will resume. The camera, once trained on Mickey, now focuses on Heavy Metal with the other members of Road Kill behind him, all easily recognized by at least some of the heroes. Heavy Metal is holding up the tied and gagged lead singer with the rest of the teen group trussed beside him.

"That's it," Heavy Metal orders, "Hold the camera right there, and keep it on this time or you're dead. Listen all you little, snott-nosed punks, we're Road Kill, and we got somethin' to say. These little geeks will be the first to be executed for their crimes against music. They've been cranking out this crap for far too long now. This is not a ransom note. There will be no demands. Tomorrow we'll tell the cops where they can find the bodies. This is the first step in our movement to establish a new order. You people have oppressed us for too long, and we're sick of it. POWER TO ROCK!" His final words destroy the camera, cutting off the transmission.

GETTING THE CHARACTERS INVOLVED

AT HOME

An interesting way to involve the heroes might be to have them at home watching the program when the event occurs. If none of the heroes likes this kind of music, perhaps a young female friend does and has convinced one or more of the heroes to watch the concert with her. ("C'mon Seeker, just give them a chance — you'll like them. And Joey-Joe is so cute.")

Other heroes can simply see the event on a news report and leap into action. Even wandering characters can see the news in a store window.

Agencies could also ask the heroes to intervene. PRIMUS and SAT will be watching Road Kill, perhaps having learned of their special powers. They might ask the help of heroes whom they have had prior dealings with.

AT THE CONCERT

If one or more of the heroes is a fan of The Young Virile Teens, they may be attending the live concert. This will give the heroes a chance to confront Road Kill immediately.

The concert hall map for the adventure, *Ballad of Control*, can be used for this scenario as well. The events described above can proceed basically unchanged. The yelling and crashing will be heard offstage. The auditorium lights will go out, and after a few seconds they will come back on showing Road Kill and their catch. If the heroes move to the rescue, the audience, mostly young girls, will stampede towards the exits, blocking the heroes' way or creating more immediate needs for their powers.

In the event that superheroes are present, the musicians will be dragged offstage by Roadies while the lights are off, and Sparks will provide illusionary Teens, tied on stage. Heavy Metal will stick around to make his speech. If the heroes overpower Road Kill quickly, or a hero with special vision sees the musicians carried off and intercepts them, Road Kill can still proceed with their plans as those members not present or not captured will carry out them out.

A BIT OF THE PAST

THE DAILY CHRONICLE — November 31, 1987

Twelve people were hospitalized last night after a riot at Central High School. Although the cause of the riot is under investigation, some blame is falling on the band Road Kill which was performing at the victory celebration for Central's championship football team. Dozens of members of PAR&R, People Against Rock & Roll, were present and became incited by Road Kill's antics.

"The concert seemed to be under control," reported sergeant Steven Kinney. "Though adamantly voicing their displeasure, the PAR&R protesters handed out pamphlets but incited no violence. The trouble started when the musicians began throwing what looked like... well, flattened animal carcasses into the crowd which burst loudly spraying the people with confetti. At this point violence broke out. From there on the matter is unclear.

PAR&R representatives blame the riot on Road Kill, claiming that subliminal messages in their lyrics pervert the minds of the young people by suggesting things like fighting, drug abuse, promiscuity, and other violent things.

In a statement for the press, Road Kill's lead singer, Heavy Metal, had this to say, "It's those PAR&R people who caused the riot at the concert. They've even petitioned the school board not to let us play there again. But they'll see. In a few months PAR&R will have faded like some pastel nightmare and we'll be jamming here again. You wait and see! We'll be back!"

At this time, no arrests have been made, but the investigation is continuing.

FINDING ROAD KILL

Road Kill has taken the captured musicians to a locale (the Central High Football stadium) in what they feel is a sense of poetic justice. Central High Schools stadium is closed down for renovations, so there will be no one present during Road Kill's "show." Due to the extensive work, the stadium is only partially standing. The ruins make an eerie location for the executions and an interesting battlefield.

Once the heroes are involved, they will need to find the villains. When they begin investigating Road Kill, they will find many articles about Road Kill's climb to fame, including the one above. It seems to be the first of the articles regarding violence relating to Road Kill's appearance. The following information is also available to characters employing the proper skills:

1. Contacts in the police or Department of Motor Vehicles, or Computer Programming access to their files will show that several vehicles registered to Road Kill have recently been ticketed for parking illegally at the school.
2. A check of companies that supply sound equipment will show that an extremely large amount of very expensive equipment has been shipped out to a store in the vicinity of the school. A follow up at that store will reveal that the equipment was billed to Road Kill and signed for by Heavy Metal.
3. If the heroes are unable to produce these facts themselves, they can be acquired from agencies like PRIMUS. and SAT. who have been watching Road Kill's activities.
4. If all else fails, Road Kill themselves will tell the heroes of their location just before the execution, berating them for their stupidity and challenging them to try to stop the killings. Road Kill wants the heroes to be there to witness the executions and be humiliated by the band.

THE SITE

As stated, the school is closed for the summer, and exterior renovation is underway, so the stadium is partially destroyed.

Depending on their actions, the heroes may be here to find a clue as to where Road Kill might be, or they have deduced Road Kill's location and are coming full force. In either case, it will be near midnight on the night of the kidnapping. It is dark and the heroes will see little at first because it is dark and Road Kill is concealed. Never fear — Road Kill intends to shed some light on the situation.

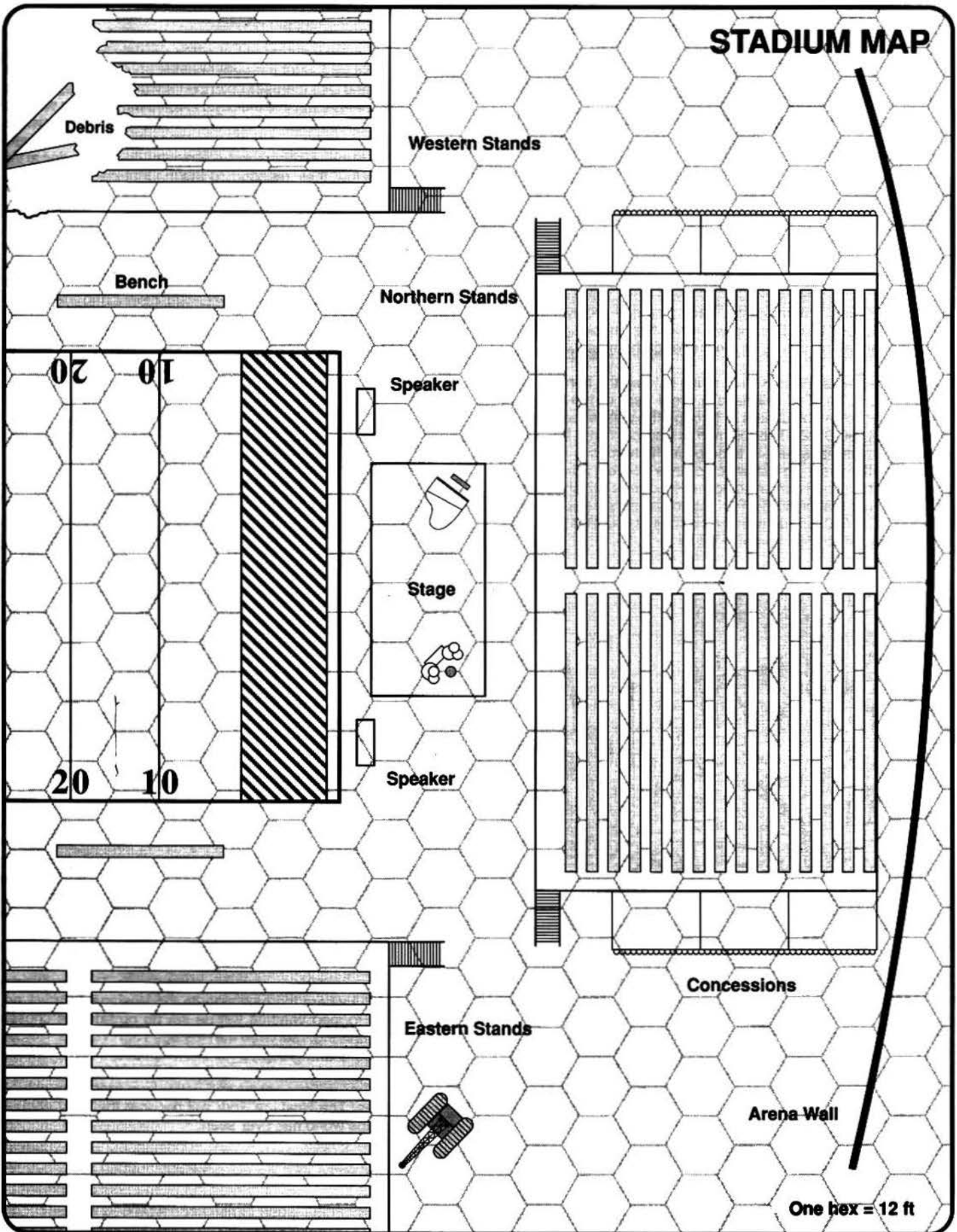
BEFORE THE CONFRONTATION

Road Kill has set up an elaborate show. They hope that the local heroes will show up so that they can beat them up and humiliate them by executing the musicians despite the heroes' efforts to save them. Screech has set up pirate television equipment around the stadium so powerful that it will break into and supercede normal television transmission. Heavy metal has told him to set it so that the execution will be broadcast over the MTV signal, "because no one watches those other channels anyway, right?" Road Kill will execute the musicians at midnight, whether the heroes show up or not.

This map depicts the area where Road Kill and the kidnapped musicians are waiting. As the map shows, there is not much left standing. There is a recently constructed concert platform. This stage is high enough to walk under, but movement is halved because the characters have to negotiate the supports.

Road Kill and their hostages are waiting in the northern section — the group on the stage, the musicians tied up at the top of the eastern bleachers.

STADIUM MAP



The planned execution requires that the heroes find Road Kill before they find the Teens. Once the heroes have arrived, Road Kill will start their show:

1. A series of spotlights reveal a scoreboard which displays one minute left on the clock and the kidnapped stars tied firmly to a table set atop the northern bleachers. Above them swings the wrecking ball of a crane. One of Road Kill's robotic Roadies is at the controls, lowering it an inch at a time. Twelve Roadies are around the crane and the kidnapped musicians to prevent interference.
2. The clock begins to tick down. It is now apparent that the heroes have a mere minute (five Turns) to rescue the musicians.
3. A final spotlight will reveal some or all (GM's discretion) of the members of Road Kill perched on the stage, ready for action.
4. Heavy Metal is out in front of the group, and on his first Phase, if the heroes don't attack first, he will scream, "Come on heroes, let's rock!" making a Presence Attack accompanied by his Song of Destruction (12d6 EB). He will make this attack against the hero whom he perceives as the leader or the most powerful.

During the battle, Road Kill will strive to keep the heroes away from the musician. Ted will have a great deal of fun knocking characters off of the bleachers or through the weakened stadium walls (DEF 4, BODY 2). The Axeman or Boomer might be hidden up near the musicians waiting to surprise the heroes.

Stopping the wrecking ball which swings above the musicians' chests requires (aside from evading the Roadies) a Grab maneuver (+1) and the application of 35 STR. It could also simply be destroyed (DEF 10, BODY 10) or the entire crane (DEF 9, BODY 9) could be moved away, which requires 50 STR.



AFTER THE BATTLE

The sixth turn will mark success or failure for the heroes. In either case, surviving Road Kill members will flee rapidly (pausing only to cheer, "Victory for Rock!" if they have been successful). They will then split up and lose themselves in the crowd which has gathered or down dark alleys and into the city. Roadies will drive the van and semi away as diversions. In the time it will take to cut the musicians free and calm them down, the press and the police will have arrived.

Residents of the neighborhood will be gathering wondering at the commotion. How they respond to the heroes depends on the heroes' success. Failure will certainly smudge the players characters' reputations. However, if successful, the heroes can escort the musicians to the cheering crowd.

To keep the adventure light, the Game Master may want to keep the captured musicians safe even if the heroes fail. Several means are possible. The police can move in to help the heroes or free the Teens. The musicians can squirm free themselves and later berate the heroes for their lack of quick action, or several young, neighborhood girls, drawn by the commotion, could see their teen idols and swarm in to rescue the boys themselves. The Roadies have been programmed to stop only superheroes, not to harm fans.

CONCLUSION

Whether successful or not, Road Kill likes the idea of their "crimes against music" campaign and could continue these executions across the country, assaulting various musicians everywhere. The heroes need not become involved in each incident, but they might decide to investigate the matter and even warn authorities about Road Kill's pattern — how they like to contend with local heroes, hold the execution in the same town, put on shows, etc.

THE HOSTAGE TOUR

It has become increasingly difficult for Road Kill to give public performances, considering their recent criminal activities (described throughout this supplement). This will not stop the band from continuing their musical career — although in a more illegal and sensational manner.

In a last attempt to capitalize on Road Kill's fame, Damon Falmier has devised "The Hostage Tour." Road Kill selects a site for their concert, likely in cities with large populations but few heroes. They will then rent the site under an assumed name, or simply break in, and wire the entire place to explode. They will also arrange a safe avenue for their escape. Once the stage is set, they will contact the news media and music television channels announcing that they will be playing a free concert at the site in just one hour. The statement will announce quite openly the existence of the explosives planted around the auditorium, and also that Road Kill's true fans will not be harmed.

Of course, the media will gladly cater to Road Kill's wishes and make an enormous media event of the Hostage Tour. "Road Kill Watch" bulletins will air regularly on TV and radio. Rumors will run rampant about where the next stop on the Hostage Tour will be. Previously informed vendors will be set up outside the chosen concert hall hawking "I survived the Hostage Tour" T-shirts. Hordes of Road Kill fans and groupies will show up for the concerts. The threat of catastrophe and knowledge of Road Kill's chaotic behavior, however, will prevent the authorities from interfering with the performances. The Hostage Tour will become the most popular terrorist act the world has ever seen.

FOR THE GM

The information presented here in the Hostage Tour is given not so much for use as an actual adventure, but more to give the GM some current Road Kill activities to pass on to his players. This information also helps set up the adventure, *Ballad of Control*, which appears later in this supplement.

If the GM wishes to let the heroes attempt to capture Road Kill at one of their tour appearances, by all means allow them to try. The circumstances presented in *Ballad of Control* are pretty normal for all of Road Kill's stops on their tour. The auditorium map given is fairly generic and could be used for any of Road Kill's appearances. The situation can proceed as presented with the exception of the *Awesome Amp* and Screech's mind control device.



THE AWESOME AMP

INTRODUCTION

The Evening News....

A young woman's smiling face fills the television screen — "Good evening. This is the six o'clock news. I'm Donna Kirby."

"In a military press release, the Army today announced a new development in military hardware. The sonic dampener, a new direction in sonic defense technology, has begun development at the private commercial firm, Wave-Tech Industries. The device will also usher in a new method of non-tax generated funding for the military. Now with more on the story is our Pentagon reporter, Gary Mitchell."

"This is Gary Mitchell outside of the Wave-Tech research and development complex. A new security measure has been installed here — a United States Army guardpost."

The screen flashes briefly to an exterior of the Wave-Tech building. Two soldiers stand guard at the entrance.

"The sonic dampener, a revolutionary device which apparently screens and alters sound waves, is due to begin testing within the next few weeks. Earlier we talked to General Keserick about this new device."

The screen switches to the general. "Our plan is to develop an earpiece that will monitor sounds and modify them however we wish. The unit separates sound waves, analyzes them with a computer, then suppresses those potentially harmful waves and amplifies those that are too soft. The overall effect is that the wearer will be able to hear clearly within his hearing range."

"The military uses of such a device are obvious. A soldier could hear his sergeant from several yards away during heavy gunfire. The device would also surely find a home in noisy industrial settings. The sound there could be subdued and the workers need not worry about hearing an alarm or instructions, thereby creating a safer environment."

Gary Mitchell's voice interrupts the General, "I understand that with the sonic dampener system begins a new military funding policy."

"Yes. The U.S. Army intends to go into business, so to speak. The sonic dampener was conceived by military scientists for the military, but its non-restricted nature allows it to be useful and profitable in the private sector. The army holds the patent, but Wave-Tech will produce and market the product, royalties being paid to the military. We hope this will take some burden off the taxpayers".

"This has been Gary Mitchell at Wave-Tech labs."

Road Kill has become aware of the sonic dampener project. Screech has taken a special interest in it, following it carefully through the news. After careful analysis, he believes that he could modify the device, connect it to special speakers, and create the most powerful and precise sound generating device ever.

Heavy Metal's plan is to steal the dampener, construct the amplifier, and connect it to Screech's new mind control device and take control of the crowds at Road Kill's concerts.

All Road Kill members except Damon Falmier will be present during this adventure regardless of the play group's strength, to assure the success of the theft. Joining Road Kill will be six Roadies to load the device.

GETTING THE HEROES INVOLVED

Due to the secret nature of Road Kill's attack, getting the heroes involved will be more difficult. One method is a news team that is in the area covering Wave-Tech's work and happens to be on hand for Road Kill's robbery. The heroes could see the live news bulletin on television, and rush to the scene. Perhaps one of the heroes has been hired, asked, or assigned to help guard the lab. Since Road Kill uses their street connections to gain information for their activities, news will have certainly leaked on the streets regarding Road Kill's inquiries. Another possibility is that Wave-Tech labs is along one of the heroes' patrol routes. Perhaps one of the heroes' civilian jobs might involve a visit to Wave-Tech, such as a scientist involved in the project, a security guard, or even a member of the news team mentioned above.

WHAT HAPPENS

If a hero is present when Road Kill makes their heist, he will know only that Road Kill's van came crashing through the main gates before he could stop it, and that all the surrounding guards fell to the ground stunned (from Screech's 4d6 NND sonic attack, which could also affect a PC guard). The van then backed to the dock and the Road Kill team and six Roadies stormed into the lab complex, found the device, and are now in the process of getting it from the lab and loading it into the semi.

The band members are situated outside the research installation protecting the Roadies and Screech who are loading the sonic dampener prototype, a heavy backpack and helmet affair, and its bulky testing equipment into the semi. Road Kill will defend the van until it is loaded and will then jump in the back while Screech drives it away.

THE SITE

This adventure takes place at the Wave-Tech Labs, a ruraly-located research facility near the campaign city. The facility is presented in the following map. If the heroes are at the scene as the robbery is occurring, Road Kill will be in the lab itself. If the heroes have to travel to the scene, Road Kill will be at the dock with the device. The interior is presented and briefly described to allow the GM to expand the adventure if he wishes and to allow the battle to spread out as needed.

The heroes can learn of Road Kill's assault early and attack the band while they are stealing the dampener. There will be many innocents to deal with, and soldiers will be on hand to help the heroes. If the GM wishes to use the third adventure after Road Kill fails, the Interlude section gives some hints as how to continue.

1) Pond

This five foot-deep pond is situated in a small, woodland setting. A large sign (DEF 4, BODY 3) reading "Wave-Tech, Inc." is visible from the road.

Road Kill's van is parked at the dock outside the lab (8). If the heroes had to travel to the scene, Screech will be at the wheel. The Roadies will require a Turn to finish loading the dampener, then Screech can start the van and drive away. The other Road Kill members will be around the van watching for trouble from outside or from within. If any of the heroes are already at the scene, Road Kill will be in the Testing Area (#19).

2) Entrance

A hedge-lined sidewalk leads to the bulletproof double doors (DEF 5, BODY 4). Two soldiers lie unconscious at the entrance.

3) Waiting Room

A large foyer lined with chairs (DEF 3, BODY 3) and decorated by a large planter (DEF 3, BODY 2). More unconscious soldiers are here.

4) Reception Office

Used for secretarial, reception, personnel, and accounting purposes. Five office workers are hiding here in a closet. When Road Kill went searching through the complex, these workers were told to get in the closet and to not come out. They did so and are not aware of what has been happening since.

5) Visitors' Lounge

Four tables (DEF 2, BODY 4), a jukebox (DEF 2, BODY 5), and vending machines (DEF 4, BODY 4) cater to visitors.

6) Restrooms.

7) Conference/Presentation Room

Used for demonstrations and meetings, there are a large table (DEF 3, BODY 5), a screen, projector stands (DEF 1, BODY 2), several projectors and VCRs here (DEF 2, BODY 2).

8) Workshop

This room contains tools, workbenches (DEF 5, BODY 4), machine parts, and lifting gear (DEF 6, BODY 8) to handle all maintenance and the building of the dampener. There is a small forklift (DEF 7, BODY 8) by the double steel doors (DEF 5, BODY 6) of the north entrance. A small office is partitioned off from the workshop. The large reinforced doors (DEF 5, BODY 6) lead out to the loading dock where Road Kill is loading the sonic dampener.

9) Cleaning Supply Room

This storage room houses janitorial supplies and cleaning equipment.

10) Utility Room

This room houses the water heater and conditioner (DEF 5, BODY 4), an emergency generator (DEF 7, BODY 6), and environmental control. Destroying the generator will cause a 6d6 Explosion and set the building on fire on an 11-.

11) Computer Room

This room houses the building's main computer (DEF 3, BODY 12). One attendant is just coming out of hiding. His situation is similar to those people in #4.

12) Office

This is the Project Director's office. It contains a simple desk (DEF 3, BODY 4), a chair, and several file cabinets (DEF 4, BODY 3).

13) Storage

This is the office storage room for the scientists and technicians and includes a variety of equipment, materials and chemicals.

14) Storage

This contains general office supplies.

15) Employee Lounge

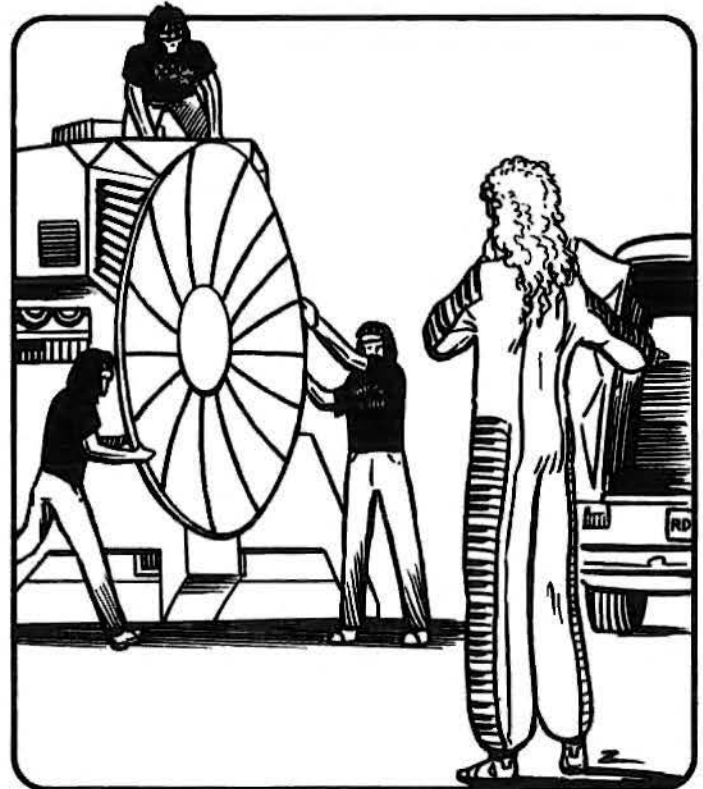
Six tables (DEF 2, BODY 4) (several of which are overturned and broken), a catered lunch line, and vending machines (DEF 4, BODY 4) are present for employee breaks. One unconscious employee is slumped over a table.

16, 17 & 18) Labs

These labs were used to design the sonic dampener (among other things) and contain several drafting tables (DEF 3, BODY 3) and a separate computer set-up (DEF 2, BODY 6). The head engineer is on the floor of 17 moaning but not seriously injured.

19) Testing Area

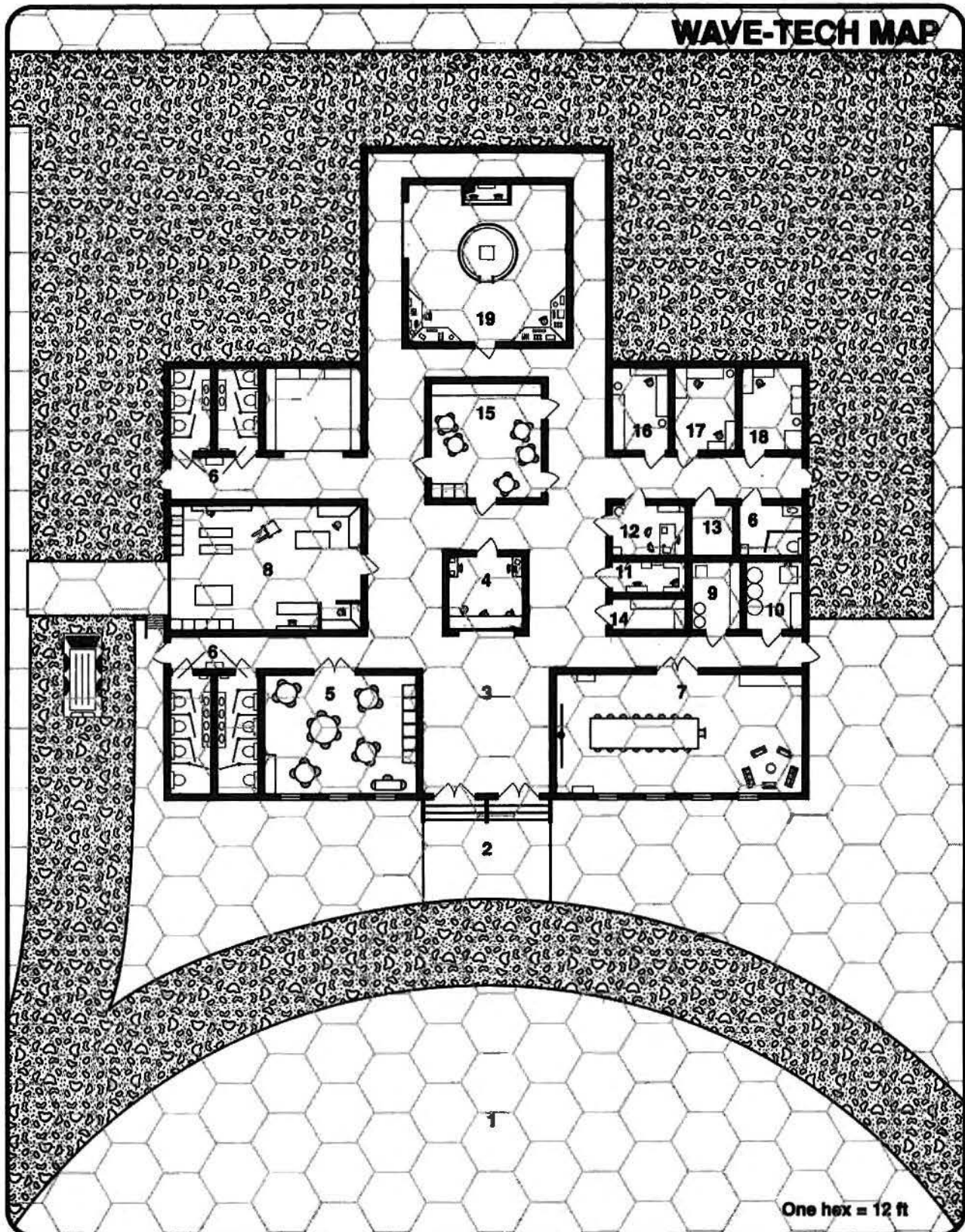
In this soundproof room the various sonic projects and experiments are tested. The sound chamber in the center of the room is isolated by a huge, reinforced, glass cylinder (DEF 8, BODY 6). There is an observation area in the north, enclosed by a reinforced glass wall (DEF 7, BODY 6). Computer equipment here (DEF 3, BODY 4) controls and monitors the sonic dampener.



GAMEMASTER NOTES

Screech is only carrying his personal keyboard. If he has met the heroes before and suspects he may be facing them again, he will have altered his keyboard in an attempt to compensate for their particular powers. He will use it only until the van is loaded and drive away once Road Kill is finished and inside with him.

If the heroes succeed in stopping Road Kill, there are several options for continuing on to the next part of the adventure. Once Screech has seen the completed dampener prototype, he will be able to build one from scratch. Alternatively, the group could try stealing the sonic dampener again, this time in a less-guarded setting such as while the dampener is being transported to another testing location.



INTERLUDE



ROAD KILL'S ACTIVITIES

Assuming Road Kill is successful in stealing the sonic dampener, Screech will construct his special amplifier and speakers to handle it. When linked to the amplifier, his mind control device can be used to affect all people within a wide range. With this setup, Road Kill hopes to take over their young fans and use them as agents in their cause of world domination.

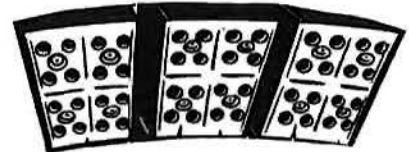
The local news will still be buzzing over Road Kill's theft of the sonic dampener. In addition to basic news stories, there will be commentaries by common citizens and city officials, background information on the rock band, and special interviews with scientists and military representatives who deny that the dampener can be made into any kind of weapon. The press will hound heroes who are known to have confronted Road Kill in the past, asking for their experiences with the band, thoughts of what they might do with the dampener, and plans to find and apprehend Road Kill. These confrontations can be role-played if the Player Characters have encountered Road Kill before.

During Road Kill's hiatus as Screech builds the amplifier, the

heroes may try to find the band, but they will only discover that Road Kill has visited none of their known hangouts. If they try to find Damon Falmier, he too will be unreachable (he's hiding out).

Several things can be learned, however. Word on the street says Road Kill has bought a great deal of high-tech electronic equipment through black market sources. The heroes can also ascertain (perhaps with a Deduction Roll) that, concerning the nature of the dampener and the equipment Road Kill has purchased, the band may be building a sonic device. Contacting Wave-Tech will confirm this possibility. Wave-Tech can also help the heroes by supplying special dampener earplugs that should block any unusual sonic wavelengths.

THE BALLAD OF CONTROL



Partial article by Mike Wabash, Rolling Rock magazine –

"In all of the music world there has never been such a controversial group as Road Kill. First, these young musicians attained overnight superstardom through the design of their manager Damon Falmier. Now rumor has it that Road Kill has acquired super powers. Whether this is true or not remains to be seen, but what is certain is the Road Kill is not satisfied with their fame and riches.

Road Kill has been running rampant on a criminal spree. It is reported that Road Kill was involved in a robbery at the Wayward Inn, a small tavern in rural America where the group once played and, of course, their kidnapping and attempted murder of the popular group Young Virile Teens, as well as their highly publicized dealings at Wave-Tech Industries. "What is Road Kill planning? Are they musicians or criminals?"

Since they started playing rock and roll music, Road Kill has presented a positive view of a "less oppressive", anarchistic world (no curfews, no minimum drinking age, legalizing drugs, etc.) to their freedom-starved fans. Now that Road Kill has the means (in Screech's mind control device connected to the Awesome Amp) to alter the perceptions of everyone who hears them play, they will go about rewriting world opinion as they wish it. In this encounter, using Screech's mind control device linked to their new Awesome Amp—the modified sonic dampener—Road Kill will try to possess the minds of their young fans and then use them as soldiers in their campaigns against order and authority.

For this adventure, the GM should use at least Heavy Metal, Screech, and Ted. Sparks will be in the control box of the auditorium operating her "special effects" console. If the hero group is particularly powerful, the GM may want to add the Axeman or Boomer or both. The GM can also balance out Road Kill's power by adding as many Roadies as needed.

Keep in mind that once Screech's mind control takes effect, Road Kill may have many more allies in their cause. This might overwhelm the heroes, especially if one of their own falls under Road Kill's control.

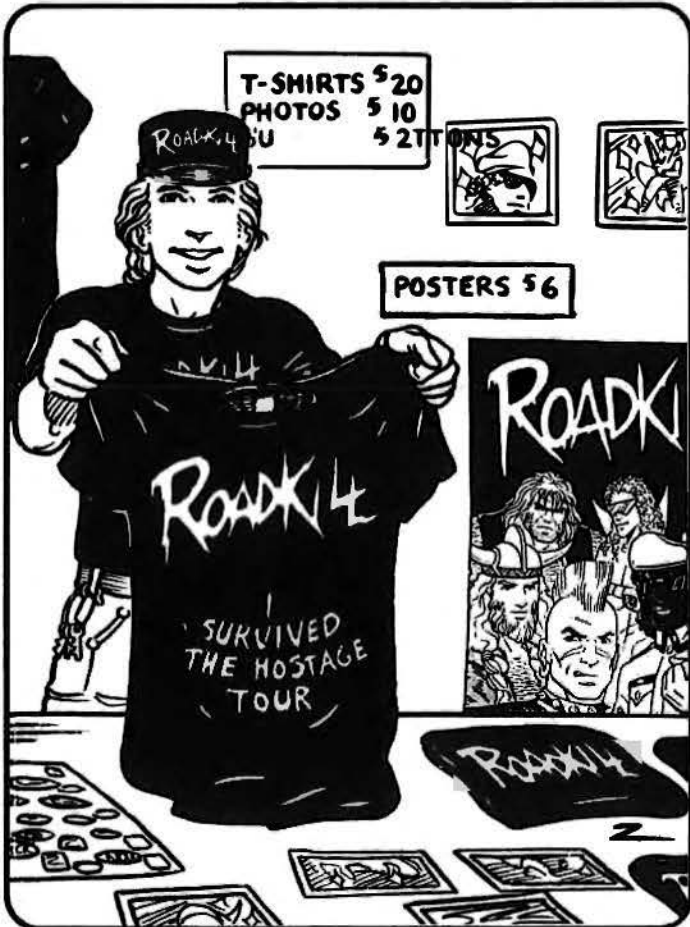
GETTING THE CHARACTERS INVOLVED

The concert should take place near enough to the campaign area so the heroes, hearing of Road Kill's well-announced intent, can show up. Heroes involved in the first half of this adventure can have been asked by the military to monitor Road Kill's activities and find out where they are likely to surface. If the heroes failed to stop Road Kill at Wave-Tech, the military will demand that the heroes recover their dampener. A hero could be in the area, perhaps on patrol, and hear a disturbance at the concert hall, etc.

BEFORE THE CONFRONTATION

Road Kill has become more and more overconfident with the success of the Hostage Tour and now care less about the heroes in the cities they perform in. This has brought them back to the campaign city. As with previous appearances, they will select a concert hall and wire it to explode. An hour after the announcement of their concert, the area of the concert hall will be pure chaos. Vendors will be on hand selling Road Kill paraphernalia. People will be everywhere. The crowd overwhelmed the local officials shortly after the announcement, and by the time reinforcements had arrived, the arena was packed.

The police and military are now on hand at a discrete distance, afraid to take any action. They fear that Road Kill will blow the place up if they make any move to disperse the crowd or neutralize the explosives. Road Kill's fans also crowd the streets outside the auditorium. The seating conditions are already "Standing Room Only," but people, refusing to turn away, are content to merely listen



from the street. PAR&R representatives are on hand, preaching to the young crowd, and urging police into action. Hordes of uninvolved spectators will be gawking at the incredible scene, the fans, the authorities and of course the press.

THE SITE

The setting for this adventure is Marshall Auditorium, a large, multi-purpose entertainment hall located near the campaign area. The following is a map and descriptions detailing the concert hall, noting important areas and character locations.

1) Entrance

A double glass door (DEF 2, BODY 2) leads into the auditorium. A sign above displays the establishment's name and displays a stapled-up poster, "Road Kill — The Hostage Tour: Tonight Only." The building is surrounded by a sidewalk and parking lot. All exit doors have small windows.

2) Ticket Booths

Two ticket booths divided by a three foot high chrome rail (DEF 4 BODY 5) sit to either side of the entrance hallway. The booths are locked and unoccupied though the reinforced glass fronts have been shattered in both.

3) Restrooms

4) Concession Area

Since the concert hall was not prepared for this event, these stands are not open. All of the merchandise is locked away, and the soda and popcorn machines (DEF 2, BODY 3) sit empty and idle.

5) Lounge Area

This large seating area has a number of comfortable seats (DEF 2, BODY 4), as well as a long table (DEF 4, BODY 3) and a projection TV (DEF 3, BODY 4) for viewing concerts in private.

6) Manager's Office

This is the office of Carter Mullins. He is a tall, mustached man, dressed in a sweater and slacks who is now outside the hall dealing with the authorities. Tonight he is, understandably, a very nervous man. He had no prior knowledge of this show and fully expects his concert hall to be blown to bits.

7) Seating Area

Five aisles slope downward toward the stage. Double, fireproof doors (DEF 5, BODY 4) close the three front entrances, and a similar door guards the side exits which are locked to the outside. The area seats a thousand, but there many more than that present tonight. Ten soldiers, led by Sergeant Brady, will be at the back of the hall watching but unwilling to take action.

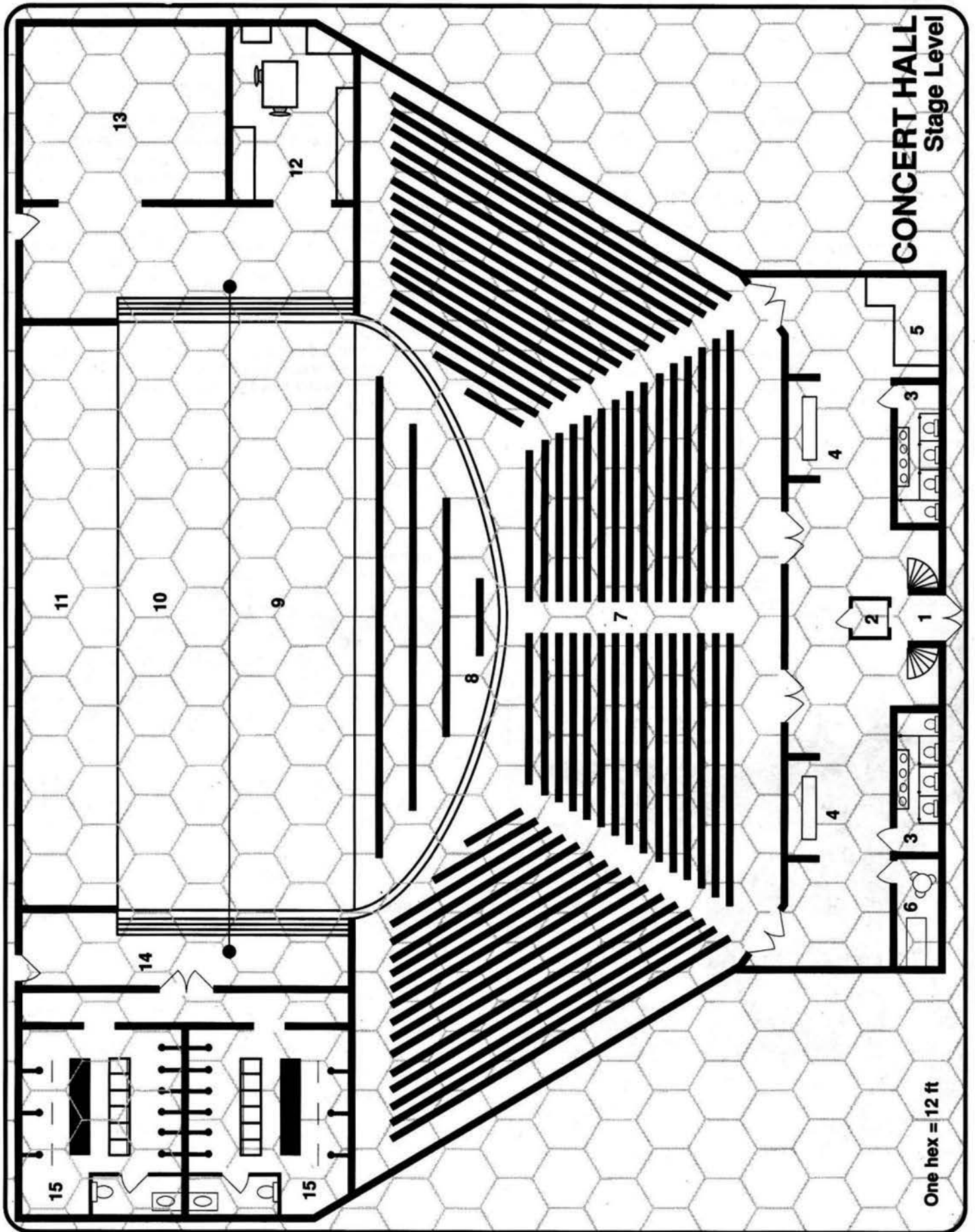
8) Orchestra Pit

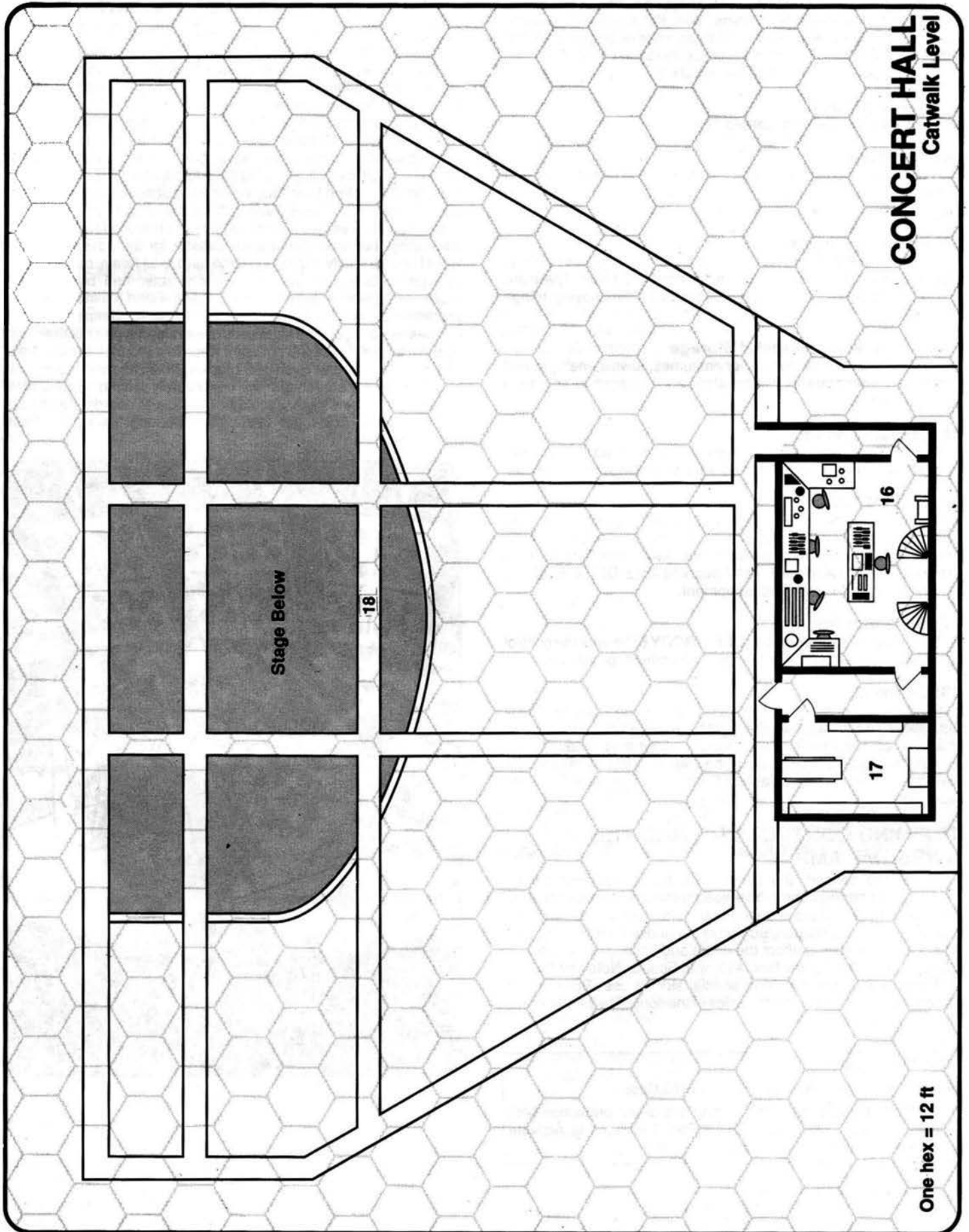
This area below the front of the stage will be unused and have covers (DEF 4, BODY 2) on for tonight's performance.

9) The Stage

Road Kill will be here. On stage are Screech and his keyboards (DEF 7, BODY 3) and mind control unit, Ted and his drums (DEF 5, BODY 4), and the Axeman and Boomer with their guitars. The Awesome Amp (DEF 5, BODY 8) is suspended in the air above the crowd.

10) Storage Area





This area is used to store a visiting group's equipment and is hidden from the stage by curtains. With the exception of some loading gear it is currently empty. The room has direct access to the loading dock (#11). A small ramp leads up to the stage. The back exit is a steel, roll-up door (DEF 4, BODY 6).

11) Loading Dock

Road Kill's Hovervan is parked here.

12) Workshop

An in-hall workshop complete with power tools, table saws and drill presses allows construction of props and backdrops. Painting supplies are stacked on the shelves.

13) Platform Storage

Platforms (DEF 2, BODY 3), music stands, a piano (DEF 2, BODY 4), and other hall-owned settings are stored here. There are also carts and small, hand operated forklifts for moving things around.

14) Wardrobe and General Storage

This area serves as storage for costumes, towels, makeup and props. Other general supplies are also kept here such as speakers and lighting fixtures.

15) Dressing Rooms

Partitioned to accommodate men and women, each area contains shower facility and a dressing area with lockers and benches.

16) Control Box

This glass-fronted (DEF 2, BODY 2) room is used during concerts for sound, lighting and effects control. Sparks will be here operating her equipment, including the Awesome Amp control. Damon Falmier is also here. The Awesome Amp (DEF 4, BODY 3) is connected to the standard equipment.

17) Generator Room

There is a backup generator (DEF 7, BODY 6) here for the control room along with the electrical setting equipment for lighting.

18) Catwalks

Extending from the Control Box to just over the stage are three catwalks used to access the lighting units and backdrops. A character can easily move at half speed along these catwalks but running will require a DEX roll or the character will fall. Ropes for swinging or climbing also abound. Combat here could be very hazardous.

THE MIND CONTROL UNIT AND THE AWESOME AMP

During the concert, the controls for Screech's mind control device are in his keyboards on stage. Without the Awesome Amp the unit can only generate enough sound to control one person at a time. The Amp is suspended above the audience near the stage where it will be able to affect the entire audience. The controls for the Amp are in the Control Box (#16) with Sparks. Note that the unit is a complex device requiring special skill to use. Screech will incorporate commands into the lyrics of the song. The Mind Control Unit is as follows:

15d6 Mind Control

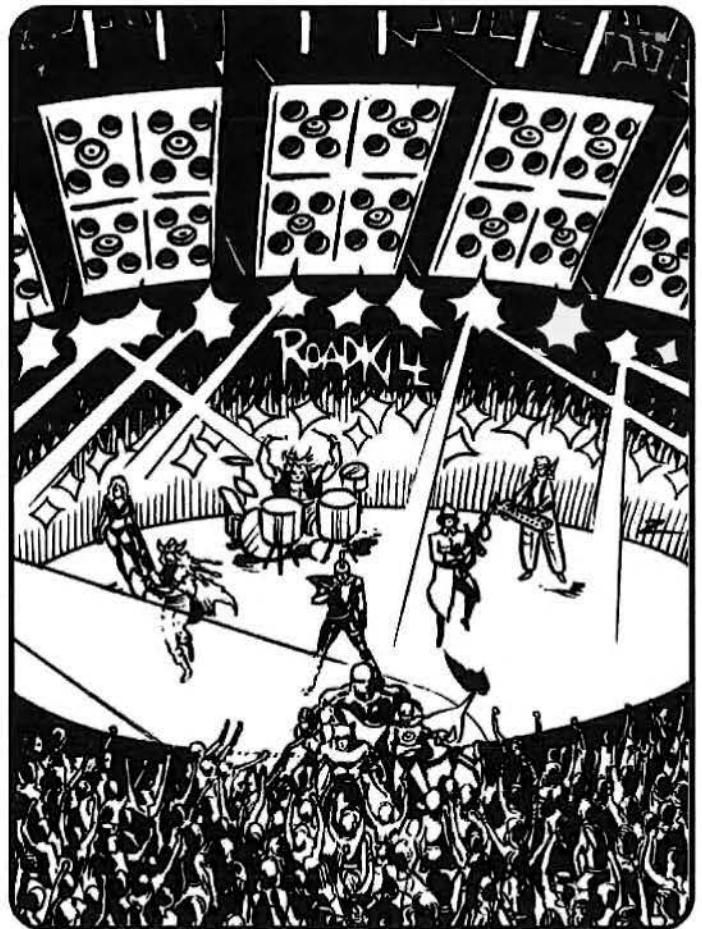
Advantages: Area Effect (to 700"), 0 END Cost.

Limitations: IAF (Bulky), Not vs. deafness or ear protection (-1/2), Requires a PS: Keyboard player Roll, 5 minutes to Activate, Concentration (1/2 DCV). Real Cost 37 pts.

THE CONFRONTATION

To make the crowd more receptive to mind controlling, Road Kill will play a few songs prior to launching their mind control attack.

Road Kill will then play a slow ballad. During this song, Screech will activate the mind control device. For game purposes, assume that nearly the entire audience will be affected and come under Screech's control except the 10 soldiers, Sgt. Brady and the heroes, whom the GM should roll the Mind Control dice for normally. If the characters cover their ears, give the Mind Control a 14-Activation Roll to affect them. No roll is necessary if the heroes have completely blocked their hearing or have special equipment from the military or from Wave-Tech. If this is the case, then the soldiers might also have ear protection. One mind-controlled hero could be interesting, but more could spell disaster for the adventure. This would be especially interesting if the hero likes heavy metal music, and particularly appropriate if the character had been having problems fighting a favorite band of theirs. Road Kill members are protected by duplicates of Wave-Tech's sonic dampener headphones set to cut out the mind control wavelength (but not their own music. Road Kill likes their music). Keep in mind that, between the explosive music and everyone blocking their hearing, communication between characters will be severely limited. Characters, heroes and villains alike, should not be able to coordinate attacks or warn others of danger verbally. All hearing Perception Rolls should be at 8-



Screech will be operating the mind control unit during the adventure, directing the crowd with commands. He has to make a Professional Skill Roll every time he issues a new command. His commands can be general to everyone or specific to individuals. He will give general commands at first, to get things rolling. His original plan is to send the crowd into the city to attack symbols of authority and create chaos. When the heroes appear he will give a general command to fight the heroes and then switch to his standard keyboard functions.

If the battle starts going against the heroes, they can receive reinforcements from the military. These new soldiers (sure to be protected by sonic dampener headsets) will start on crowd control and leave the heroes free to deal with Road Kill.

A DANGEROUS BATTLEFIELD

If the combat is long and destructive, more hazards will present themselves. Power lines, located everywhere in the walls and floor, could become exposed. The GM should make notes on the combat map of areas that have exposed power lines. If a character moves into one of these hexes, check to see if he is hit. The power lines have an effective OCV of 3 and will certainly attack the unperceptive character with surprise at least once. The cables deliver a 10d6 attack to poorly-grounded victims and a 3d6 killing attack to those who are well-grounded.

Fire is also a danger. Exposed wires contacting combustible material will set the auditorium on fire on a 14-. Fire-based attacks that miss their intended targets might also set the place ablaze depending on what they hit. Fire will spread from one hex to each adjoining hex per Turn. The intense fire in these hexes deliver a 1d6 Killing Attack and a 2d6 NND smoke damage. Adjacent hexes are worth a 1d6 NND smoke damage. Any character can fight the fire with one of several fire extinguishers located in the hall. If a character rolls an 11- or has a Firefighting PS or KS, he stops the fire in one hex. If a large fire starts, the teenage audience will panic (despite the Mind Control) and clog the exits. Also remember the gas-powered generator in the Generator Room (#17). If the fire reaches it, it will erupt in a 14d6 explosion which will spread the fire.



FURTHER ADVENTURES

Two of the adventures presented here offer options for Road Kill's continued life of crime. They can extend the "crimes against music" campaign, threatening musicians everywhere, or "The Hostage Tour" can continue across the country or the world. With each stop on the Tour more and more fans will pour into the cities attacking authorities in an attempt to overwhelm the normal order. The heroes must eventually stop Road Kill and return the fans to normal.

When designing Road Kill adventures, keep these pointers in mind:

- 1) Road Kill's anti-social attitude will always be a factor. Their main goal is to disrupt authority.
- 2) Road Kill is a heavy metal rock band. Their music is a part of them and will be heavily involved in their actions.
- 3) Screech is an inventive genius. Any number of super devices could spark an adventure (as with the Awesome Amp).
- 4) Screech, Boomer, and Damon Falmier have criminal contacts which could lead to an adventure.
- 5) Remember the group's Hunteds. Any confrontation between Road Kill and their hunteds could quickly become more than the heroes can handle.
- 6) The group itself is filled with distrust. Boomer feels alienated from the others. Sparks fears Heavy Metal. Rivalry between the Axeman and Heavy Metal runs high even though the two are friends. Everyone fears Ted. During any engagement, Road Kill could easily turn against one another and endanger innocents.
 - An invention of Screech's causes selective deafness in anyone over thirty. Road Kill could use the device on a stop of "The Hostage Tour" or over the radio or TV.
 - Heavy Metal's father hired superpowered mercenaries to catch the boy and bring him back for punishment. This can end up a three-way war between Road Kill, the mercenaries, and the heroes, with innocent bystanders getting in the way.

IF THE HEROES WIN

If Road Kill is defeated, the mind control effects can be reversed by any characters with Electronics Skill Roll (at -3) or by a Wave-Tech scientist. There will also be the need to defuse the explosives around the building (Demolitions 11-). The military can handle this successfully. High security forces will show up to haul Road Kill away. The public's reaction to the heroes will be based on the level of success. If the heroes captured Road Kill while keeping the innocents safe, they will be received well. But if members of the audience were injured by the heroes' actions, the heroes could be in for some bad publicity. In any case, many die-hard fans will be angry with the heroes for antagonizing their idols.

IF THE HEROES LOSE

If Road Kill should defeat the heroes, they will escape into the crowd disguised as fans, and send their hovervan flying off as a diversion. The audience will pour into the city on a spree of destruction. The military and police will be assaulted first, then anyone else wearing a uniform as the rioters make their way to police stations and city hall. Many bloody confrontations could take place. Also the explosives, which Heavy Metal controls, could be set off destroying the auditorium and killing and injuring many.

Road Kill will be plotting more stops on "The Hostage Tour." Screech is looking into the possibility that the mind control might work over radio or television. This could lead to mind control cassettes, CDs, videos, etc.

- Damon Falmier was cheated on Road Kill's second tour, before they turned to crime. Now he wants revenge. Road Kill could attack the agency in their offices. The heroes could be requested to protect the agency (Falmier sent threats to the agency and thus the threat of Road Kill's appearance), or they may arrive after Road Kill has laid waste to the building. The heroes could have to deal with fire, unsound structure, trapped personnel, or hostages.
- Road Kill might invade a radio station to make use of the mind control or any other of Screech's inventions.
- Road Kill could get a fantastic lawyer who gets all of the charges against them dismissed or lessened on the basis that they were simply publicity stunts and they had no intention of any actual wrongdoing (this assumes that neither the Young Virile Teens nor anyone else were actually harmed in the scenarios). Once cleared of charges, the group would start a publicity campaign bashing the heroes in their songs, on their album covers, in Rolling Rock magazine, in interviews, etc. They would refer to the players as old, close-minded fascists who want to censor rock music and free expression everywhere. The group could become vigilantes or freedom fighters, striking targets that they see as oppressive. Perhaps they would even fight against certain other villains like King Cobra. Other rock groups and artists of all kinds may begin to support them, and if some of them had super powers, the characters might have a real problem on their hands.

- Argent Anarky, a European supervillain band (appearing in the upcoming European Enemies book) led by Chrome Dome, publicly challenges Road Kill both musically and in combat. This could be the beginning of a long rivalry between the two groups, and would endanger many innocent civilians (because both groups would want everything they do to be very public). Music television shows would be the starting place for this rivalry, but the two bands would eventually begin invading the others' concerts, and staging various things to try to show up or even physically destroy the other.

EXPERIENCE WITH ROAD KILL

Remember that villains get experience too. Road Kill will use their experience under the following guidelines.

Heavy Metal will increase his vocal abilities and try to "settle matters" with his father. This could lead to the buying off of one or both Hunteds.

The Axeman will try to overcome his claustrophobia and increase his skill with boxing and his guitar.

Screech and Sparks will tinker with their equipment, perhaps adding another gadget pool or some personal armor.

Ted's clouded mind might slowly return to normal. His Intelligence would increase and his capacity to speak would return. Or he could become even more of a monster, with his STR, CON and other physical Characteristics increasing.

Boomer will practice his martial arts and, with Screech's help, increase the abilities of his guitar.

Damon Falmier will increase his Contacts and Favors in the entertainment world.

THE ORIGINS OF ROAD KILL



Road Kill, the music group, was founded by Damon Falmier, a mediocre band manager who controlled the careers of mediocre musicians across the country. Falmier dreamed that maybe one day, one of these kids would earn him the riches and respect he believed he deserved. Then a stroke of luck landed Neal Basman in his lap.

Basman (Heavy Metal) was a runaway, living on the streets of New York, fleeing from an abusive father. Falmier met Basman outside of a small bar. Falmier was inside going over his listings and heard Basman outside singing. Basman's was the most incredible voice Falmier had ever heard. Even without training the boy had an extreme range — a side effect of his mutation.

Neal and his friend Mark Kowalski became the first members of what would become Road Kill. Searching through his notes, Falmier found some of his more talented charges — a Norwegian hard rocker named Kile Johnson (the Axeman), a blues bass player named Jack Brown (Boomer), and a drummer named Ted — and thus Road Kill was born.

Falmier then began styling the group, giving them their stage names and costumes, their group name — Road Kill, and their gimmicks. During concerts the Road Kill members flung flattened animals into the crowd.

The group began playing in small places at first, where Falmier believed they would be well-received, including high schools and bars (as mentioned in the first two adventures). Road Kill was successful, and after a few months of developing a cult following, Falmier arranged the group's first record deal. Their first single became a smash hit, and several music magazines labelled Road Kill as "the most promising new entry into the heavy metal field in years." Road Kill's first album "Blood on the Freeway" brought them major fame and fortune.

As they started their first tour, Falmier sent out plants to prepare towns for Road Kill. He spread rumors of Road Kill's success and started fads such as wearing 'coon skin hats and tying flattened squirrels and groundhogs to car antennas. Falmier also hired Cindy Jones (Sparks) as the group's lighting and special effects technician.

As they toured America, Road Kill's bad reputation grew. Parents were concerned for their children after hearing of what Road Kill did during concerts. PAR&R, People Against Rock and Roll, started a campaign against the band, stating that their antics were immoral and dangerous and their lyrics contained subliminal messages. Animal rights groups picketed outside the stadiums. Road Kill dismissed this, thinking all heavy metal bands received such treatment.

Their second album, "Detour to Death," was completed within their first year together. It was a huge success, and the band soon had the largest following in the metal field. Falmier set up Road Kill's second tour, but problems arose. Seeing Falmier as a loser, and wanting to buy Road Kill away from him, the booking agency cheated him on the second tour, twisting the contract which Falmier had not read carefully enough. Road Kill lost most of the profits for the tour. Though they were still millionaires, Falmier took the loss personally. Road Kill was his discovery, and no one else would use it. He could take no legal action, but he vowed to get even. Then several events occurred which would change the group forever.

Falmier insisted that Heavy Metal, with his incredible voice, receive full vocal training. His instructor was also impressed at the range of notes Heavy Metal could hit. While practicing in the sound room with the instructor Heavy Metal accidentally manifested the full force of his mutant power. His first sonic blast destroyed the sound room and seriously injured the instructor. The incident was covered up and the instructor paid off, but Road Kill knew the truth. Heavy Metal could now project devastating force blasts from his vocal chords as well as hitting the highest sopranos and the lowest bass. In addition to seeing a better vocalist for the group, Falmier started to see a chance for revenge.

The second event involved the band's drummer, Ted. Not an intelligent man to begin with, Ted began abusing drugs. It was soon after the second tour that Ted overdosed on some strange designer drug. He suffered massive brain damage and nearly died. In his present state, Ted cannot speak, although he seems to understand what is told to him. Several other effects of the drugs lingered as well. Ted's strength and stamina have increased phenomenally. His skin has toughened, making him virtually invulnerable. Screech has had to design special drums that can resist Ted's strength and ferocity for at least one concert.

The group realized that with all these new powers they could now achieve more than simple musical fame. They could experience greater thrills and do and take anything they wanted. They began working to round out the rest of the group.

Falmier designed a special guitar for the Axeman. It could be used as a weapon, appropriate for his Viking role, to smash things on stage. Screech then modified his keyboards into an array of weapons and special devices. Thus the group evolved beyond musicians.

The adventures presented in this module take place at this point in Road Kill's career. The group and Falmier are looking toward a criminal life as more satisfying than music. Heavy Metal, the Axeman and Screech, begin their criminal activities in the first adventure without Falmier's knowledge.

The group's values, again without Falmier's approval, turn against society in the following adventures, a trend that the group will stick with. They distrust all forms of government and authority, which is beginning to include their own manager.

Relations within Road Kill are no longer at their best. Heavy Metal, Axeman, and Screech have a strong friendship, but Heavy Metal and Axeman are great rivals despite their amity. Ted is a ticking time bomb waiting to go off. No one knows when he might explode and hurt someone in the group. Boomer is apart from the rest of Road Kill primarily because of his brooding. Only Screech and Sparks get along well with him. Sparks is in love with Screech. Their's is a tentative kind of love, and they date on and off, keeping the appearance of friendship. Heavy Metal, being the rude showoff that he is, intimidates Sparks. Damon Falmier, who once controlled the group firmly, now wonders if they're worth staying with. They may be the means for his vengeance, but since he has little control over them anymore, they might land him in jail. For now, his sense of vengeance is greater than his fear of incarceration.

It will become apparent that Road Kill will no longer be able to perform (legally) in public. Road Kill will then act in secret by criminal actions such as in "Crimes Against Music" or with illegal appearances such as "The Hostage Tour." They can also play in secret, performing again in small locations, perhaps under a false name, playing a few songs and spreading their anti-society message, then leaving before the police show up. Throughout all of this, they will use their persecuted status to inspire their fans. They intend to make their ideas known in the only way they know how — Rock n' Roll ...n' Violence.

HEAVY METAL					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	15	Overconfidence	
21	DEX	33	20	2x STUN from Ego attacks	
22	CON	24	20	Drug addiction	
15	BODY	5	10	Reputation (rock singer) 11-	
13	INT	3	15	DNPC: Damon Falmier 14-	
13	EGO	3	15	Hunted by the Superpowered	
30	PRE	20		Mercenaries 8-	
12	COM	1	15	Hunted by father 11-	
10	PD	8	10	Public ID	
10	ED	7	122	Villain Bonus	
4	SPD	19			
10	REC	6			
44	END	0			
34	STUN	0			
Cost	Powers			End	
75	Multipower (75 pt. reserve), Invisible to sight, not underwater or in vacuum (-1/2)				
15m	12d6 Energy Blast, 1/2 END			3	
5 m	4d6 Ego Attack, not vs. deaf or ear protection (-1/2)			4	
12 m	6d6 Energy Blast, NND, (Defense: deafness or ear protection)			6	
17	7d6 Energy Blast, Explosion, 4 Charges, OAF—flat animal bombs				
17	Darkness vs. sight, 5" radius, 4 Continuing Charges (1 Turn), Linked to 7d6 EB, OAF				
16	Armor (10 PD/6 ED), OIF-armored costume				
5	Superleap, +5" (7" total)			1	
Perks/Skills					
10	Wealthy				
7	Acrobatics 15-				
3	Streetwise 15-				
8	PS: Singer 17-				
5	PS: Guitar Player 14-				
5	KS: Rock Music 14-				
2	AK: New York 11-				
6	+2 Levels w/Multipower				
OCV: 7; DCV: 7; ECV: 4; Phases: 3, 6, 9, 12					
COSTS: Char Powers Total Disadv Base					
134 + 208 = 342 = 242 + 100					



Quote: "You see before you the lords of the new order of youth — an order that fascist oppressors like you don't fit into."

Personality: Heavy Metal is nothing but a scheming, selfish bully, showing off when he's ahead, running when faced with a real threat. He is a very angry young man, wanting to get back at a world he feels should be catering to him.

Powers: Heavy Metal's powers, his Songs of Oppression as he calls them, come from his mutated larynx, which allows him to alter his voice to extreme, even ultrasonic, levels. By altering the waves of his voice, he can cause a variety of sonic attacks from wide and painful to concentrated and deadly. When Heavy Metal makes his attacks, he often sings, fitting his attacks into lyrics he makes up on the spot. His general attack, the Song of Destruction, throws wide sound waves into a damaging force (12d6 EB). His second attack, the Song of Insanity, is a mental one (4d6 Ego Attack). His final vocal attack, the Moan of Death, is a concentrated assault against the nervous system (6d6 EB, NND). Heavy Metal also carries grenades styled in the group's trade mark — flattened animals. These critter crepes detonate and generate dark smoke to cove an escape.

In combat, Heavy Metal is a performer. His comments, rude behavior, and singing act to distract heroes. He prances around stage antagonizing heroes into attacking recklessly, then will dodge or roll with the attack. He then feigns cowardice and surprise attacks the hero when they are off guard.

Appearance: Heavy Metal stands 6 feet tall, weighs 182, and is 20 years old. His eyes are hazel, and his hair is cut into a red and white mohawk. He also wears war paint on his cheeks and nose. Looking like a post-apocalyptic warrior, Heavy Metal wears black leather clothing and boots, chemically treated to resist damage.

Background: Born in New Jersey, Neal Basman was a young punk, spoiled by his mother. After his mother died, he discovered his father's true disgust for him. Carl Basman, a wealthy but alcoholic businessman, did not approve of his son's obsession with songwriting. He considered Neal nothing more than a lazy brat.

One day when Neal was fourteen, his life changed. His father was yelling at him once again for being lazy, but this time Neal yelled back. The force of his voice nearly killed his father. Though he did not realize it, Neal's mutant power had momentarily burst free in that second of anger. Afraid and confused, Neal ran, leaving the state in order to lose himself in Manhattan.

While making a living as a sidewalk singer, Neal met Mark Kowalski (Screech), who soon became his best friend. Mark introduced Neal to the evil of drugs and to his black market friends who could get him plenty. Neal became a thief to support his habit. Hunted by the police, Neal began to move around from place to place. Then he was discovered by Damon Falmier. Falmier made Neal the lead singer of his new conception, Road Kill, and gave him the name of Heavy Metal.

SCREECH				
Val	Char	Cost	100+	Disadvantages
10	STR	0	20	In love with Sparks (common, total)
20	DEX	30		
13	CON	0	10	Trusting (common)
10	BODY	0	20	Normal Characteristic Maxima
20	INT	10	10	Reputation (rock musician) 11-
18	EGO	16	10	Public ID
10	PRE	0	126	Villain Bonus
18	COM	4		
8	PD	6		
7	ED	4		
3	SPD	0		
6	REC	2		
30	END	2		
25	STUN	3		

Cost	Powers	End
12	END Reserve (90 END, 9 REC), requires electric outlet to recover (-2), powers 75 pt Multipower & Gadget Pool	
30	Multipower (75 pt reserve), OAF — (Bulky) stage keyboards	
3 u	4d6 Energy Blast, Autofire, NND (Def: deafness or ear protection)	7
6 m	6d6 Energy Blast, Penetrating, Cone Area	7
3 u	6d6 Entangle (6 DEF), Entangle & Character Both Take Damage, not vs. deafness or ear protection (-½)	7
2 m	Darkness vs. hearing, 3" radius	3
6 u	Force Field (30 PD/30 ED)	6
26	Gadget Pool (60 pts), only sound related effects, only changes between adventures, OAF, Bulky	
5	END Reserve (60 END, 9 REC), requires electric outlet to recover (-2), powers 52 pt Multipower	
26	Multipower (52 pt reserve), OAF-portable keyboard	
2 u	Force field (15 PD/10 ED), Usable by Others (both), Ranged	5
5 m	7d6 Energy Blast, Armor Piercing	5
2 u	4d6 Energy Blast, Explosion, NND (Def: deafness or ear protection)	5
2 u	Spatial Awareness	
18	Gadget Pool (30 pts), only sound related effects, OAF-portable keyboard	
Skills/Talents/Perks		
10	Eidetic Memory	
3	Speed Reading	
5	Gadgeteering 14-	
9	Inventor 16-	
9	Computer Programming 16-	
3	Electronics 11-	
3	Mechanics 11-	
3	Streetwise 11-	
8	PS: Keyboard Player 17-	
6	KS: Music 15-	
10	+2 Levels w/ Multipowers	
2	Contact: Black market 11-	

OCV: 7; DCV: 7; ECV: 6; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv	Base
	77	+ 219	= 296	= 196	+ 100

Background: Mark Kowalski was the son of a well-paid New York prostitute. Not knowing what his mother did, Mark wandered the streets of New York during the days while his mother slept. Here he made connections with the black market. Mark used his innocent appearance to help ferry their stolen goods. The youth realized that what he was doing was against the law, but he was paid with stereos, televisions, and other high-tech electronics, which kept him happy.

Though Mark was a high school drop-out, his mother insisted that he continue studying at home. He was tutored and taught to play the piano. Mark proved to have a genius potential far beyond the school he attended. He also became a skilled keyboardist. A speed reader with photographic memory, he soon took an interest in large technical manuals, and by the time he turned sixteen, he was highly proficient in mechanical and electrical engineering. With computers and keyboards from the black market, Mark built himself a large music system.

Being much a follower, Mark fell in with Neal Basman (Heavy Metal) and the two pursued their common interest in music. Their friendship was such that, when Damon Falmier offered Neal stardom, he refused unless Mark could join him. Thus Mark became Screech, keyboardist of Road Kill.

Quote: "The keys to your doom are right here at my fingertips."

Personality: Screech is curious, quiet, and unobtrusive outside of Road Kill's activities. Between "gigs" he immerses himself in his gadgetry. He is also rather trusting of and loyal to his friends.



Powers: Screech's powers are in his keyboards. His most powerful weaponry is in his stage keyboard but it is too bulky to take on field missions and requires extensive setup. It normally includes ultra-low sonic eruptions (8d6 Penetrating EB), a "dance inducer" (6d6 Entangle), which causes its target to thrash uncontrollably, a sound deadening background noise (3" Darkness), and a strafing sonic attack (6d6 NND) as well as a number of other sound related powers specially designed for each "performance" (Gadget Pool). His portable keyboard is a less powerful unit but can be taken anywhere. Its functions include a focussed sound wave projector (7d6 EB), a burst of stunning sound (4d6 EB), and passive sonar. It too has a small bank of adjustable effects (Gadget Pool). All powers are activated by playing musical notes.

In combat, Screech is the team player of Road Kill. While the other members showboat their powers and talents, Screech covers them with his powers. His keyboards are described in his character stats as they will be set up when the heroes first encounter Screech. After that, Screech will modify his keyboards to exploit the heroes' weaknesses.

Appearance: Screech is 5' 11" tall and weighs 169 pounds. He has curly auburn hair and blue eyes. He wears dark glasses and a white suit adorned with a keyboard design.



Background: Guitar player Kile Johanson of Scandinavia dreamed of singing in a rock band. Touring pointlessly throughout Great Britain with no-name bands and seeing his life going nowhere, Kile made a decision — a decision that blossomed into tragedy.

Dissatisfied with his manager, James Down, Kile confronted him. When Down brushed him off, anger overcame Kile. Kile had brought along his only possession of great value — an authentic Viking axe, used by his ancestors in Viking raids on England — to merely threaten his manager. Down, fearful of his life, pulled out a gun. But Down was too slow. Kile left the room running from the murder he had just committed.

Kile was soon caught and imprisoned in a juvenile facility. There he learned to defend himself and discovered his fear of confined spaces after serving time in solitary confinement. Desperate to get away, Kile killed a guard and climbed the fence and ran.

Luck was with him, as he managed to elude pursuit and began stealing what he needed to survive. He finally stole away on a ship that took him to the United States where, he'd heard, all European rock stars were welcome.

Kile's dream of the new world was quickly dashed. Though he had changed his name to Kile Smythe and thrown off the authorities, he fell into the same rut as in England — associating with a low-life manager named Damon Falmier who started him touring again with no-name bands. Kile was about to leave this manager as well when Falmier proposed an idea to him. Kile saw his chance to prove his talents to the rest of the world and agreed to become the Axeman — lead guitarist of Road Kill.

Quote: "I let my music speak for me." (followed by a loud, screeching guitar rift)

Personality: The Axeman is a rebel, violent in nature, always angry at anyone who offends him in the least way. He is quick to make decisions, good or bad, and stick to them. He is also proud of his Norse heritage.

THE AXEMAN					
Val	Char	Cost	100+	Disadvantages	
25	STR	15	15	Claustrophobia (uncommon, total)	
20	DEX	30			
25	CON	30	10	Enraged in combat 11-, Recovers 11-	
15	BODY	10			
10	INT	0	10	Distinctive Features: Extremely violent behavior (concealable)	
10	EGO	0			
20	PRE	10	10	Reputation (rock musician) 11-	
14	COM	2	15	Hunted by European Police (More powerful, NCI, Limited area) 8-	
12	PD	7			
10	ED	7			
4	SPD	10	10	Public ID	
10	REC	0	52	Villain Bonus	
50	END	0			
41	STUN	0			
Cost	Powers			End	
22	2d6 HKA, Armor Piercing (3d6 w/ STR), OAF — guitar			4 (5)	
6	+4d6 HA, OAF — guitar			1	
8	2d6 INT Drain (returns 5/Turn), Ranged, 8 Charges, not vs. deaf or ear protection (-1/2), OAF			3	
10	Missile Deflection (all ranged), OAF-guitar				
22	Boxing Package				
	Maneuver	OCV	DCV	Damage	
	Jab	+1	+3	+0 (5d6 total)	
	Hook	-2	+1	+4d6 (9d6 total)	
	Block	+2	+2	Block	
	Clinch	-1	-1	+10 STR to Hold	
	Cross	0	+2	+2d6 (7d6 total)	
4	+2" Running (8" total)			2	
	Skills				
3	Stealth 13-				
5	PS: Guitar Player 14-				
7	PS: Rock Music 16-				
2	KS: Viking Legends 11-				
6	+2 Levels w/Multipower				
6	+2 Levels w/Boxing				
OCV: 7; DCV: 7; ECV: 3; Phases: 3, 6, 9, 12					
COSTS:	Char	Powers	Total	Disadv	Base
	121	+ 101	= 222	= 122	+ 100

Powers/Tactics: The Axeman wields a special, bright red guitar that Falmier had Screech design. The Axeman has named it the Singing Blade. Its titanium housing and well insulated interior allow the Axeman to use it violently, chopping up a multitude of props during concerts without harming the components of the guitar. The flat edge of the heavy instrument also makes a powerful club. Upon Road Kill's turn to crime, Screech also installed a Disorienting device which operates by playing certain chords, confusing his target for several seconds. Lastly, the Axeman has found that the titanium casing makes an excellent shield.

In combat, the Axeman plays his role of a Viking to the hilt. He runs about the stage, howling at the top of his lungs, smashing things with his guitar. This stage persona has carried over into his criminal life. He will use mainly the blade and the blunt side of his guitar whenever possible, resorting to his other attacks if these prove ineffective.

Appearance: Axeman is twenty years old, stands 6' 2" tall and weighs 179 pounds. His eyes and long braided hair are brown. His costume is styled after a 9th century Viking warrior — leather coat, breeches, and boots, a horned helmet, etc. His shining guitar is shaped like a large single-bladed axe.

TED					
Val	Char	Cost	100+	Disadvantages	
50	STR	40	30	Berserk when frustrated (common) 14-, 8-	
23	DEX	39		Cannot speak (All the time, Fully)	
30	CON	40	25		
18	BODY	16		Dependence: Special drug (uncommon), 3d6/day	
5	INT	-5	5		
4	EGO	-12		Distinctive Features: Maniacal (Concealable, Always noticed)	
20	PRE	10	15	Reputation (rock musician) 11-	
8	COM	-1		Public ID	
18	PD	8	10	Villain Bonus	
10	ED	4	10		
4	SPD	7	25		
18	REC	4			
70	END	5			
63	STUN	5			
Cost	Powers			End	
12	½ END w/ STR			2	
14	Damage Resistance (18 PD/10 ED)				
5	Lack of Weakness (5 pts)				
8	+4" Running (10" total)			2	
	Skills				
6	PS: Drummer 15-				
15	+3 Levels w/ H-to-H combat				
OCV: 8; DCV: 8; ECV: 1; Phases: 3, 6, 9, 12					
COSTS: Char Powers Total Disadv. Base					
160 + 60 = 220 = 120 + 100					

Background: Ted's background and place of birth are unknown, though his full name, Ted Granger, is known by Damon Falmier. His early life obviously included much abuse of drugs. Ted tended to party all the time, ignoring school, and was eventually thrown out of his home. He started wandering state to state, playing with many small bands, and becoming more and more devastated by drugs. His agent, Damon Falmier, finally connected him with Road Kill.

Ted took advantage of Screech's black market connections and soon suffered an overdose of various drugs, resulting in his extraordinary powers and the destruction of his mind. Although Road Kill is happier with the new Ted, Ted is not. Constant pain runs throughout his body's muscles and nerves.

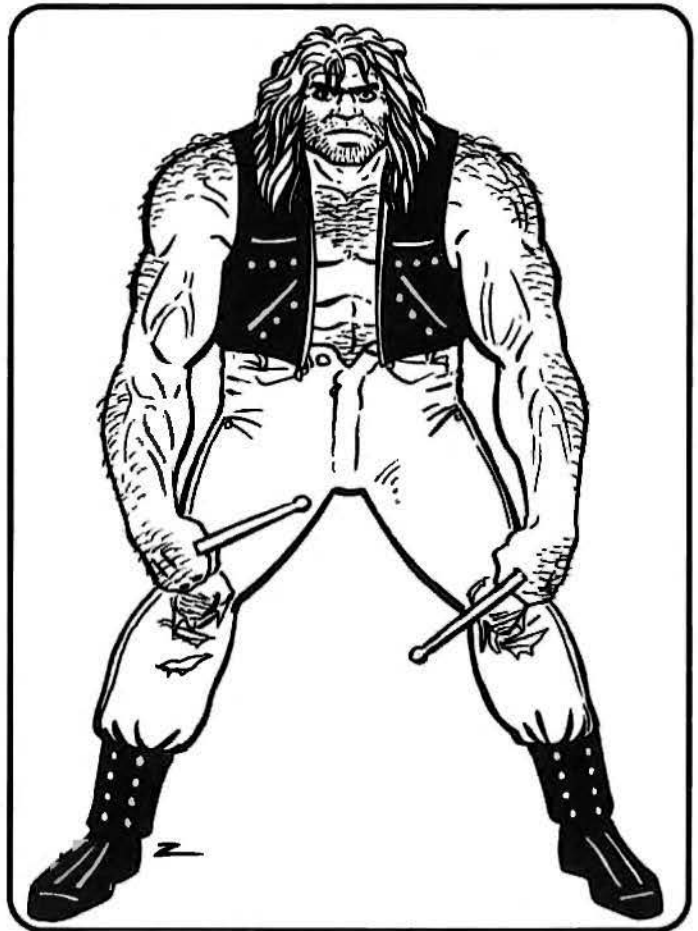
Quote: Nothing. (Ted does not speak.)

Personality: One might say that Ted has violent mood swings except there is no normalcy, only the extremes. He either sits ominously quiet or he's in a frenzied rage behind his drums or in combat.

Powers/Tactics: Ted's strength, speed, and stamina are extraordinary. He is a physical dynamo. His flesh is like armor, and he is nearly impervious to physical attack.

In combat Ted is maniacal. He goes crazy when frustrated — and almost everything frustrates him. His tactics are simple since he is mindless — he bashes his target until it doesn't move anymore, then he moves to the next.

Appearance: Ted stands 6' 4" tall and weighs 280 pounds. His eyes are brown and his wild, shoulder-length hair is black and sprouts like a mane. He has a distant look in his eyes. His face is always half shaven. He wears blue jeans, leather boots, and a black leather vest. He acts like a monster, hunched over, panting loudly, staring evilly. His hands are clenched at his sides, and his muscles bulge.



BOOMER					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	20	2x STUN from EGO Attacks	
24	DEX	42	10	Enraged when fighting VIPER, 11-, recovers 8-	
15	CON	10	10	Code against killing (common)	
12	BODY	4	10	Reputation (rock musician) 11-	
16	INT	6	20	Hunted by Viper 11-	
10	EGO	0	10	Public ID	
15	PRE	5	97	Villain Bonus	
12	COM	1			
10	PD	6			
10	ED	7			
5	SPD	16			
13	REC	12			
60	END	15			
40	STUN	10			
Cost	Powers		End		
37	Multipower (75 pt reserve), OAF — guitar, 16 charges				
5m	7d6 Energy Blast, Explosion		5		
1u	2d6 RKA, No Range, Damage Shield, Persistent, only on guitar (-2), not vs. insulated costumes (-1/2)		0		
5m	4d6 Flash sight & hearing		5		
21	Ninjitsu Package				
	Maneuver	OCV	DCV	Damage	
	Strike	0	+2	+2d6 (6d6 total)	
	Back Kick	+1	+3	+0 (4d6 total)	
	Nerve Pinch	-1	+1	2d6 NND	
	Escape	0	0	+15 STR vs. Grab	
	Chop	-2	0	1/2d6 HKA (1d6 w/ STR)	
10	Missile Deflection, all ranged attacks, OAF-guitar				
6	+3" Running (9" total)		2		
Skills/Talents					
10	Find Weakness w/ 7d6 EB 11-				
3	Stealth 14-				
3	Security Systems 12-				
3	Streetwise 12-				
3	Computer Programming 12-				
3	Electronics 11-				
7	PS: Bass Guitarist 16-				
2	KS: Rock Music 11-				
2	KS: Viper 11-				
2	KS: Ninjitsu 11-				
1	Japanese (basic conversation)				
9	+3 Levels w/ Martial Arts				
OCV: 8; DCV: 8; ECV: 3; Phases: 3, 5, 8, 10, 12					
COSTS:					
	Char	Powers	Total	Disadv.	Base
	144	+ 133	= 277	= 177	+ 100

Background: Before Jack Brown became a bass player, he got whatever he needed as a member of a Chicago street gang. He was uneasy with this life though, and left to join a small band of friends traveling the country and playing music. Jack is normally a quiet, even-tempered man. However, he was shattered one day when his girlfriend, band member Ali Stokes, was killed when a van full of VIPER agents ran the band's vehicle off the road where it rolled and exploded. Jack was following the van in his pickup. He now blames himself for her death and no longer bothers trying to live a good life.

Finding out about the VIPER agents from the authorities, Jack craved revenge. His earlier criminal life allowed him to join VIPER. He became a model VIPER agent while waiting for the perfect opportunity to carry out his revenge. When VIPER tested a new, experimental weapon, a Sonic Field Projector (SFP). Jack substituted himself for one of the agents guarding the project, then stole it, killing everyone who stood in his way.

Without a band or much motivation to do anything else, Jack returned to a life of crime. Using the SFP device, he robbed three banks, but was eventually caught. Before his arrest, however, he managed to hide the SFP device.

Because it was his first offense, Jack was paroled one year later for good behavior. He recovered his hidden SFP device and was soon contacted by his former agent, Damon Falmier, who seemed to have a deal for him. He wanted Jack to become Boomer, a bass player for Road Kill.

Quote: "This is jammin', man."

Personality: Boomer is quiet and reserved. He is level-headed and seems to be unaffected by most circumstances, though deep inside he grieves for the loss of Ali and his other friends.

Powers/Tactics: Boomer's powers lie within his bass guitar, specially designed by Screech. His SFP device, which can project a deafening sonic explosion of variable range and power, has been installed into the instrument. As a protective measure, it delivers an electric jolt to anyone who touches it who is not wearing insulated gloves. The glossy, black, chemically treated surface of the guitar is also designed to reflect and magnify light. With a little wrist action, Boomer can temporarily blind and deafen an opponent.

As a VIPER agent, Boomer was trained in ninjitsu. His uncanny natural agility make martial arts and missile dodging easy.

In combat, Boomer can either stand and fight with Heavy Metal, attacking at will where needed, or preferably, he will fight a hide and seek battle, hiding from the heroes and attempting to attack by surprise.

Appearance: Boomer is 6' 1" tall, weighs 189 pounds and is twenty four years old. He has medium-length, black hair styled in an afro and has brown eyes always hidden behind dark shades. He wears a costume of bright red and black featuring a military style vest.



SPARKS					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	10	Kleptomaniac (common)	
18	DEX	24	20	Normal Characteristic Maxima	
12	CON	4	20	Hunted by the police	
9	BODY	-2		(more powerful, NCI) 8-	
18	INT	8	20	Hunted by FBI	
10	EGO	0		(more powerful, NCI) 8-	
10	PRE	0	10	Public ID	
16	COM	3			
6	PD	4			
5	ED	3			
3	SPD	2			
5	REC	1			
38	END	7			
26	STUN	6			
Cost	Powers				End
6	END Reserve (80, REC 9/Turn), requires electric outlet to recover (-2), powers 60 pt Multipower & Gadget Pool				
30	Multipower (60 pt Reserve), OIF, Bulky-effects console,				
6 m	6d6 Flash, sight				6
4 m	2d6 Ranged Killing Attack, Autofire				4
4 m	8d6 Energy Blast, Explosion, only on stage (-1)				6
5 m	Darkness to sight, 4" Radius, Personal Immunity				5
1 u	Images, sight, 4" Radius, -4 to Perception Rolls				3
1 u	Spatial Awareness				
30	Gadget Pool (50 pts), OIF-console, Bulky, only stage show related effects				
Skills/Talents					
5	1d6 Luck				
7	Electronics 13-				
3	Mechanics 11-				
3	Seduction 11-				
10	+2 Levels w/ Multipower				
OCV: 6; DCV: 6; ECV: 3; Phases: 4, 8, 12					
COSTS:					
	Char	Powers	Total	Disadv.	Base
	60	+	115	=	175
				=	75
				+	100

Personality: Growing up on the streets of New York has given Sparks a hard edge, and she can be as tough as any other member of the group. She does have a side that wishes for the more normal life of dating, careers, marriage, etc., but that only shows around people that she is very close to and that she doesn't worry about keeping up her "image" with.

Powers: Sparks uses control boards to activate equipment around the stage. Her equipment includes weapons, traps and more conventional effects gear. Spark's stage show usually includes strobe lights (6d6 Flash), laser lights (2d6 RKA), pyrotechnics (8d6 Explosive EB), smoke machine (Darkness), imager generators (Images), image enhancing scanners (Spatial Awareness), and a number of new or specially designed devices (Gadget Pool).

In a fight, Sparks is an offstage member of Road Kill. She often uses her equipment to back the group up when they're in trouble and cover their escape when necessary.

Appearance: Sparks stands 5' 3", weighs 99 pounds and is 19 years old. She has long, red hair and green eyes. She has no standard costume, preferring to change outfits often.



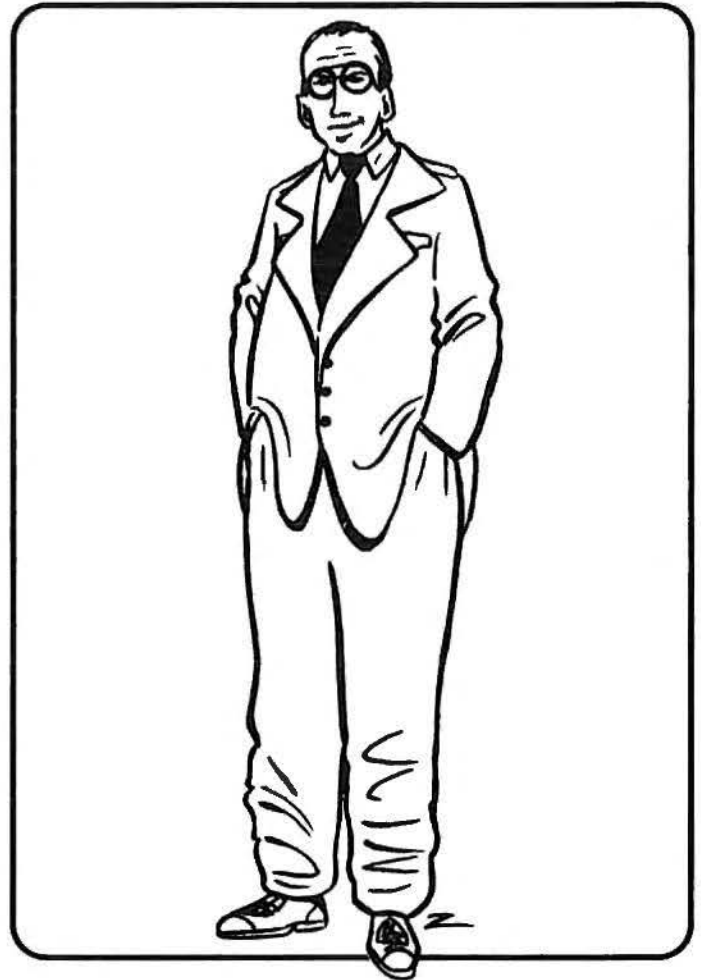
Background: Cindy Jones was a street punk much like Heavy Metal, roaming the streets of New York, and making money how and when she could. The turning point in her life was the day she went to see a Road Kill concert. She loved the band's show, particularly the high-tech instruments and lights show. When she began corresponding with Screech, he found her to be highly knowledgeable in wiring and electronics. Eventually he asked her to help the group with their shows. When the group turned to crime, she became Sparks, special effects technician of Road Kill. Under Screech's tutelage, many of her arrangements are masterpieces of effect that highlight Road Kill's performances.

Quote: "Forget it jerk, I work with Road Kill, and we're the coolest thing there is."

DON FALMIER						
Val	Char	Cost	50+	Disadvantages		
10	STR	0	10	Vengeful (common)		
12	DEX	6	20	Normal Characteristic Maxima		
12	CON	4				
11	BODY	2				
13	INT	3				
10	EGO	0				
10	PRE	0				
8	COM	-1				
4	PD	2				
3	ED	1				
2	SPD	0				
6	REC	4				
20	END	0				
21	STUN	1				
Cost		Powers		End		
8	1d6+1 RKA, 8 Charges, OAF — pistol					
Skills/Perks						
5	1d6 Luck					
10	Contacts (5 music producers)					
8	Favors (4 record producers, 4 Lawyers)					
3	Streetwise 11-					
7	Bureaucratics 13-					
6	AK New York & Los Angeles 12-					
5	PS: Manager 14-					
3	KS: Music Industry 12-					
3	KS: Accounting 12-					
OCV: 4; DCV: 4; ECV: 3; Phases: 6, 12						
COSTS:		Char	Powers	Total	Disadv.	Base
		22	+ 58	= 80	= 30	+ 50

Background: Damon Falmier was a nobody. He tried to make it big as a music agent but apparently didn't have what it took. He did much of his work from a bar stool, studying his listings, sending groups here and there, getting them their "big break" in small bars and clubs. It was at a bar that Damon heard a young man singing outside in the street. The boy was Neal Basman. Damon struck upon an alcohol-induced idea and approached the boy, asking him to become Heavy Metal, lead singer of a new rock group. He then proceeded to form the rest of Road Kill from a few of his more unusual, unstable, or stagnant musicians. By chance (obviously not through talent of his own) his creation became a multi-million dollar success and has made him a very rich man; however, the heat generated by Road Kill's criminal activities is becoming too uncomfortable, and Damon is thinking of getting out before he is implicated.

Not a combat-oriented member of Road Kill, Falmier attends most concerts but has been absent more and more often during Road Kill's criminal charades. He carries a gun and can use it, but he generally lets the band cause a distraction and runs for safety. When at a concert, he can be found backstage with Sparks.



Quote: "You boys are going to make it really big someday — I can feel it."

Personality: Damon Falmier is slick. Unfortunately, there are those out there, particularly in the music business, who are slicker. Damon would have liked to have been a big time music agent, but before Road Kill came along, he never managed to find the right talent. Now that he has found his ticket to fame, he has become somewhat arrogant — which has caused him to make more than a few mistakes.

Appearance: Falmier is 5' 9", 182 pounds, has thinning, brown hair and brown eyes. He is forty-one years old and always wears a business suit, brown, unkempt, and usually in need of washing.

ROADIE ROBOTS						
Val	Char	Cost	75+	Disadvantages		
20	STR	10	10	2x BODY from electrical attacks		
10	DEX	0	15	Berserk after taking BODY from		
15	CON	10		electrical attacks, 8-, recovers 8-		
12	BODY	4	35	Villain Bonus		
7	INT	-3				
0	EGO	0				
10	PRE	0				
8	COM	-1				
20	PD	16				
5	ED	2				
3	SPD	10				
8	REC	2				
0	END	-30				
0	STUN	0				
Cost		Powers		End		
10	0 END w/ STR					
60	Automaton, Takes no STUN					
15	+3 Levels w/ H2H combat					
30	Full Life Support					
OCV: 3; DCV: 3; ECV: 0; Phases: 4, 8, 12						
COSTS:		Char	Powers	Total	Disadv.	Base
		20	+	115	=	135
					=	60
					+	75

ROAD KILL HOVERVAN							
Val	Char	Cost	Disadvantages				
40	STR	5*	10	Distinctive Features			
10	DEF	24		(concealable, noticed)			
18	BODY	3*	20	Hunted by police			
15	DEX	15		(more powerful, NCI) 8-			
4	SPD	15	10	Public ID			
*Characteristics from size already figured in.							
Cost		Size					
25	3.2 x 1.6 (5 hexes/2.5 interior), 3.2 ton, -3 DCV, -5" KB						
Movement							
33	24" Ground movement, x4 noncombat (96"/Phase, 384"/Turn), Limited Maneuverability						
40	20" Flight, x8 noncombat (160"/Phase, 640"/Turn), Limited Maneuverability						
Powers							
26	3d6 RKA, 16 Charges, OIF, Same Horizontal Level						
10	Radar Sense, OIF						
OCV: 5; DCV: 2; Phases: 3, 6, 9, 12							
COSTS:		Char	Powers	Disadv.	Total		
		62	+	134	-	40	
						=	196

Every rock band has roadies to do all of the moving and setting up. To fit Road Kill's need for super Roadies, strong and unquestioning, Screech designed humanoid robots to do the job. These robots are super strong and often assist Road Kill in combat.

Each Roadie is 6' 6" tall and wears jeans and a black tee-shirt with "ROAD KILL ROADIE" printed across the chest. Pasty makeup and wigs make sure that they pass as humans at a distance.

Road Kill's preferred means of transportation is their customized hovervan. This high-tech, specially-designed vehicle was built by Screech and some of the best engineers Road Kill's money could buy. Built specifically with Road Kill's criminal activities in mind, the hovervan is equipped with electromagnetic drive which provides high speed flight. The hovervan also has reinforced body, a turreted pulse laser and sophisticated onboard radar.

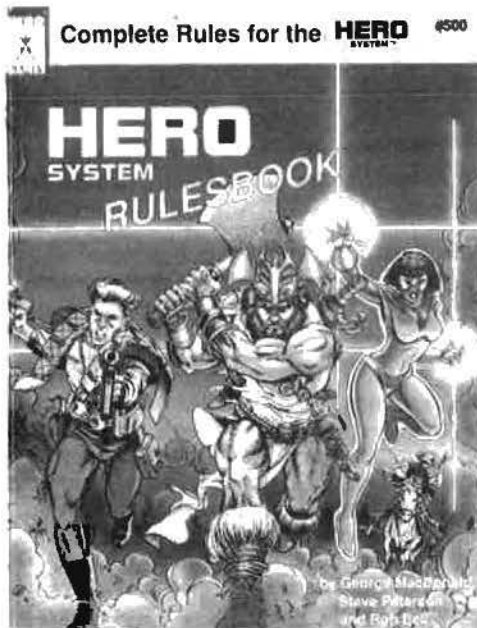
Screech will often use the Gadget Pool of his portable keyboard to build a remote control for the hovervan. With this control he can use the hovervan as a diversion or fly it in to pick up Road Kill as they make their escape.

HERO System™

The HERO System is the original universal role playing system, and has been extensively revised and improved. The HERO System is intended to be intuitive — that is, all the rules follow from a few simple guidelines. It is generic in that it can be used to play in any role playing setting.

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Campaign Books

Campaign books are designed to complement the HERO system. Each book deals with a specific genre and provides enough information for complete role playing in that genre. The most successful example of a Campaign Book is *Champions* which has spawned its own sub-series of support materials.

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most major Fantasy Role Playing systems to enable players to use other products with their *Fantasy Hero (FH)* characters. Top it all off with new ready-to-run scenario ideas and *FH* becomes a must-buy for any fantasy fan.

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dirty scoundrel along the bar to us-style combat and character genera-

tion are explained, as well as how to create a western campaign. In addition, *Western Hero* describes in great detail both the historical and fictional West. The places, the events, the guns and equipment, and the legendary figures of the West themselves: BILLY THE KID, WILD BILL HICOCK, CALAMITY JANE and all the rest are presented.

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Champions hardcover

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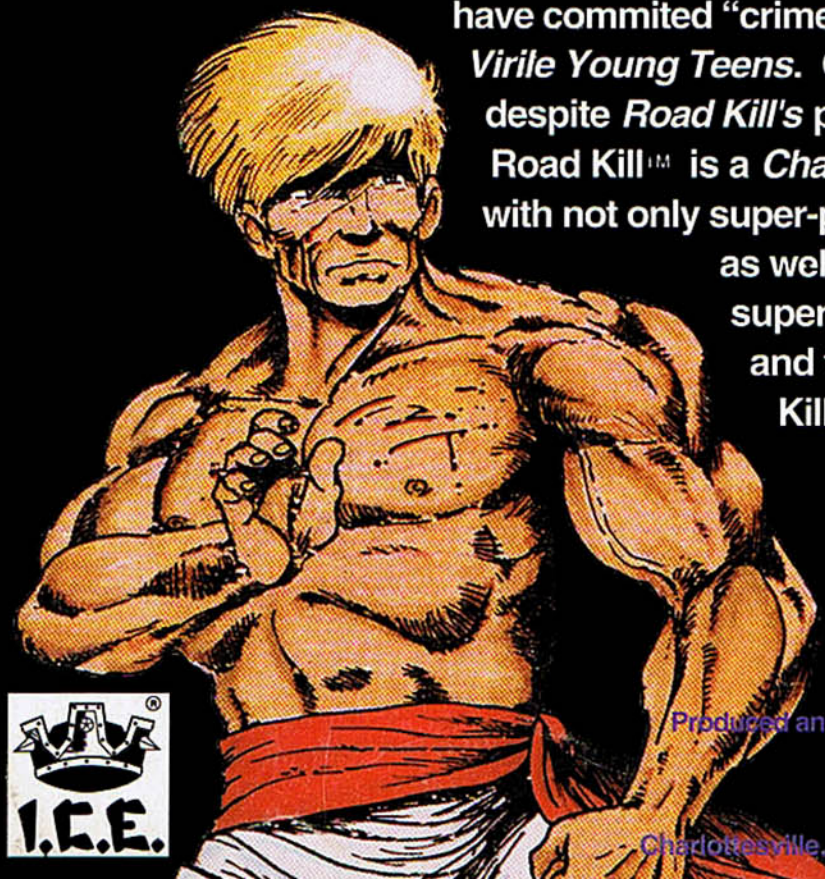
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