

Astounding Adventures!

MAGAZINE

Scenario Book #2 For ***ASTOUNDING TALES!***

By
Howard "The Masked Avenger" Whitehouse
With Conversions For
Other Pulp Gaming Systems

Featuring In This Issue –
Claws of The Cat Goddess

By Brian L. "Mirbane The Butler" Foust

With Three More Knife-Edged Stories By

Alan Hamilton

Richard Alan Spas

&

Howard "Masked Avenger" Whitehouse

Published By
The
Virtual
Armchair
General
Patrick R. Wilson, Editor-In-Chief

Astounding Adventures! Issue #2

By Howard Whitehouse, Et Al

Layout, Covers, Editing, & Major Surgery by Patrick R. Wilson

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Adventurously Printed by 360 Digital Books (info@360digitalbooks.com)

First Printing February, 2010



² Astounding Adventures!

MAGAZINE

Issue #2

Introduction

I was surprised when the head Sherpa brought me a package of documents from my old friend Patrick Wilson. I'd been expecting the rest of the delivery – mostly a crate of 12 year old Scotch, a hamper from Fortnum's, and a box of Eric Ambler novels – but word from Patrick was both unexpected and welcome. I didn't know he knew where to find me; I didn't hole up in this monastery in Bhutan for my health, if you know what I mean.

The package contained the completed draft of *Astounding Adventures #2*. My heart leapt. Pouring four fingers of the *Laphroig* into a brass ceremonial goblet, I eagerly ran through the pages. I'd almost given up on seeing AA#2. Between the machinations of Frank Nitti's Chicago outfit, the problems with those weird, slack-jawed New England coastal folk, and Patrick's experimental (and cut-price) eye surgery in Bolivia, I wasn't sure it would ever see the light of day. Plus, I'd been busy myself after the whole Nicaraguan deal went down (I *told* my pal Augusto not to go to dinner with that rat Somoza) and I had not seen fit to bother Patrick with wire messages from every seedy port where a tramp steamer washed me up.

So, what's in *Astounding Adventures #2*?

The Claws of the Cat Goddess by Brian L. Foust aka "Mirbane the Butler." Hey, we have a jungle island with a whole bunch of gorgeous women who transform into cats. What's not to like? Well, aside from the human sacrifices and the giant rats, you mean?

Do you remember when your mom told you not to hang around the Amazon priestesses, but look for a nice girl who can cook? You'll find out why in this thrilling adventure.

Gimbals Gillespie and The Island of Terror by Alan Hamilton. Alan's an old-timer with *Astounding Tales!* – you may recall his previous *Gimbals Gillespie* story in AA#1. This one also has a tropical island setting, but now we have Nazi archaeologists and killer octopuses. Completely different, as you'll recognize.

The Bride of The Mummy's Curse by Richard Alan Spas. This one's a three-reeler, taking us from New York to Hong Kong to Cairo to another of those damned islands. There's mummies and more *&^#@% Nazis. I hate Nazis. Also there are Chinese smugglers, and a completely different flavor of cultists. At one point the author requests that we come up with "some sort of digging machine for the Nazis." You gotta like that!

A Fête Worse than Death, by myself. I had wanted to write a scenario in the British "Boy's Own" tradition, with jolly good chaps racing around the green and leafy countryside in finely-tuned roadsters, and not much in the way of gunplay. Instead, you get to fight cultists and Bolsheviks with theatrical prop swords, golf clubs and large pieces of pottery. This game was a big hit at Cold Wars a year or so ago.

Applying Other Game Systems To Astounding Adventures! Scenarios by Buck Surdu, Kurt Hummitsch, and David Drage. This is pretty neat. I am aware that some deadbeats (sorry, "gaming enthusiasts") are prone to play their Pulp games using other sets of rules. Yup. Apparently you can play Pulp games without ever cracking a copy of *Astounding Tales!* Now, we



Purported recent photo of the elusive Mr. Whitehouse taken using a secret two-way wrist camera by an undercover G-Man at time of the mysterious discovery of extensive Anasazi ruins two miles outside Luton, England.

could take our toys and go home, but since we are swell fellas, we asked three experts to adjust some of the key details of AT2! To fit in with *Rugged Adventures*, *.45 Adventure* and *To Be Continued* by G.A.S.L.I.G.H.T.

Anyway, that's it. No decoder rings, no letters from high school kids in Omaha, no promises about what might be in the next issue.

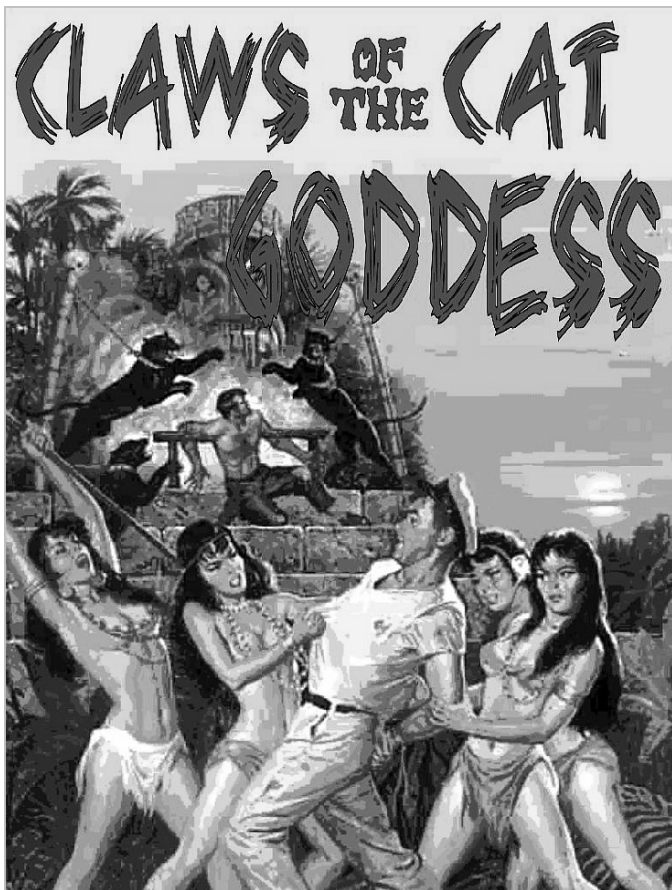
But there will be one. I just can't say what'll be in it.

Unless you buy me a drink, in which case I'll tell you everything.

Howard "The Masked Avenger"
Whitehouse, August, 1937

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Scenario and Original Graphics by
 Brian L. Foust
 a.k.a. "Mirbane the Butler"

Player Information:

The Island of Sao Gato

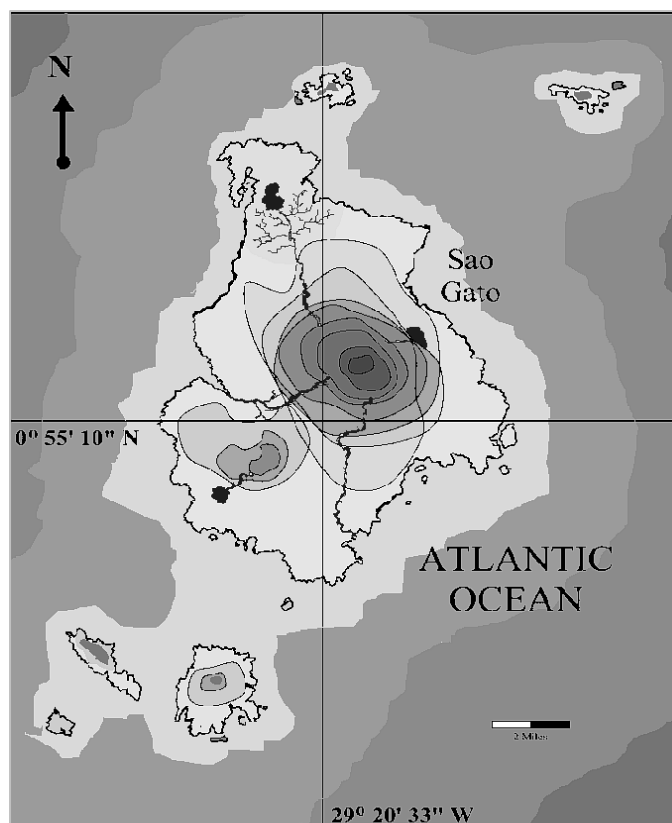
The island of Sao Gato is approximately 65 square miles and located some 700 miles off the coast of Brazil near the equator.

The island was first noted in 1928 by a crewman on the German passenger airship *Gazbutel* when, en route to Brazil, it was forced to alter its course due to storms in the area. The tiny, insignificant island was noted only in passing, as it had not previously appeared on any navigation charts. The next year it appeared on the navi-

gational charts of the Zeppelin Company but only as a reference point in the event of an airship being forced to rely on visual navigation. It wasn't until three years later that anyone ever got around to actually visiting Sao Gato.

In 1932 the Duggan Mining Company's Brazilian gold mining operation came under investigation by the government for failure to report all of the ore that it had exported from the country. Fearing that their time in Brazil was coming to an end, the Duggan Company decided to send a survey crew to the Island of Sao Gato to determine if any mining opportunities existed on the tiny volcanic island, unknowing that the Brazilians had already laid claim to it.

Topographic Survey Map of Sao Gato



Characters

When creating employees of the Duggan Mining Company keep in mind that Duggan is a civilian merchant organization, therefore weaponry would consist of ordinance available to civilians: pistols, rifles, shotguns and perhaps a few “black market” submachine guns (alas no bazookas or flame throwers). However since Duggan is a mining operation, dynamite (and the knowledge of how to use it) would be readily available. Vehicles such as jeeps and trucks and even heavy equipment (bulldozers etc) would also be available but not easily transported to the island without

arousing the suspicion of the Brazilian government. Duggan might also employ a few hunters, mercenaries or soldiers of fortune – people familiar with jungle survival and warfare to act as guides/body-guards for their own geologists and miners. Here are a few examples:

Mark Trail – (Male Lead) Experienced Amazon jungle guide hired by the Duggan Mining Company to lead the expedition into the interior of Sao Gato

Ben Willard – (Supporting Character) Long-winded foreman of the mining crew but an expert with explosives.

CHARACTER INFORMATION

The Heroes	FISTS	GAT	GUT	STUNTS	SMARTS	HITS	SKILLS
Mark Trail	5	5	5	5	4	5	Crack Shot, Acrobat, Woodsman
Ben Willard	4	5	5	4	3	5	Pineapple Man, Bomber, Braggart
Sheila Brickhouse	4	4	4	4	5	4	Real Charmer, Packs a Punch, Geology
Typical Miner	4	3	3	4	3	3 (1)	Mining Skill Set
The Villains	FISTS	GAT	GUT	STUNTS	SMARTS	HITS	SKILLS
Queen Katanka/ As Werepanther	5 (3x 5)	3 2	5 5	4 6	5 5	5 6 Special	Femme Fatale, Native Magic
Gatoian Warrior Woman†	4	4	5	6	4	6	Fast, Tough Broad, Hell Cat
Gatoian Tribeswoman	3	3	3	3	3	3(1)	Vamp
Gatoian Male	3	2	2	3	2	3(1)	—
Sacred Cat*	(3 D6)	--	5	5	4	6	Serious Business

*Sacred Cats are trained (to the degree any cat can be trained) to obey its trainer and other women in its war band (Director’s call). Training consists mostly of allowing the cat to attack on command using Brawling damage instead of automatically causing serious damage.

† Gatoian Warriors may be armed with bows, spears, javelins, knives and swords or axes. Each war band (6 or more warriors) also contains at least one Sacred Cat

Sheila Brickhouse - (Female Lead)
Niece of THE "Duggan" is (not surprisingly) the Chief Geologist of the Duggan Mining Company. Beautiful and tough - she's been around miners enough to be able to handle herself in tough situations, and can drink most men under the table.

Special Skills

Add these to the Skills List for this scenario

Mining Skill Set: choose from - Pineapple Man, Mean Drunk, Tough SOB, Boxer, Acrobat, Just Nuts, Geologist, Woodsman (explanations for these last below).

Geologist - The character can locate and identify mineral deposits. This is a basic roll against SMARTS when in an appropriate location (Director's call.) Someone in the party must have this skill in order to find any mineral deposit.

Woodsman - The character has basic wilderness survival skills allowing him to roll against SMARTS to identify animals, tracks, etc or to detect anything out of the ordinary (such as traps) in a forest/jungle setting. He also adds +1 to all die rolls when searching for food and water in the jungle.



The "Rat Pit," scaled to 25mm, as for the Altar of Miaau (opposite), for miniatures use in play.



SCENARIO

SCENE 1: "Oh Rats!"

Survey crew lands on the western side of the island. Player's goal is to explore the island and determine if it contains anything of value.

What happens: Players discover that the island contains what might possibly be the world's largest deposit of Radium and are attacked by Giant Rats and possibly natives.

SCENE 2: "Another Rat"

Survey crew discovers a short wave radio and realizes they have been betrayed by one of their members. The Brazilians now know of the radium and government agents are on their way to take possession the island.

Players have a limited amount of time to gather as much radium as they can and escape. This process is impeded by an attack by the Gatoian natives who capture some of the survey crew - including Sheila Brickhouse, the geologist (and their best chance of finding more radium)

SCENE 3: "Claws of the Cat Goddess"

In the Gatoian village, captured males will be sacrificed to the Goddess Miaau by being tied to an altar and torn apart by the sacred panthers (see cover illustration). Sheila Brickhouse will be allowed to join the Gatoians if she passes a test of strength and bravery - she will be given a knife and spear and thrown into a pit with a giant rat.

Players may: 1) attack the Gatoian village and attempt to free their comrades, 2) leave with the radium they already have, or 3) wait around for the Brazilian army to come and rescue their comrades (and lose the radium they have already found)

Director Only Information

Sometime in the 17th century, the pirate Jean "the Cat" LeChat visited the island and buried his treasure there, unfortunately he inadvertently brought rats with him as well as treasure. Now, some 300 years later, the rats, which were not indigenous to the island and thus had no natural predators, have overrun the island. (The search for this treasure is a story for another day)

Sao Gato also contains what might possibly be the world's largest deposit of radium, which has caused the rats on the island to grow to gigantic sizes.

The island of Sao Gato also has a very small native population who live on the eastern side of the mountain that divides the island.

The Gatoian society is an Amazonian matriarchy where males are regarded as property. A queen - Katanka, who is also the high priestess of the Cat Goddess Miaau, rules the Gatoians.

The few large cats on the island (primarily pumas and panthers) are cared for and venerated by the Gatoian natives as they are considered to be

emissaries of the Goddess Miaau. Fortunately for the natives up to now, the scent of these large cats has pretty much kept the rats away from the eastern side of the mountain.

However the arrival of the Duggan Mining personnel on the Western side of the island has disturbed the delicate balance of power between the rats and the Gatoians and the rats are starting to encroach into the area on the eastern side of the mountain. Queen Katanka is convinced that the rats are moving to the east side of the island because the Goddess Miaau is angry about the mining expedition on the other side of the island.

To appease the Goddess Miaau, Katanka has declared war on the Duggan Mining Company and any male unfortunate enough to be captured will be sacrificed to the Goddess Miaau by being ceremonially torn apart by Miaau's sacred emissaries – the panthers and pumas.

Any female captured will be given a chance to join their society as a Gatoian Warrior – but must first prove herself. Allowed a knife and spear, she will be thrown into a pit with a giant rat – winner take all. If she survives she will be awarded a place in Gatoian society and a male consort of her choice.

Queen Katanka— leader of the Gatoian people and Priestess of the Cat Goddess Miaau. As the Priestess of Miaau she has two artifacts, which enable her

to communicate with and control all of the sacred cats on the island.

The Golden Mask of Miaau – Wearing this golden cat mask gives Katanka as the High Priestess of Miaau, the ability to telepathically communicate with all the cats on the island. Anyone else wearing the mask must make a SMARTS -1 save (per turn) or be driven insane by the totally alien thought patterns of felines (also lose 3 smarts points for the rest of the scenario and possibly permanently)

The Sacred Staff of Miaau – Coupled with the Golden Mask, this staff gives Katanka the ability to control all of the cats on the island. Without the mask it gives her the ability to control all cats in her presence (within 50 yards). To anyone else the staff is just a fancy stick that seems to attract cats.

Also as the Priestess of Miaau, Katanka is a Were-panther

Werecats

Werecats (panthers, tigers, lions etc) are similar to werewolves but are much more intelligent and agile. Like werewolves, werecats must assume cat form during the full moon, however they can voluntarily change to cat form at any time (requiring 1 full turn to change). Werecats may walk on two legs or move faster on four. Unlike werewolves, werecats retain their human intelligence when in cat form. To kill a werecat you need a lot more

than a single silver bullet. Werecats live up to the fact that they have nine lives. Silver, bronze, and iron can harm werecats. You can also burn them, and since they have fur, they burn easily.

Even though werecats dislike water, they do not avoid it; getting wet simply makes them angry. Water does no more damage to a werecat than to any other creature that can be drowned.

Werecats are the most stubborn animals to kill, once a werecat hits are reduced to 0 it reverts to human form, however its human form is unharmed. As a human it may choose to assume feline form again, if so, the new cat form is also unharmed. This can go on for up to nine times but once the cats nine lives are over – the human is dead too.

Like many other felines werecats are susceptible to *Nepeta Cataria*, the aromatic herb more commonly known as catnip. It does no harm, however it does distract them and may cause a werecat to engage in one of more of the following activities

- purr (or growl) and roll in the catnip
- rub against the spot where catnip has been sprinkled (or the person carrying it)
- dash around like a kitten playing with an invisible friend
- settle into a dreamy, sleepy pose and not move for several minutes

Catnip will only effect a werecat for

2D6 rounds, after which it will become accustomed to the scent, and it can take up to two hours before catnip will affect the werecat again.

Catnip prefers to grow in dry, semi arid places thus it is unlikely to be found growing wild in the rainforest. However distilled *nepetalactone* (the active ingredient in catnip) is a repellent against insects (in particular mosquitoes, cockroaches and termites) so it's possible your jungle explorers might have some with them and not know it.

Gatoian Villages

The Gatoian villages (in fact the entire Gatoian enclave) is surrounded by a series of carved wooden poles about five feet high and 10 inches in diameter set into the ground. These poles are spaced about 20 to 30 yards apart around the perimeter of the village and act as initial protection against the rats. These poles are patrolled day and night by a sentry consisting of a warrior and a sacred cat (panther or puma). The cats are led from pole to pole and encouraged to scent mark each by rubbing themselves against it. This scent is what keeps the rats away from the villages – but only if renewed every few days.

The Rats of Sao Gato

All the rats of Sao Gato are territorial and aggressive, attacking anyone encroaching.

The rats on the island of Sao Gato are

Rat Types	Fists	Gats	Guts	Stunts	Smarts	Hits	Move
Rat Pack	*	--	5	6	3	1(ea)	8"/16"
Large Rat	(2 D6) 4	--	5	5	3	3	6"/12"
Giant Rat	(3 D6) 4	--	5	4	3	6	4"/8"

*A Pack of Rats attacks by rolling (1 D6) with a 4 or less to hit on the first turn it engages a figure, on the second turn of engagement it rolls (2 D6), the third turn (3 D6) etc, adding one die for each turn it remains engaged with the same figure. Also, each turn a figure is attacked by a pack of rats the target must roll against Stunts to keep from falling down. Once the target falls, 2 dice are added to the rats "to hit" roll each turn thereafter.

of three basic sizes. The "normal" rat is twice the size of a large New York City rat – about 5-8 pounds and the size of a cat or small dog. These rats travel and attack in large packs of up to 100 (special rules will be needed for these "overrun/swarming" attacks with victim rolling against stunts to keep from falling, and using single rolls to determine the actions of the whole pack of rats)

"Large" rats weigh about 100-150 pounds, are about the size of a wolf or mountain lion, and travel in small groups of 5 – 10.

The truly terrifying "Giant" rats weigh between 300 and 500 pounds and are the size of a large black bear. Fortunately they tend to be solitary hunters. All rat wounds are considered "Serious

Business."

Exploring the Island

The jungle of Sao Gato is a tropical rainforest. A tropical rainforest is what you probably think of when you think jungle. Characterized by heavy rains year round, the tropical rainforest has some of the most lush vegetation in the world.

Sao Gato receives an average of 103 inches of rainfall per year. Therefore intense, but usually short-lived, rainstorms are common.

The Weather Table is provided to give the Director guidelines for determining the weather and how it might affect the characters. Roll once per hour, duration will be 1 D6 x 10 minutes.

Rainforest Weather Table		
Weather Type	Percent day/night	Effect
Clear	20%/20%	none
Misty	15%/30%	10% miss chance on all, range increments halved, spot checks -2
Light Rain	20%/15%	Listen checks -2, spot checks -1, slippery conditions
Medium Rain	20%/15%	Listen checks -4, spot checks -2, slippery conditions
Heavy Rain	15%/10%	10% miss chance on all, Listen and spot checks -6, soaked conditions
Torrential Rain	10%/10%	20% miss chance on all, listen and spot checks -8, flooded conditions

Obviously all this rain will have an effect on the ground conditions and movement through the jungle. These conditions can also be applied to the "solid" ground in the swamp on the northern end of the island.

Moving Through The Jungle	
Condition	Game Effect
Slippery	STUNTS checks -2, all land speeds are reduced by 1".
Soaked	As slippery, plus -1 FISTS saves to resist disease due to prevalence of insects, complex machinery and electronics have a 10% chance of not operating.
Flooded	As soaked, plus the above equipment has a 10% chance (<i>non cumulative, check each hour</i>) of suffering damage per hour exposed to flooded conditions, all land speeds are reduced by 15 feet.

Jungle Survival Checks

It is actually fairly easy for a knowledgeable person to find something edible in the jungle. However, it is much harder to find potable water. Note: characters with the Woodsman skill automatically add +1 to all jungle survival rolls.

Search For Food	
D20 Roll Result	Game Effect
0 or less	You found something that looks like food, but is poisonous. Eating it requires a -1 FISTS save to prevent the loss of 2 HITS. (<i>brawling damage</i>)
1-5	Your keen instincts have led you to a diseased meal. Eating it requires a FISTS save to prevent contracting dysentery or cholera. (<i>50% chance of each</i>).
6-10	You find enough edible food for yourself.
11-15	You find enough edible food for 1D4 people.
16+	Jackpot! You found enough food for 3d4 people.

Search For Water	
D20 Roll Result	Game Effect
0 or less	You picked the wrong stream. This water requires a -2 FISTS save to resist contracting a parasite (<i>see Parasites section for details!</i>)
1-5	This water has something unpleasant in it. Roll a -1 FISTS save or else you contract dysentery or cholera (<i>50% chance of each</i>).
6-10	This water is unpleasant. Drinking it requires a FISTS save, or else the drinker is nauseated for 1 day.
11-15	You can actually drink this! It only makes you mildly ill, requiring a FISTS save to prevent being sickened for 10 minutes.
16+	Perfectly potable water.

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Say You Saw It In
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Jungle Encounters Table (By Type)			
D6/ D10	1,2-=Flora	3,4=Fauna	5,6=Environment
1	Tangled Roots	Pack of 2D6 x 10 Rats	Rainstorm
2	Hanging Vines	Group of 1 D6 Large Rats	Fog
3	High Nettle Patch	Giant Rat	Oppressive Heat
4	Razor Vines	Gatoian War band 6+ sacred cats	Mud Slide
5	Nettle Burs	Sacred Cat (panther or puma)	Quicksand
6	Vile Foliage	Insect Nest	Disease
7	Spiny Vegetation	Horrible Insect Nest	Raging River
8	Whipping Fronds	Angry Birds	Muddy Slope
9, 10	Thick Canopy	Director's Choice*	Jungle Funk

* The director is encouraged to use whatever nasty beasts he has at hand. They can be normal or "giant" but keep in mind that Sao Gato is a tropical island and the rats & natives should remain the biggest threat.

Jungle Encounters

The jungle is a very dangerous place; Not only are the animals dangerous, but the plant life and even the very climate itself can be hazardous to those unprepared for it. Therefore jungle encounters can be divided into three categories: Flora (plants), Fauna (animals and native tribesmen) and Environment (weather conditions and disease).

The director can choose what types of jungle encounters his actors will face or can roll for random encounters on the following table.

Explanations and details of results appear below in the appropriate tables.



Hazards From Flora	
Feature	Effect
Tangled Roots	Moving through tangled roots can be accomplished at full or half speed. If full speed is attempted, the player must roll a STUNTS save or be tripped.
Hang- ing Vines	Hanging vines between an attacker and a target penalize hit rolls by -2. Clearing a 5 foot square of hanging vines requires 1 round.
High Fern Patch	Although the ferns do not impede movement, it is impossible to see anything in front of you when you're in them. The ferns provide total cover. Clearing a five foot square of ferns requires 1 round. Anyone within the fern patch suffers blindness penalties.
Razor Vines	Roll vs STUNTS to avoid the vines, a failed roll means entanglement and 1 D6-2 serious damage. Must re-roll STUNTS -1 each turn to escape. Damage is taken each turn until the character escapes.
Nettle Burrs	Tiny sharp burs that attach themselves to the outside of a characters clothing and work their way inside reducing movement (treat as "Gimpy" until the character changes clothes)

Vile Foliage	Victims of this especially thick and tough undergrowth are constantly poked, prodded, tripped, and menaced by writhing vines and grasping roots. This reduces movement to “creeping” speed. Note: The speed of island animals and native tribeswomen is not effected by Vile Foliage
Spiny Vegetation	The regional plants have evolved to protect themselves from anything that could possibly eat them, and that includes you. Passing through a patch of spiny vegetation deals 1 HIT brawling damage per 1” traveled, unless great caution is taken (<i>in other words, moving only 1” per round</i>). Spiny vegetation requires as long to clear as regular vegetation of its type.
Whipping Fronds	Waving in the breeze, a palm tree whips you in the face with a branch as you pass by. Although this does no damage, it does stun a person so whipped for 1round. Being in an area with dense palms and wind allows a 10% chance for anybody in the region being whipped by a frond each round.
Thick Canopy	-1 to attack rolls and spot checks due to the gloom.

Hazards From Fauna

Feature	Effect
Insect Nest	Stumbling into a square occupied by an insect nest disturbs the occupants, who sting and bite the interloper for 1D3 damage per round, until the area is vacated. Trying to clear an insect nest is not a good idea. The nest can be destroyed, it has 4d8 hit points, but attacking it causes a cloud of insects to follow anyone within 20 feet of the nest everywhere for 10 rounds, which can be fatal.
Horrible Insect Nest	As a regular insect nest- except they are poisonous, and there is a FISTS save each round the insects damage a character, or else he takes additional 1D4 damage. To destroy this nest, see above

Angry Birds	Everything in the jungle hates you. In this case, you’ve irritated a flock of raucous, screeching birds, penalizing all GUTS and SMARTS checks by -2. This persists until you put 100 feet between yourself and the flock.
-------------	--

Environmental Hazards

Feature	Effect
Rain-storm	As for “Torrential Rain” on the Weather Table
Fog	As for “Misty” on the Weather Table
Opres-sive Heat	Equatorial temperatures coupled with high humidity can cause a “Heat Index” of well over 120°(F). These temperatures can have whatever adverse effect on the characters the Director chooses (Fatigue, Irritability, etc).
Mud Slide	Randomly chose 1 D6 Characters who are in its path. Each rolls against STUNTS to escape. Each who does not rolls 1 D6 hits on the Serious Business Table. A roll of a “6” means roll again, and a “5” or “6” means he’s buried and gone.
Quick-sand	It looks just like regular sand. A character caught in quicksand will be slowly dragged down. The character attempting to free <u>himself</u> must make 3 <u>consecutive</u> successful rolls against STUNTS. Failure of a single roll reduces STUNTS -1 for remaining rolls. Example: Jungle Bob (who has a STUNTS rating of 4) has stepped into quicksand and on his initial roll rolls a 3 – success. On his next turn he rolls a 4 – successful again. But on his third turn he rolls a 5 and fails this reduces his stunts from 4 to 3 and now he must start all over again and make 3 successful consecutive rolls with a STUNTS rating of 3. A character outside of quicksand can free a trapped character using a rope or stick etc. To do this <u>each</u> of them must make a successful STUNTS roll on the <u>same</u> turn.

Jungle Funk	Whether this eye watering odor comes from an exotic plant, rotting vegetation, or an animal carcass, its effect is identical. Anyone within an area occupied by Jungle Funk must make a -2 GUTS save or become sickened for the duration of their stay in the area, and for 1 round after leaving. Passing back into the area provokes another saving throw. If a person is already sickened from another source, entering a Jungle Funk causes nausea instead.
Raging River	As a result of the frequent rainstorms on the island, any stream or river has the potential to become deep and fast flowing at any time. When attempting to ford such a river requires a -1 STUNTS check each turn to avoid being washed downstream and possibly drowned.
Muddy Slope	Requires a -2 STUNTS balance check, otherwise a person attempting to scale it slides down to its base. This negates their movement for that round and leaves them prone.
Disease	See Below

Disease

There are a lot of things that can kill you in the jungle, but probably the biggest of them all is disease. Pulp fiction usually tends to ignore disease unless it is some sort of deadly plague that Baron Nasty is using to threaten the world. However if the director wishes to add something a little different to his scenario disease might just fill the bill. Keep in mind that most diseases have an incubation period that may be hours or even days after the character is exposed to it, and that most symptoms come on gradually. While complete cure will require a return to civilization some provision should be made for temporary healing through herbal remedies, jungle magic etc. The symptoms, incubation, duration and effects of dysentery are provided as an example of how disease can be handled in a game scenario.

D10	Disease	Symptoms
1	Blinding Sickness	Gradually degrades the Character's eyesight. Once contracted, roll a D6, and a "1" or "2" subtracts "1" from the GATS Skill whenever used for the rest of the Scenario.
2, 3	Mind Fire	A low grade fever that affects the character's ability to concentrate. Roll a D6, and a "1" or "2" subtracts "1" from the SMARTS score whenever used for the rest of the Scenario.
4	Emerald Madness	Turns the character into a HOTHEAD.
5	Bore Worms	Parasite that adds +1 to any damage roll (brawling or serious).
6, 7	Jungle Nerves	Nausea that gradually reduces character's intestinal fortitude. Once contracted, roll a D6, and a "1" or "2" subtracts "1" from GUTS whenever used for the rest of the Scenario.
8	Cackle Fever	Causes character to become BAFFLED & laugh uncontrollably.
9, 10	Dysentery	From infected water or food, causes Moderate, often bloody Diarrhea. 1 D6 day incubation, 2D6 day duration. 10% chance of being infected with amoebas. A general term for tropical GI tract infections. Dehydration causes a loss of 1 HIT point per day.

Jungle Parasites

All the fun of disease, but more permanent. Parasites have no incubation period and any ability damage dealt by parasites is permanent, until the parasite is removed. Parasites can be obtained through many methods, from eating food, drinking water, blood contact, or even just moving through a wet area.

Ω

Random Parasites	
Amoebas	<p>Transmission: Drinking water</p> <p>Symptoms: Form cysts, especially in the liver.</p> <p>Effect: 2 points of FISTS damage.</p> <p>Removal: Antibiotics, requires a special medical kit.</p>
Leeches	<p>Transmission: Contact with infested water produces 1 D6-1 leeches.</p> <p>Symptoms: Attach and drain blood. Usually not dangerous.</p> <p>Effect: There is a 10% chance each hour that leeches deal 1 HIT of damage from blood loss.</p> <p>Removal: Requires a SMARTS check, otherwise dealing an additional point of damage.</p>
Ticks	<p>Transmission: Anyone passing through an infested area has a 25% chance of contracting ticks.</p> <p>Symptoms: Attach and drain blood. Transmit diseases.</p> <p>Effect: A person infected with ticks must make an additional save versus insect-borne diseases (FISTS) each day.</p> <p>Removal: SMARTS check, failure appears to have removed all ticks, but did not.</p>

Hookworms	<p>Transmission: Contact with infested water has a 10% chance to cause hookworms.</p> <p>Symptoms: Anemia, general weakness.</p> <p>Effect: A person infected with hookworms does not recover hit points unless they have full bed rest.</p> <p>Removal: Specific medications. Treating the injury will not remove the worms without a specialized medical kit (or Native Cure?).</p>
Guinea Worms	<p>Transmission: Drinking water</p> <p>Symptoms: Worms tunnel just beneath the skin on the lower limbs.</p> <p>Effect: Burning pain in feet reduces speed by 1/2.</p> <p>Removal: Wrap it around a stick and slowly pull it out. Requires a GUTS and SMARTS check, otherwise causing 1d3 damage.</p>

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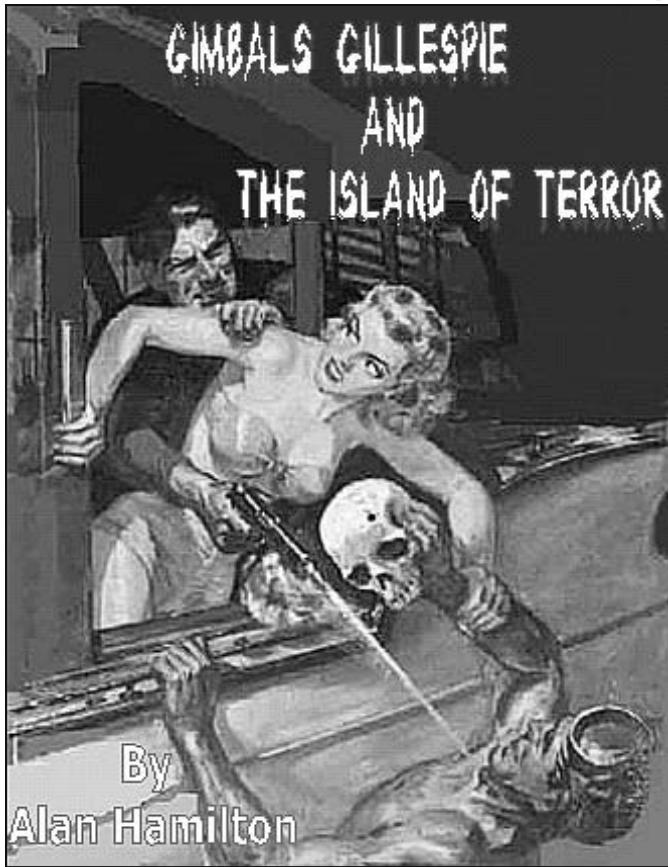
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The morning sun already beat down from a mercilessly blue sky onto the deck of the charter boat *Hielan' Lassie*. In the cockpit stood Angus MacDougall, owner, Captain and tour guide. He had steered a slow course south from Waiovah Dehr for two days while his passengers fished, swam, and lazed about in manly comfort.

Under the awning over the stern, Lt. Gimbals Gillespie leaned back in his seat, stretched out comfortably, watching the boat's wake fall behind him, vanishing in ripples into the smooth sea without a trace.

Gimbals was on leave. A well deserved leave.

Wai-Li-Gai, Captain MacDougal's "Crew," refilled Gimbals' glass and that of his friend, Ian "Icy" Frost, a university lecturer in archaeology, with cold mint tea. "Thank you," Gimbals

said to the air. "This is the way to travel, Icy. Yes, this is how to relax." He started to kick off his deck shoes and put his feet up on a canvas deck chair.

Suddenly the RT came alive with static and the sharp snaps of a message breaking up.

"*Mayday, Mayday, Mayday! Schooner "Cerberus" sinking fast ... Isla Pulpo ... Mayday, May...*" the frantic message cut off abruptly.

Captain MacDougall was trying to steer with his left hand and operate the RT with the other, but was failing at both. Gimbals leapt to his feet and reached the cockpit in two long strides. Snatching the head phones from MacDougall's right hand, he called into the speaker, "Cerberus, I read you. What is your position?"

"... *the devils hands!*"

Then only static greeted Gimbals's repeated calls. Tuning the dial madly back and forth, no more signal was received, and no hint that any other vessel was responding.

Gimbals turned to Captain MacDougall, "That signal was close, but faded fast. How far are we from *Isla Pulpo*?"

Clearing the chart table of mugs, bottles, and the remains of breakfast, Angus searched the chart. "Never heard of *Isla Pulpo*," he muttered under his breath. "An' Ah noo can find it on this chart." Still muttering, he turned to the gazetteer, thumbing through well worn pages. "Ah, here it is. Just off this chart. Typical." A moment

later a fresh chart showed an *Isla Pulpo* about 75 miles to the south-south-west.

Gimbals poked the map once, as if to imprint the position on his mind with his finger. "Does that name mean anything?," he asked, in angry frustration.

Icy cleared his throat in a scholarly way. "Well, in Spanish it means 'Octopus Island.'" Wai-Li-Gai moaned, rolled his eyes, and gazed back the way they came.

Gimbals looked up at Icy and Angus, and all three shrugged.

"Right, let's make way! Looks like we're fishing for more than tonight's dinner."

It took five hours at 15 knots before *Isla Pulpo* was clearly visible in Gimbals' binoculars, a mile distant, rising from the sea. It seemed typical of the islands in the Monteria-Morvalonesia Archipelago. Mostly low lying jungle and swamp with extinct cinder cones dotted about. A wisp of smoke could just be made out on the top of one. Was the volcano active – or was it a signal from survivors?

All day the weather had been fine, with clear, cloudless skies above a tranquil sea. "No obvious reason for a schooner to sink in this weather," said Icy, giving voice to everyone's thoughts.

"No wreckage either," Gimbals remarked as he scanned the seas with binoculars.

As he brought the wheel around to follow the coast line, MacDougall said, "Might ha' been a reef or rock.

That chart gie' us noo a clue to what lies beneath."

They circled the island, but only the steady thread of smoke from the black cinder cone seemed notable. A swell began to rise as they entered a small bay.

A flash of white caught Gimbals' eye as it rose up on a wave only to be lost to sight immediately. Then it reappeared on the next wave.

"Swimmer! There!," he pointed.

Angus MacDougall put the helm over and the *Hielan' Lassie* swung onto its new course, closing quickly. As they approached, Gimbals saw a slender young woman, seemingly exhausted, bobbing on the surface, her filmy sarong trailing behind her. Red-gold hair flowed and rippled as she weakly stroked her way toward the crowd of outstretched hands.

A wave washed over her face, and she slipped beneath the surface.

Gimbals Gillespie didn't have to think what to do. Tearing at his shirt and kicking off his shoes, he climbed onto the gunwales, poised to hit the water...

Suddenly the sea beneath went dark, and in an instant a tentacle snaked up from the depths. Then another. And another

Back Story

Provide the following text to the Player for Ian "Icy" Frost prior to play. He may share this information with the other Characters anytime after the action begins.

It is 1938, and on the islands in the disputed waters of the Monteria-Morvalonesia island group, a primitive people have only recently been re-discovered. Speaking a unique language, with hints of known tongues, and practicing a religion equally unknown, they are totally anomalous. Polynesian in most respects, they still have more unaccountable traits, including hair color that runs from blonde to auburn. The few examples of their art have distinct Tibetan and even Mongol features.

So far, only records of some missionaries sent over the last three centuries – none of whom returned – were evidence of contact with civilization. So legends are the only “facts” known about the Islanders. Of these legends, the most colourful is that of the “Eye of The Sea,” said to have been left behind millennia ago when the Gods returned to the heavens. With it, a man can summon and command those creatures of the sea that the Islanders call the “Children of The Gods,” and which Western Science know as Cephalopods – Octopus and Squid!

Then, over a year ago, world famous millionaire archaeologist and antiquarian, Bertrand Dellier, funded an expedition to visit *Isla Pulpo*. At the last minute, a man identifying himself as a Romanian expert on the occult paid his own way to accompany the others.

Then, after months of silence, a dying expedition member in a native canoe was recovered by a tramp

steamer over two hundred miles from the island. Before he died of exposure and beak shaped wounds, he spoke of a “traitor,” “The Eye of The Sea,” and kept repeating “Tera-Ta-Tu!” His dying words were, “The Devil’s hands!”

The report goaded Dellier to outfit his schooner, *Cerberus*, and make for *Isla Pulpo* with a larger expedition, including his Daughter, Cristelle, herself an expert on obscure cultures and religions.

Director’s Information

Another party got to *Isla Pulpo* just a few days ago, but they travelled by “Stealth” Zeppelin that becomes invisible to the eye above 2000 feet.

International criminal mastermind, Urok Kopile, locates “Mystical Aryan” artefacts from all over the world and sells them to the Nazis for huge prices. When he learned of Prof. Dellier’s first expedition, he assumed the identity of a Romanian professor and joined the expedition. He didn’t get what he wanted, but destroyed the party and escaped to Germany.

When Berlin heard of the “Eye of The Sea,” orders went down to get a Special Operations Detail to *Isla Pulpo*, take it, and bring it back – *schnell!*

The *Kriegsmarine* is sure that if they can control the sea’s giant Octopi and Squids, victory in the coming war will be theirs!

Urok, the leader of this expedition, with the support of SS Gruppenfuehrer Heinz Teufelman and his squad of special SS troops, landed only

CHARACTER INFORMATION

	FISTS	GATS	GUTS	STUNTS	SMARTS	HITS	SKILLS
Our Heroes							
Lt. Gimbals Gillespie	5	5	4	4	5	4	Crack Shot Lucky Cuss Free Diver*
Angus MacDougal	4	3	4	3	4	5	Naval Skill Set
Ian "Icy" Frost	4	4	5	4	4	3	Call Me Sherlock
Wai-Li-Gai							Martial Arts
Other Possible Heroes							
Biggles	5	4	5	4	5	5	Flyin' Fool, Lucky Cuss
Algy	4	4	6	4	3	4	Just Nuts
Ginger	4	4	5	4	4	4	Flyin' Fool
Bertie	4	3	5	4	2	4	A Real Character
Expedition Members							
Bertram Dellier	2	3	3	2	4	3	Gullible
Cristelle Dellier	3	3	4	3	4	3	Call Me Sherlock
Lamara	4	2	5	4	3	4	Free Diver*
Dahji Fellah	4	4	4	3	3	4	Cold Blooded
The Villains							
Urok Kopile	4	3	4	5	3	5	Mack the Knife
Heinz Teufelman	4	5	4	4	3	4	Brutal Champ
SS Troops (6)	4	4	4	4	2	4	Tommy Gunner
The Island Tribesmen							
Chief Mana-Pa-Tu Khan	4	4	4	5	4	4	Scary
Native Warriors	5	3	3	4	2	5	Fast

days before the Dellier Expedition arrived. Through lies and trickery – not to mention their special, experimental "Invisible Zeppelin," they have convinced the Islanders that the Dellier Expedition soon to come would be more evil "invaders" bent on ending their way of life. Urok plans that once they have eliminated any competition, they can find and steal "The Eye of The Sea" at leisure.

So far, their scheme has been successful – and now an unexpected char-

ter boat begins to enter the bay....

The Characters And Extras

The Primary Heroes – Their purpose is to rescue the Expedition and deal a blow against the Nazi Menace.

Gimbals Gillespie – A soldier on leave.

Angus MacDougal – Captain/ Owner of the *Hielan Lassie*, and tour guide.

Ian "Icy" Frost – An archaeologist on holiday.

Wai-Li-Gai – Deck hand, cabin boy for Captain MacDougall.

Other Heroes - May be aboard the charter boat along with Gimbals, et al, or arrive by plane with Biggles at the stick. One Player for each of these Characters is ideal, but they may be paired between two Players. They will help the Primary Heroes to achieve their mission of rescue and defeat of the villains.

Biggles – The great air hero

Algy – His cousin and friend.

Biggles and each of his companions have side arms. Also aboard the plane are 2 flare pistols, 4 rifles, drums of petrol, rations, water, ropes, tools, and anything else crammed into the aircraft the Characters may need (subject to the Director's limits!).

Ginger – His loyal companion and daredevil

Bertie – A Lord, but a nice chap who is much stronger a character than he appears.

The Expedition Members –

Bertram Dellier – Millionaire Explorer/ Archaeologist, Captain of his own cabin cruiser, Father of...

Cristelle Dellier – Heiress to her father's fortune, expert on cultures & religions.

Dahji Fellah – Navigator, local expert on these waters.

Lamara – Native Girl hired as a translator, recruited from one of the other islands in the archipelago. She is Cristelle's friend and is especially con-

cerned for her safety.

The Villains

Urok Kopile – Bulgarian born criminal, sometime spy, and full time predator for power and fortune, now searching for occult items to sell the Nazis.

SS Gruppenfuehrer Heinz

Teufelman – One of the Party's most fanatical occult specialists, with a taste for Sadism and a desire for promotion to Himmler's staff.

Squad of SS Henchmen – Textbook "Asphalt Soldiers," tall, blond and heartless, they will obey any order for *der Fuehrer*.

Deadly Tribesmen –

Trying to preserve their way of life by eliminating the alien invaders.

Mana-Pa-Tu Khan – The Chief

Tera-Ta-Tu – The Giant Squid in the lagoon.

Native Warriors – in such numbers as may be had.

The island Tribesmen still practice human sacrifice on ritual occasions to animate their protector, Tera-Ta-Tu, who appears in the form of a Giant Squid.

New Skill

Free Diver – The Character may swim and work underwater by breath holding, longer and deeper than those without this Skill.

When submerged, a Diver may elect to 1) Swim a horizontal distance, 2) Dive to a greater depth, 3) Search/

Work, or 4) Fight (another Swimmer or Creature).

Breath—Prior to diving, roll 1 D6 and add 3 for the Diver's amount of Breath, the number of turns he can remain submerged before risking "Blackout". If he can spend the turn immediately before hyperventilating, and performing no other action at all, he may add 3 more turns of Breath.

After the last turn of Breath has been expended, the Diver must either be able to breathe, or roll 1 D6. If a 1 is scored, the Diver "Blacks Out" and will drown in 1 D6 more turns. If a 1 is not rolled, the Character may continue as usual, but check again each successive turn while raising the Blackout point by one. Thus in the second test, a 1 or 2 is a failure, in the third, a 1, 2, or 3, etc.

Blacked-out Characters do not move or respond and sink 1" each turn until rescued or drowned.

Upon surfacing, a Free Diver regains his breath in one turn and may dive again the next turn.

Movement—When Swimming submerged, move 3" plus half of 1 D6 (round down). Direction may be changed by up to 45°, left or right, each turn.

Diving means going down up to 4" vertically, and 1" forward in the same direction faced at the end of last turn. To change direction, the Diver must swim horizontally for one turn first. When returning to the surface, vertical movement is 8" each turn.

If the Diver holds a weight (at

least 20 lbs), he will fall directly downward 12" each turn, and may release any time after the first turn.

If pulling a weight up (body, etc) surfacing speed falls to 4".

Searching/Working—When Searching submerged, assume a base visibility of 8" in all directions. To find any particular object on the bottom, roll against the Character's SMARTS.

If the Diver swims through any risk of entanglement/entrapment, roll against STUNTS, failure meaning this has happened, and the Character must test starting next turn to attempt escape. One Character may attempt to help free another by rolling against his own STUNTS (but must test at each attempt for risk of being entrapped himself).

When performing any task while submerged (swimming through a wreck, cave, kelp, or performing any plausible action) roll against STUNTS to test for success. If the test is a failure, the "Work" is not done for that turn.

Underwater "Fists"—Fighting another Diver is done using the standard rules for "FISTS" on the appropriate Table, depending on if one or both have knives or other practical weapons.

Each turn of fighting uses **two** turns of Breath.

If at all possible, do not let opposing Diver Players know the other's original Breath total.

Divers may fight when coming within 1" of each other. If either successfully tests against STUNTS, or both

Characters wish to engage, they start immediately. Once the fight begins, it continues until one or the other dies, Blacks Out, Escapes, or Surrenders and swims without resistance to the surface. When one Diver rolls for FISTS, a D6 result of 6 means the opponent has broken free and may either move to escape immediately, or must roll against STUNTS to reengage.

Note: Characters without this Skill do not get to add 3 or hyperventilate prior to diving, and require half as many turns on the surface as they were below before being able to dive again. They can still attempt anything a Free Diver can, but all changes of depth (except “up”), and all actions requiring a STUNTS test, also require a successful GUTS test first. Failure means the action fails that turn, and failure by 3+ points means returning immediately to the surface.

Octopus & Giant Squid

New Creatures to be added to the original list in AT2, and certain to be encountered in this Scenario.

Basic game stats appear on the Dangerous Creatures Table, below.

Octopus: An Octopus may move up to it’s maximum distance and attack in the same turn with all eight of its arms. If on the bottom, in a wreck, cave, etc,

or otherwise having something to hold on to with two of its eight arms, the Octopus may attack with only six arms.

It rolls 1 D6 against its STUNTS for each available tentacle. Each successful roll means one (up to the maximum) is wrapped around the victim.

Fighting this Creature is done using the Brawling Table. The Octopus “fights” each turn using its FISTS, and is always considered to have the “positional advantage.” If holding on to the bottom, etc, add 1 to each check.

For *each* HIT scored on a Character by the Octopus after it has caught him, he loses an additional turn of Breath for this turn. In any case, if a victim cannot escape before he Blacks Out, he will die – if he doesn’t call “Cut!” or use the Interrupt Rule!

A Character fighting back has two options in each turn of Brawling. He can roll against his STUNTS once for each tentacle, and each success frees him from one that turn, **or** he can fight back, attempting to score HITS to kill or chase the Octopus away. For each 2 HITS taken, it must pass a GUTS test or flee at top speed for one full turn..

As soon as a Character can free himself from all tentacles in a turn, he may move first in the next turn, or make a free attack on the Octopus before it can attempt to catch him again.

Note: A large knife, spear, or

Dangerous Creatures							
	FISTS	GUTS	STUNTS	SMARTS	HITS	MOVE	NOTES
Giant Octopus	8 D6-2*	4	5	3	12	6”/12”	B
Giant Squid	8 D6-3	5	4	5	20	8”/20”	A,B



similarly useful weapon adds 1 to the Character's FISTS point.

Giant Squid: Identical to the Octopus in most ways, though faster, smarter, harder to kill, and capable of cutting up its victims with its deadly beak.

Combat against the Squid is conducted in the same general way as for the Octopus, but on the "Serious Business" Table.

Squid can use their tentacles with dexterity and on more than one victim at a time.

Squid attack and hold their victims as an Octopus, and always have eight arms for use, unless losing some through wounds. If the Squid has the straight line distance to its "back," it

may zoom away at maximum speed with a victim, but not more than one.

Squid also test GUTS, but for each 4 HITS lost.

Scene 1- Rescuing The Heroine

Setting: The bay of *Isla Pulpo*. The *Hielan' Lassie* approaches the imperilled girl. Just as Our Heroes reach her, the surface of the water boils as tentacles rise from the depths as a large octopus erupts from the water.

Player Options & Director's Notes

Option 1) Gimbals may dive into the water to rescue the girl. His Free Diving Skill gives him a good chance at success, both for the rescue, and to

fight/escape the octopus.

Before Gimbals dives, the Director should secretly roll 2 D6 for the total number of inches below the surface the girl has sunk to. Then, he should also roll 1 D6 for her Breath, which begins to be used up from the first turn. When exhausted, she is Blacked Out.

Remembering that visibility is 8", Gimbals may have to search for her, then test STUNTS to take hold. Each time he fails, she sinks another inch until he catches her and can begin to pull her to the surface at 4" per turn.

Option 2) If Gimbals does not dive in immediately, or takes one turn to hyperventilate first, the octopus will attack the boat so that when he does, he will have to escape it before he can try to find and rescue the girl.

Octopus Attack on the Boat— First, it must test STUNTS at least twice to grab the side of the boat, each failure meaning one tentacle can do nothing else this turn. Once it has a grasp, it will randomly attack each man aboard with one tentacle by rolling against STUNTS. If any tentacles are left "unused," keep randomly determining who else is attacked until all are accounted for.

In each successive turn, using the Brawling Table, each combatant fights back as usual. If any Character is "Decked" or "Knocked Cold," he will be dragged overboard in the next turn if the Octopus passes a SMARTS test.

For each practical weapon (axe, fire weapon, firearm, etc) that a Character may use to defend himself, add 1

to his FISTS when fighting back.

Any Character who is free from the tentacles may attempt to strike either of the two tentacles holding on to the boat. If he has no weapon, make a normal FISTS attack on the tentacle,. If he has a knife, add 1, or an axe add 3. A "Knocked Cold" score will make the tentacle drop off, but it may attempt to reattach next turn.

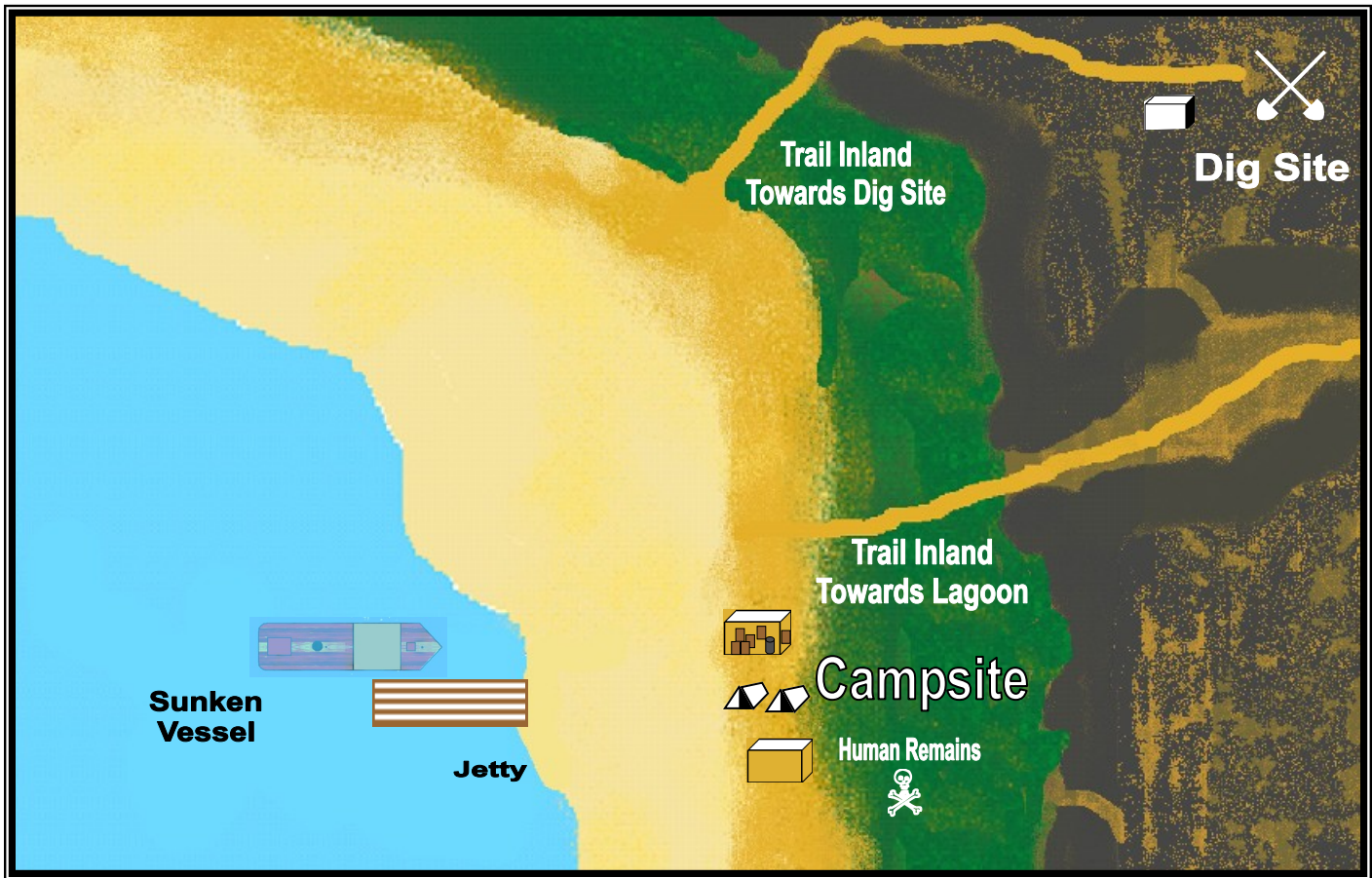
The battle with the Octopus will continue until it is killed or retreats as a result of a failed GUTS test as a result of wounds.

If Gimbals dives in to rescue the girl after the Octopus attacks, he must pass a STUNTS test for *each* tentacle not either grasping the boat or engaging another Character. If he fails one or more such tests, he must fight to free himself as per the rules. If or when he escapes, he may continue to search for the girl..

If Biggles is in The Story: He is also responding to the Mayday call in his trusty amphibian and roars in over the island. Instantly seeing what is going on, he sets down behind the octopus, with the players either distracting or attacking it as they can. Biggles and one other Character can engage the Octopus from behind while still in the rear side hatch of the amphibian.

Scene 2 –The Discovery

Once the Octopus is disposed of, and Lamara recovers from her ordeal, she tells her tale.



She is from one of the other islands in this archipelago and was taken on as an interpreter as she was one of the few inhabitants to have had a missionary teacher. She became close to Cristelle, and is especially frightened for her, urging immediate rescue.

The expedition had been sleeping on the schooner and working ashore for only a few days. They had found the old camp site of the first expedition and also the remains of some of the diggers.

That morning, the schooner was attacked by a huge octopus, that seized the rudder, and partially pulled itself up to the deck where it also took control of the wheel. Then, warriors led by a Chief, joined the attack, attempting to take all the passengers prisoner. Captain Dellier was only able to get off a

fragmentary radio message before more warriors hauled him and the others away in boats.

Lamara was able to escape by diving overboard, but looking back from a safe distance, she saw the giant octopus drag the schooner's stern down until she filled and sank in deep water.

Setting: A Camp Site on the Beach

The scene opens with the *Hielan' Lassie* and crew approaching the jetty from the sea. There is no sign of the schooner. Still tied alongside the jetty, a cabin cruiser lies sunken in about 10 feet of water.

[Optional: If Biggles appears, he may set down or taxi his amphibian up to the beach.]

The beach is sandy, and there is a

strip all along its length of palms, bushes and grass. This varies in width but is never very wide. Beyond this verdant strip lies the rocky jungle with a ridge running roughly parallel to the shore.

There is an excavation site on the ridge and a camp on a flat area behind the jetty. The camp is fairly basic and completely derelict, evidently for up to a year. There are a couple of looted accommodation tents, a site office under an awning, and another covering stores. Still another awning shades the excavation site for the Europeans to take meals or rest and still be able to observe the excavations.

The players should be allowed some time to check out the camp and the sunken launch. Any investigation of the remains of the original expedition will find no sign of the three Europeans, but the scattered human bones of perhaps three or four people are further up on the beach, near the camp.

If the Players don't show enough curiosity, subtle hints should be dropped by Lamara to make the players do what is necessary. This includes Gimbals diving on the wreck. Here he will find three skeletons. From the presence of watches, glasses, and the remains of clothing, they are the three missing leaders of the first expedition. The skulls each have a single bullet to the head, proving they were not killed by the tribesmen.

Just as he surfaces beside the Pier, Gimbals discovers the tribesmen are attacking from out of the jungle (and war canoes, if possible).

Though armed, they are intent on taking everyone prisoner. They might take any of the characters (Angus, Ian, and Wai-Li-Gai), but definitely not Gimbals and Lamara.

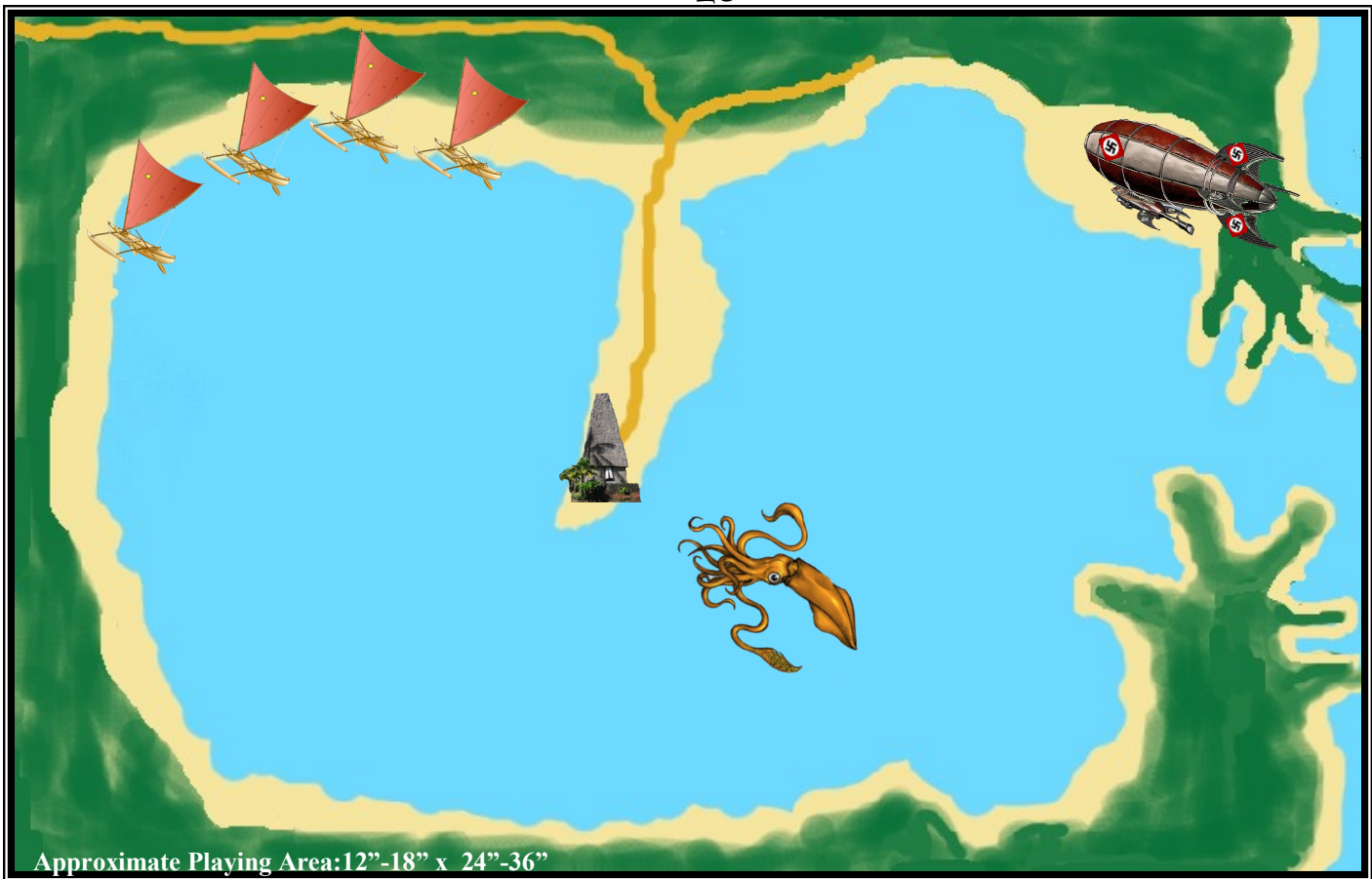
The fight can be bloody, but the Tribesmen will win, even if they can't take all of our Heroes (including Biggles and any of his party, if they appear).

Scene 3 - The Temple

After the Tribesmen retreat, Gimbals, through Lamara, can interrogate a wounded tribesman. If good treatment is shown to him, he will say that someone named "Urok Kopile" lied when he told the Tribe that men from the "enemy ship" (or "great bird", if applicable) would eat them alive. He will also say it was the same man who killed the previous expedition, then left, vowing to return with his "magical friends." He will also volunteer the information that all of the day's captives will be sacrificed that night, and volunteer to lead them to the Temple. If there are any other Tribesmen who are capable, they, too, will join them.

If no such sign of friendliness is shown, he will only tell them that "The Devil's Hands" will take them, sooner or later.

Our Heroes (including any/all of Biggles' party) head off to the Temple, following the fresh tracks of the warriors. They find it on a spit of land jutting out into a deep lagoon on the other side of the island. (Any model ruins that are vaguely suitable will do.)



Tied up ready for sacrifice is Cristelle. She is lying on a sacrificial slab, awaiting a push from behind into the water. Nearby are the other captives (Bertram, Cristelle, Dahji Fella, and anyone from Gimbals' party captured in the previous scene) tied up and waiting their turn to be sacrificed.

Around the Temple are the Tribesmen, the Chief and the High Priest. Around the temple are a few Native guards. There are also drummers and dancers, chanting and playing to make as much noise as they can.

Urok, Teufelmann, and four SS men are watching the ceremony, having left a pair of SS men to guard their Zeppelin. They are waiting for the crucial moment when the High Priest produces from a hidden place in the Temple the "Eye of the Sea" and sum-

mons Tara-Ta-Tu.

The Sea God is angry, the High Priest is saying, because the white men have come to steal their treasures and end their world.

The scene begins as our heroes approach and the ritual is reaching its climax. The High Priest produces the "Eye of The Sea," holds it to his head, and chants as the Sacrifice is started on her way. The Giant Squid surfaces immediately as soon as the sacrificial victim is dropped into the lagoon.

Once they see how the Priest uses the artefact, the Villains strike to capture it. They may use as much force or firepower as they wish, but as soon as the first Tribesmen is attacked or falls, all will wait one turn in shock, not moving, but still defending themselves if engaged. Afterwards, all will turn on

the Villains and anyone who helps them.

Our Heroes' objective is to rescue the captives, and yet keep the "Eye of The Sea" out of the hands of the Nazis and/or Urok, and in the hands of the Natives.

Lamara is personally intent on saving her friend, Cristelle.

When the captives are being freed, Dahji Fellah turns out to be in league with Urok Kopile--now there is a surprise!

If Cristelle or any other Character goes into the lagoon, Tara-Ta-Tu will move and battle whoever resists him (see rules, above). The Tribesmen will **not** fight him, but anyone else can.

The Nazis Zeppelin used hydrogen for lift, so is highly susceptible to flame or any incendiary missile. Bullets *might* have this effect, but explosions are far more dangerous.

It takes one turn for each Villain to board the Zeppelin during which they cannot use a weapon, but could be engaged in hand-to-hand combat, and if beaten that turn, fall to earth.

It takes two men in each of three turns to undo the moorings to free the Zep to fly. After the order to "Lift Off!" is given, it takes two turns for the Zep to rise to a height where it could not be reached by a man high in a tree or on the Temple roof.

Props:

The *Hielan' Lassie*

The derelict camp

The temple

Native Canoes (2 or more)

Biggles amphibian aircraft (Optional).

Nazi "Stealth" Zeppelin

The Octopus in the bay

The Giant Squid in the lagoon

The jungle

The Villain's loading area beneath the Zeppelin.

Figure Suggestions:

Virtually all the figure types that would make this game possible are readily available from two sources, Pulp Figures (<http://www.pulpfigures.com/main.php?custID=68122311781260307458>) and Copplestone Castings (<http://www.copplestonecastings.co.uk/range.php?range=HA>).

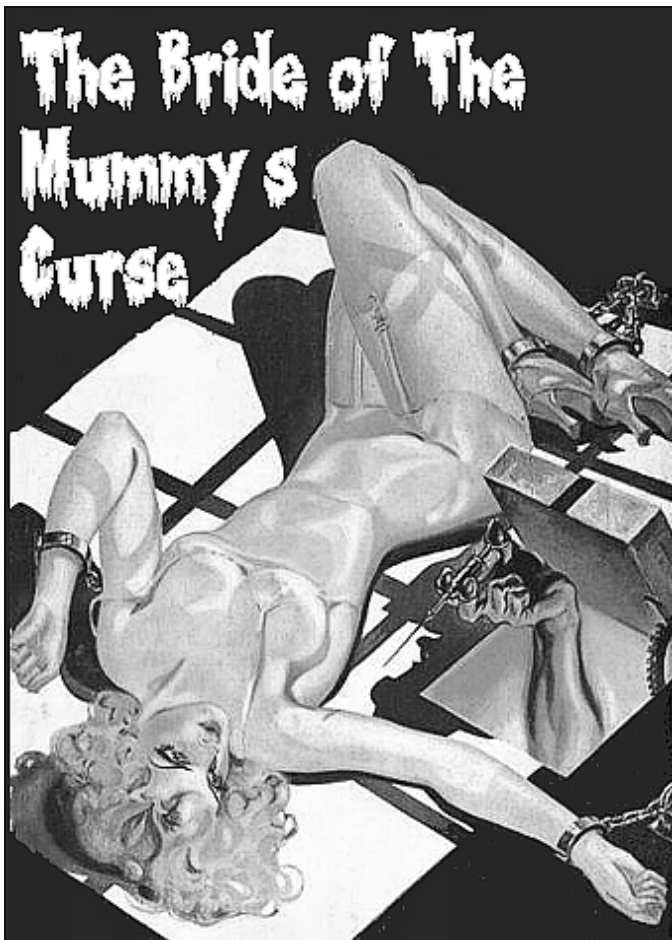
Old Glory makes "Masked Warriors of Darkness" which would make fine Tribesmen.

Cephalopods, both octopus and squid, can frequently be found inexpensively in plastic at many toy stores. Grendel offers "The Swamp Beast," a big octopus which could be used.

For those a bit more discerning, excellent, authentic painted models in stiff plastic are available for very few dollars from Link and Pin Hobbies (<http://www.linkandpinhobbies.com/dinotoys.htm#Sea%20Crittters>).

Besides giant Cephalopods, all manner of Sharks and other dangerous sea creatures, all compatible with 25/28mm figures, also appear on their lists. And if you'll look a bit further down, you'll find a wonderful array of the Pulp Gamers' standby – Dinosaurs!

Ω



By
Richard Alan Spas

"The Big Set-Up!"

In New York, the famous philanthropist, Sean "Spanky" McNuts, calls several of his employees to help him. It seems that he has bought an island in the Mediterranean for his new summer home and has sent his daughter to look it over. The daughter, Erica Rose Campbell, a budding archeologist, and her husband, Bruce, went to the island and found something of historical value, or so she thought, under the mountain on the island.

She and her husband went to Hong Kong with something called "The Ruby of Mellikahn", to meet with

a Prof. Marcus Brodie, who was there on a research trip. Now both Erica and Bruce seemed to have disappeared. "Spanky" McNuts needs his employees to find them and bring them back, maybe along with a little something extra for the new "Spanky" McNuts wing of the New York Museum....

"The Plot Thickens"

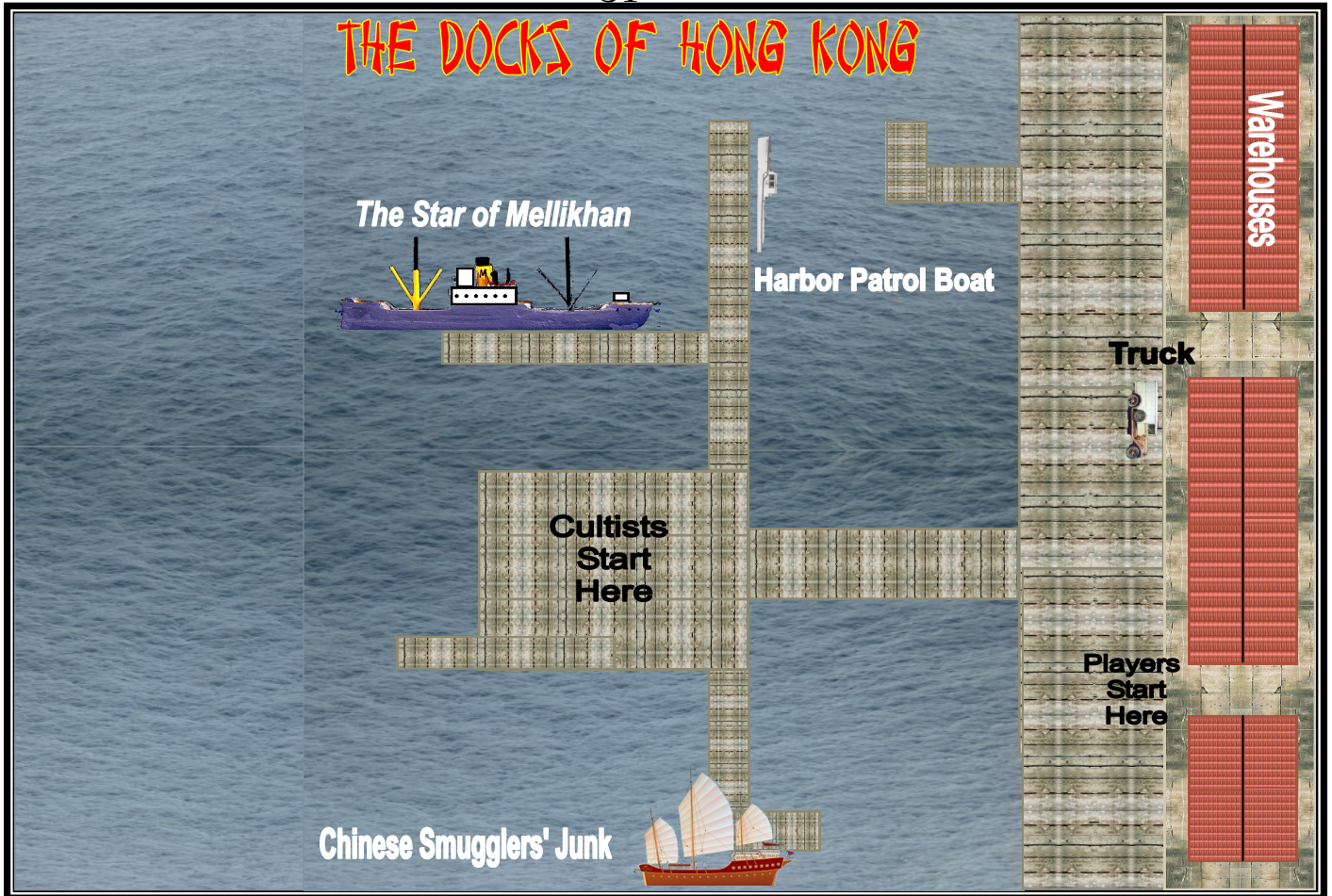
For the Director Only

This is a game that will run for a few sessions for 4-6 players (all on the same side and working together). The Villains will be varied and can be run all by the Director, or some Villains can be run by "walk on players" (we all have the friends who can show for one night, but not two...) in conjunction with the Director. The 'Villains' is kind of a nebulous term, as sometimes if you have too many players show up, they can also run a roving gang or two, just to make it very chaotic and confusing, JUST LIKE IN THE PULPS!

Sets:

The hot, sweaty action scenes will be in three locations: 1) the docks of Hong Kong, 2) the streets of Cairo, and 3) under the mountain on the Island of Henquet.

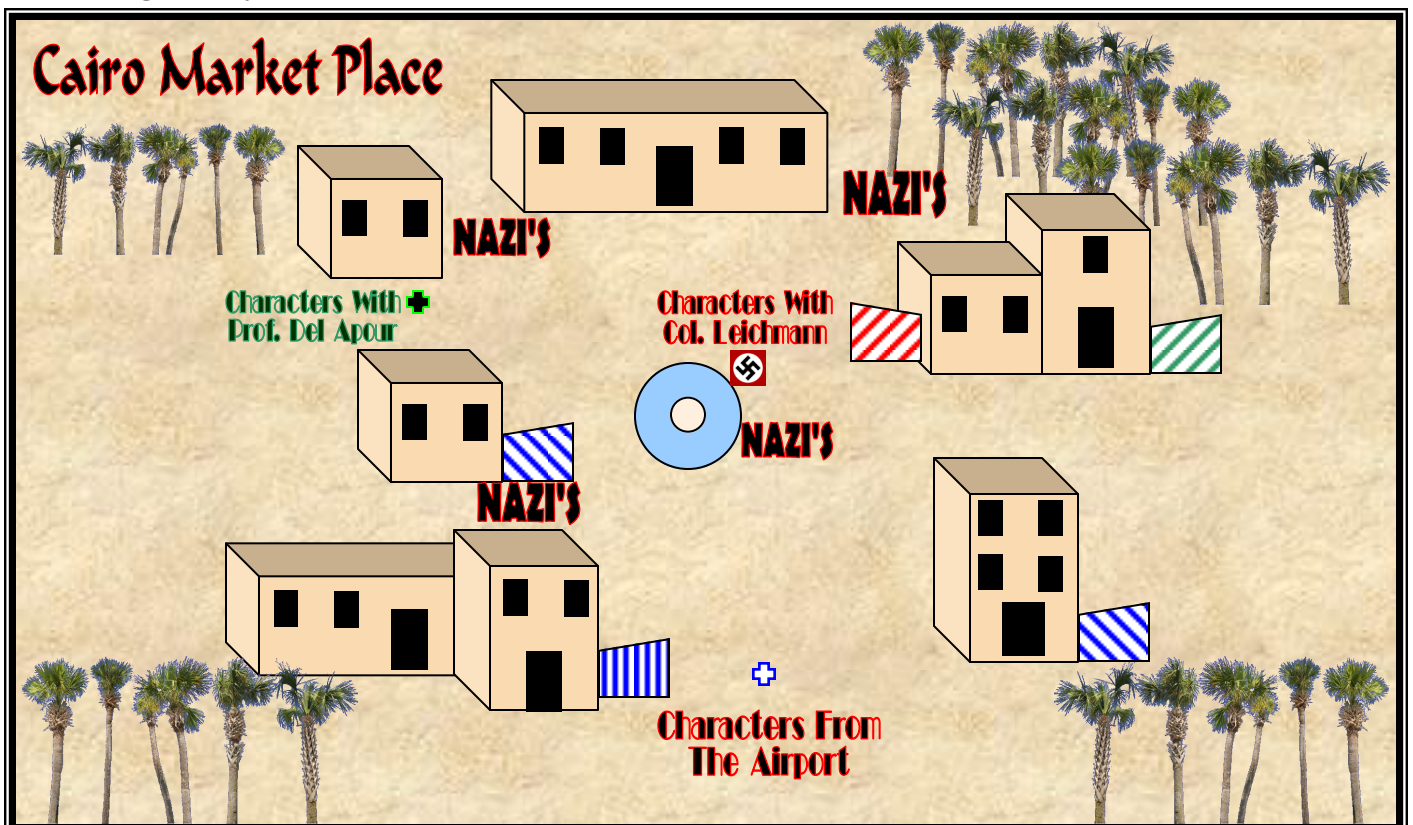
The Docks of Hong Kong will need, some "dock terrain," boxes, barrels, assorted shipping things, a few boats in the water, also a tramp steamer and Junk. Some warehouses as well as a truck (whose purpose you and the players will figure out later...) are needed.

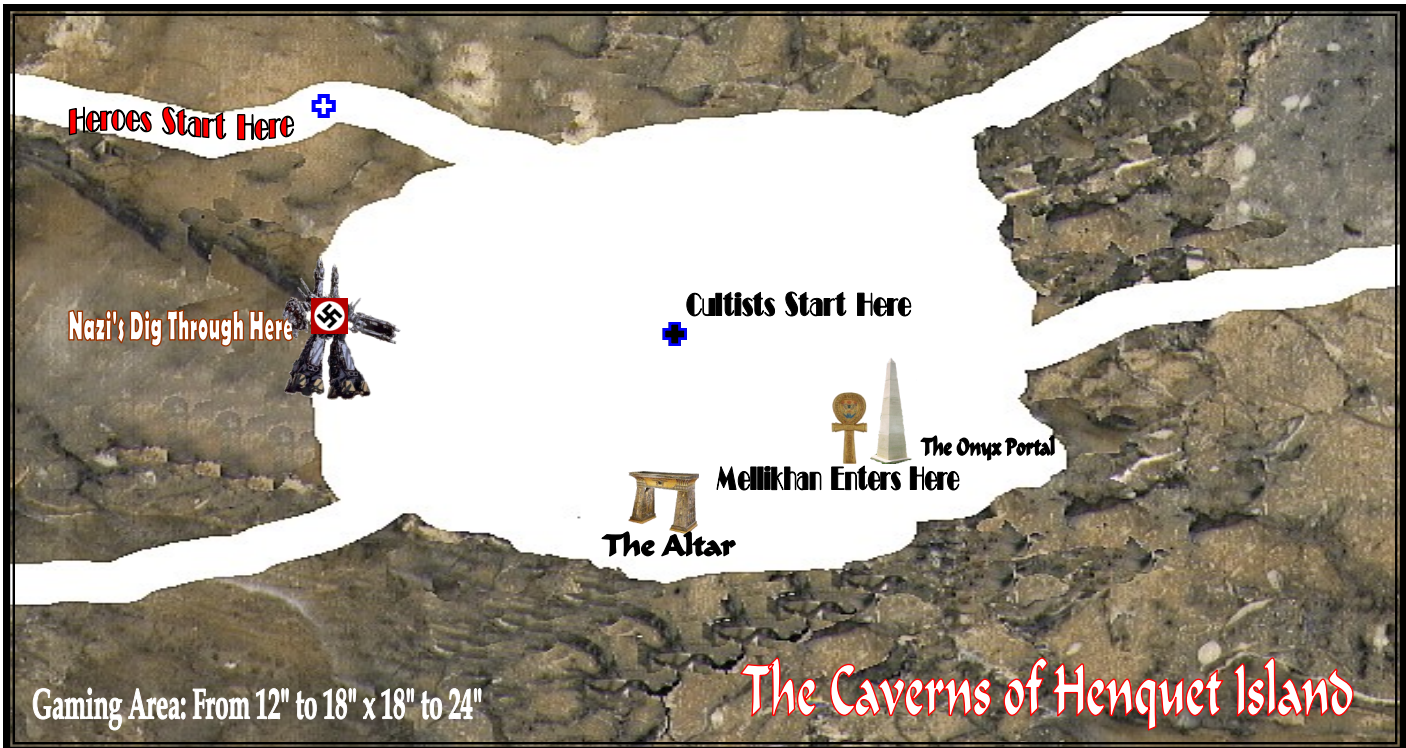


A Cairo Marketplace

You will need some appropriate buildings, maybe a fountain, as well as

the accoutrements for this setting.





The Island of Henquet

Primarily some tunnels for its underground lair. I used Dwarven Forge and Hirst Models, but anything that works for an underground lair will work, as long as it has the side tunnels. Also some Egyptian trappings and Altar (this is a must have!), and some sort of digging machine for the Nazis.

“W” at a Figure!”

Some of the figures that you will need are the 4-6 heroes, a female figure to represent Erica Rose Campbell, two “Professors” to represent Brodie and Prof. Del Apour, a “Scientist” for Prof. Wolf, and a Nazi Officer for Col. Leichmann. About 15 figures for The Cult of the Hessaharians, 15 or more for the Nazi Secret Agents, 1 really creepy looking mummy, and maybe 2 more not quite so big, some Chinese gangsters, a few British Harbor Police, and some regular citizens (for local color).

“The Line Up!”

Our dashing heroes:

Porter: Down on his luck ex-boxer who helps on the ‘special’ cargoes that “Spanky” McNuts brings in from Canada and Jamaica. Has been known to have ‘fists of steel’!

Jack Cutter: The daredevil pilot who delivers most of “Spanky” McNuts ‘special’ cargo. He is good behind the wheel of a car and boat, but hell on wings in the air! Flies for McNuts World Transport and Freight. (McN – WTF)

Donald Blackwell: The local historian and all around occult expert currently employed by the “Spanky” McNuts archeological wing of the New York University. Was best man at Erica and Bruce’s wedding.

CHARACTER INFORMATION

	FISTS	GATS	GUTS	STUNTS	SMARTS	HITS	SKILLS
Porter	5	3	4	5	3	6	Boxer, Mean Drunk, Hothead
Jack Cutter	3	4	5	5	4	4	Wheel Man, Flyin' Fool
Donald Blackwell	2	3	4	3	6	4	Call Me Sherlock, A Real Charmer
Omaha Smith	3	6	5	4	4	5	Crack Shot, Cracksman, Call Me Sherlock
George Mann	4	4	5	4	4	4	Snappy Dresser, Pick Pocket
Quincy Harker	3	5	4	5	4	5	Two Gun Kid, Exquisite Manners, Call Me Sherlock
Erica Rose Campbell	4	3	6	5	6	3	Sweet Talker, Lucky Cuss
Prof. Marcus Brodie	2	1	2	2	3	3	Baffled, Absent-minded Professor
Prof. Del Apour	4	2	2	3	4	3	Squeamish
Col. Leichmann	3	3	4	3	4	4	Military Skill Set
Prof. Herman Wolf	3	3	3	2	5	3	Absentminded Professor
Nazi Agents	3	3	3	3	3	3	-
Hessaharian Cultists	4	3	3	3	2	3	-
Mellikahn	4	1	3	4	2	5/*	Unless hit with fire, all damage is reduced by 3 points.
Mellikahn's Mummy Guards	3	1	3	2	2	3/*	Unless hit with fire, all damage is reduced by 3 points.
Chinese Smugglers	4	3	3	4	2	3	Mack the Knife
Harbor Police	4	3	4	3	3	3	Military Skill Set

Omaha Smith: Fortune hunter and 'Obtainer of Rare Antiquities' for "Spanky" McNuts.

the government on a mission to spy on "Spanky" McNuts and find out about his 'special' cargoes.

George Mann: On the surface, a stevedore and singer of sea shanties, but lurking under that façade is an agent of

Quincy Harker: Ace reporter for the local paper, *The Daily Sentinel* and budding author. He hangs around

Porter and Cutter because they have the most exciting stories that Harker sells to the pulp magazines.

The Vile Villains

Col. Leichmann – Nazi head honcho
Prof. Herman Wolf – Head of Hitler's newly formed relic hunters
 Nazis – well, duh!

Mellikahn – an ancient mummy with a grudge against the living.

The Cult of the Hessaharians – Fanatics who want to return Mellikahn to life.

“ROLL FILM!”

Scene 1

The characters are summoned by an anonymous letter to meet at the McNuts Building, just down the street from the Chrysler Building. They are sent up to the offices of the famous philanthropist, “Spanky” McNuts himself, where they are greeted with food and drinks (yes, there is liquor there...) and then are ushered into the main office. There they meet the large, rotund, “Spanky” McNuts himself.

Make sure there is an air of mystery about him and his office and that his office is very opulent and spacious. The office is decorated with trophies from all over the world – elephant tusks, rare paintings and statues, valuable books and occult objects. “Spanky” McNuts needs to have the air of power and dark dealings.

He is looking to hire a few good men to do a very important job for him.

It seems that his daughter, Erica Rose Campbell, and her husband, Bruce, have gone missing and that he is worried about his daughter’s safety. “Spanky” McNuts tells the players he has bought an island in the Mediterranean, the Island of Henquet. (Any character with the skill “Call Me Sherlock” knows the island is a center for some sort of a dark cult.)

He goes on to explain that Erica is a recent graduate of NYU in the field of archeology and she wanted to go to the island to see if she could find anything of interest. He said that she found something called “The Ruby of Mellikahn” (again, any character with the skill “Call Me Sherlock” knows that the Ruby is a myth and that Mellikahn was some sort of Ancient Egyptian general).

“Spanky” McNuts tells the heroes that he had a telegram from Erica saying that she and her husband were flying to the Museum of Hong Kong to meet her good friend Professor Brodie and show him the ruby. She was not sure if the ruby was real or not, so she needed his expert advice.

“Spanky” McNuts wants the players to go to Hong Kong and find his daughter and make sure that she is safe.

(Cue Indiana Jones flight music...)



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 Bangkok, Michigan**

Scene 2

After the heroes arrive in Hong Kong, they should go to the Museum of Hong Kong and talk to the head of the antiquities department, Professor Lol Tosk. They will find out that Erica and Bruce were there two days ago, but have since left. If the players ask about Professor Brodie, have Lol Tosk tell them that he just left with some "Egyptian looking friends", and that Brodie seemed flustered (but then again, Brodie is always flustered!). Lol Tosk mentions that one of the Egyptians seemed to be hiding a gun in Brodie's back....

If the heroes hurry, they should be able to catch up with him. Here is the first fight scene.

Objective: Rescue Brodie, and get his information.

Set-up: The players start near the buildings on the land side of the docks. The Cultists who have Brodie in tow, should be near the middle of the docks. The Cultists are trying to get to their boat for a get-a-way (*The Star of Mellikahn*), and the heroes need to prevent that! Hopefully the player controlling Jack Cutter should notice the truck in the nearby street, and drive onto the docks like a madman!

Here is where all of the players should join in, with the Director playing the Cultists. If you want to have a lot of chaos out there, and a few extra players who are not on the hero side, I suggest the following: have one player

be the Cultists, one play as Brodie trying to escape by himself, one playing a gang of Chinese Smugglers on the docks removing a 'shipment' from their vessel, and one as the Harbor Police. We have played it out this way before, and it took most of a game session, but was well worth it. So if you want the maximum madness, be prepared, it takes some time...

After Brodie is rescued, let him divulge that Erica and Bruce came to see him about four days ago. They gave him the Ruby of Mellikahn two nights ago to study it, and then they were to fly back to the Island of Henquet. But unfortunately, on the way to the airport, they were mugged by the cultists for the Ruby, which was now in Brodie's possession. Bruce was beaten, but making a full recovery in the local hospital, and should be up and around in a few days, but Erica was taken by the Cultists.

If asked about the Ruby, Brodie says that it's the genuine article, and that his research has revealed an ancient evil ceremony that requires the Ruby as the crucial element. The ceremony is to occur in three days, on the Island on Henquet in front of the Onyx Portal (play this up, as Brodie does not know that "Spanky" McNuts has bought the Island...). The purpose of the ceremony is to restore the God-General Mellikahn to life and give him a bride, which Brodie thinks is why they kidnapped Erica.

If Brodie is asked about the Ruby's whereabouts, he mentions that one of the Cultists took it from him and

mentioned the airport to the others.

When the heroes follow the trail, tell them that the airport manager remembers an Egyptian booking a return to Cairo. Brodie suggests looking up his friend, Prof. Del Apour, in Cairo because he might be able to help.

Cue Indiana Jones flight music.....

Scene 3

When the heroes arrive in Cairo, they will learn from the Airport Manager that the airplane they are following arrived about six hours ahead of them.

The party should split up, some looking for Professor Del Apour, some looking for Erica and the Ruby, and at least one player checking on the plane.

One of the groups runs into Professor Del Apour in a dark alley. He says that he is being hunted by a group of fanatics and to make matters worse, the Nazis to boot! He will be happy to tell all he knows, but thinks that they should find all the companions first.

A different group gets accosted by some Nazi troopers. They take the heroes to a market place in Cairo for a little chat with Col. Leichmann of the Abwehr (German Intelligence) and Prof. Herman Wolf. The Nazis explain that they are looking for the Ruby of Mellikahn, and are willing to pay handsomely for it. They want it – they insist! – for the Museum in Heidelberg's exhibit of gemstones.

When the players refuse, or explain that they don't have it, the Col.

goes into a rage and threatens to shoot them!

Objective: Escape from the Nazis and find Professor Del Apour.

Set-up: Set up the terrain as a market place in Cairo. Have the fountain in the middle of the table with tables, chairs, boxes, baskets, stalls, etc. all over the place. Have the group talking to Col. Leichmann and Prof. Wolf near the fountain. The group with Prof. Del Apour should start where indicated, and the group returning from the airfield should be on the opposite side of the table.

The Nazi Agents should be separated into four groups of three figures, between the separate groups of heroes.

NOW BLAST AWAY!

The scene should end if they kill off the Nazis, or the heroes escape off of the table.

Have the players heroes play the Heroes, and the Director play the Nazis, or if you have a few extra players again, have one play the Nazi's, one player as Prof. Del Apour, and the Director playing Col. Leichmann and Prof. Wolf

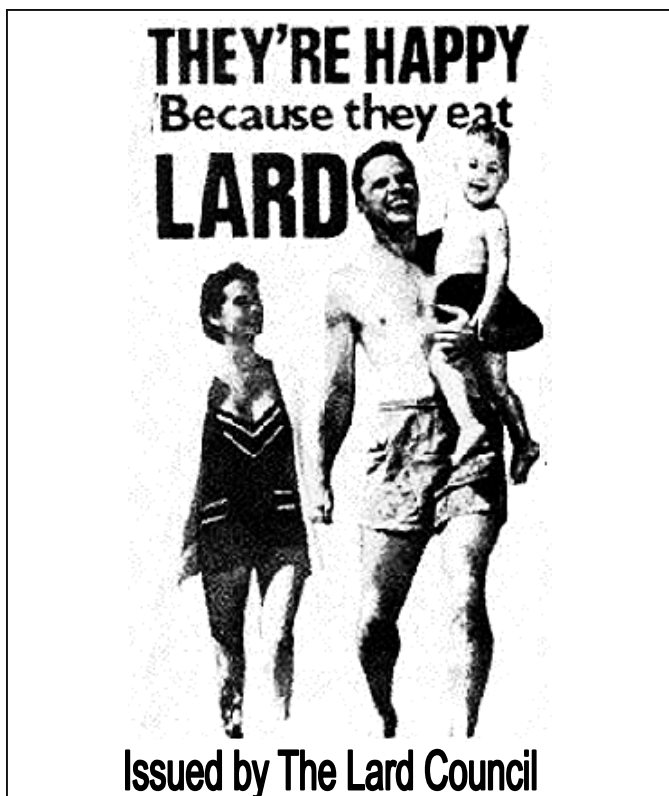
It is important to keep Col. Leichmann and Prof. Herman Wolf alive for the final act, so have both of them get away ASAP.

After the battle has been won, or the players make it off of the table, Professor Del Apour makes a deal with the heroes. He will show the characters a way onto the island and guide them to a secret access tunnel

into the underground temple of Mellikahn for a favor.

The favor being that after he gets them into the temple, he wants to be flown to England to refurbish his ancestral estate. He says he needs some money, and protection from possible Nazi agents here and in England..

If asked how he knows about the underground temple, he states that he helped excavate it with Erica and Bruce, telling all he knows, including . There are several tunnels leading to a large chamber with an odd Altar. If asked to describe it, he says that it's a large stone altar with shackles for a sacrifice in front of a large black obelisk, and that the Cult needs to make a sacrifice of an especially beautiful woman to the dark god-general. And, according to the current moon phase, the sacrifice to Mellikahn will be performed tonight!



Scene 4

After taking a boat to the Island of Henquet (have the pilot make a few "Wheel Man" checks to slip past the Nazi patrols), the heroes land.

After a short hike up a steep hill, they see a small access hole dug into the ground, with ropes leading down. After a short descent, they make it into a small cave, except for Professor Del Apour. He will wait near the plane in order to camouflage it so one will see it.

After all of the characters make it down, tell them that they hear the sounds of ominous, vile chanting. When the characters sneak down the tunnel, they see a large cavern with the stone altar and Onyx Portal on the far side, and some fifteen cultists chanting.

On the altar, Erica Rose Campbell is chained! The head Cultist is slowly descending on her with a syringe full of some vile fluid! When this is happening, the chanting becomes louder, and another Cultist raises his hands and the heroes see The Ruby of Mellikahn, giving off an otherworldly light which is shining into the Onyx Portal!

This is where the heroes should charge right in!

Objective: To rescue Erica Rose, snatch the Ruby, and escape. And maybe kill off Mellikahn once and for all!

Set up: Create a large cavern with a few tunnels going off in different directions. On one end, there should be the stone altar and next to that is an obe-

lisk, the Onyx Portal. The characters enter from the far side, with some fifteen Cultists around the chamber. Erica Rose needs to be on the altar with a Cultist next to her. A Cultist also needs to be near the Portal, and make sure that you can designate him as holding the Ruby, so in the fight, you know who has it.

When the fight is going on, and about five cultists drop (or if the heroes are having a bad time of it), tell the players that the ground starts to shake, and that the Nazi digging machine breaks through the wall! Insert about ten Nazis along with Col. Leichmann and Prof. Herman Wolf into the fray.

Have the Nazis fight the heroes, as well as the Cultists! When you are about down to five bad guys in each group (five Cultists, and five Nazis), tell the players that an unholy screaming can be heard rising out of the Onyx Portal.

Mellikahn (and if you want to make it even more over the top, two of his loyal bodyguards also) comes out to play, and he is mad!

Mellikahn starts to attack everybody, because one of these living beings has messed up his ritual, and now he wants revenge!

Here is the big pay off! Have the players control the heroes, and the Director is everything else. If you have extra players again, then you should really do the following: Have an extra player be the Nazis, one play the Cultists, and one as Mellikahn (and his followers if needed).

When Mellikahn gets killed off,

tell the players that there is a new rumbling, and that the cavern is starting to collapse! The Director should tell the players that they have five (or so, give or take...) rounds to make their escape. If they don't, they will be buried with Mellikahn for all of eternity!

Hopefully the heroes have figured out that they need to get out of there with Erica, and have three options. One is to go back the way they came. Another is to run into the caves and hope to get out that way. Or three, escape using the Nazi-digging machine!

The heroes should escape with Erica at the very least, if not with the Ruby also. When they have made it to the outside world, they should see the cavern collapsing, dust rising from the tunnel entrances and the screams of the vanquished.

Epilog

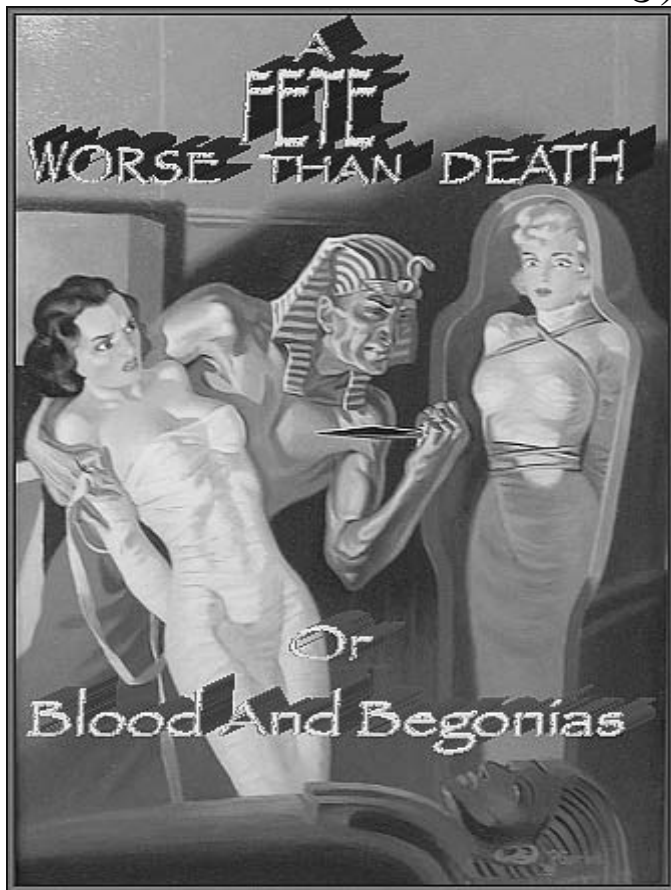
When the heroes return to NYC with Erica safe and sound, "Spanky" is grateful and gives the characters some sort of reward (its up to the Director, as they will know how to serve the players better...)

Don't be scared by the magnitude of the complexity of this adventure. It actually runs smoother than you think. When the big climatic battle occurs, it should be a really frantic, crazy, battle, so don't hesitate to go over the top!

The bigger, the Pulp-ier!

Ω

**Say You Saw It In
Astounding Adventures Magazine**



By
Howard "The Masked Avenger"
Whitehouse

An *Astounding Tales!* game set in the bucolic Olde Worlde English village of Little Piddlecombe, with the blood cultists, vacationing mad scientists, retired detectives, the Bolshevik agents, and the annual flower show (and summer fête). There'll be a film crew (one scene demands all the characters appear in Renaissance costume, with wooden prop swords), and a general sense of Jeeves and Wooster meet Sherlock Holmes at Dr. Moreau's summer cottage.

THE BACKGROUND

"Good Grief, Leticia!" expostulated the vicar. "Do you mean to say

that deranged members of some Godless Egyptian blood cult are here, in Little Piddlecombe, for the annual fête and flower show?"

"Don't get so excited, dear," replied his wife. "I'm sure they aren't *all* mentally disturbed, as you suggest. And they probably have far more Gods than we do in the Church of England. Anyway, we have plenty of our own blood cults here in Dorset. They'll probably welcome our visitors. Or kill them in unholy rites."

It is the summer of 1929. The world is rife with strikes in Britain, organized crime in America, and the rise of totalitarianism across Europe, but none of that has touched the bucolic village of Little Piddlecombe, a picture-perfect collection of thatched cottages and half timbered homes nestled in a cove on the Dorset coast. It is a vision of Olde England, combining medieval charm with Victorian plumbing, and a dose of proper hygiene to keep down the rats. People are polite, everyone knows their place, and the tea shops do a splendid currant scone with jam and clotted cream. Nobody much mentions cultists at all. They are all discussing the summer fête, and the flower show that is so much part of its success, to be held at St. Botolph's church.

Indeed, Little Piddlecombe is such a charming spot that many famous people take a summer cottage there, or visit for long weekends away from the hurly-burly of London. The famous archaeologist Sir Lionel Barton is here after his recent excavations in

the Valley of the Kings. Mr. Sherlock Holmes is a regular judge at the flower show. M. Poirot, the famous detective, comes here to recharge his little grey cells. An American film studio is presently shooting a costume drama, *Sea Dogs of Britannia*, using local people as extras.

So, you see, it's not such a sleepy place as you might have supposed ---

THE CAST

Depending on the number of players, the Director may want to exclude some, or add more. Indeed, for a really big game there's no reason that, say, Fu Manchu should not be involved, or Biggles be forced to land a plane nearby.

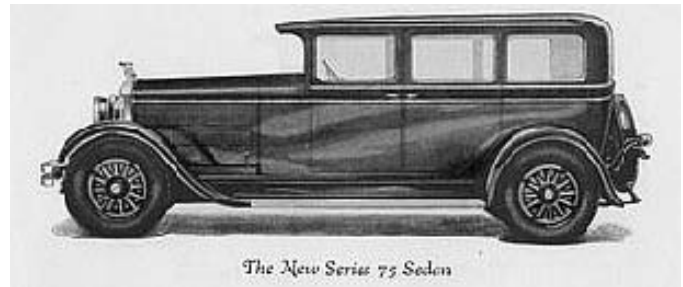
However, the most important roles are those of Sir Lionel/Mina, at least one of the 'detective types', the Brotherhood, the Bolsheviks and the Mad Scientists. Most of the others can be played by the Director, or handed over to players so that, say, Holmes and Poirot or The Movie Crew and Sir Lionel are controlled as a pair by one gamer. Of course, in this case it's essential to give each player characters who are on the same side, or at least are not directly trying to foil one another's plans!

1) **Sir Lionel Barton**, the well known mad archaeologist, and his beautiful (but sensible) daughter, **Mina**. They are spending the summer at Hydrangea House, a perfectly charming little place where Sir Lionel can catalogue the smaller finds brought back from his

recent excavation of the tomb of Rataat III. One of these is something called The Urn of Isis, which is important to some people (although, as we shall see, not to Sir Lionel, who thinks it is just a vase).

Motivation: Sir Lionel will protect his finds with enormous, bear-like courage (and possibly explosives). Mina will do anything to save her father, possibly from his own actions.

Equipment: A car, a revolver, a shotgun, a box of dynamite in the attic.



2) **Indiana Jones**, a young American archaeologist, is visiting Sir Lionel.

Motivation: Keen to impress Sir Lionel – and Mina – with his knowledge of Egyptology and general Yankee ingenuity.

Equipment: A whip and a pistol (kept in his baggage)

3) **Hercules Poirot**, with his companion **Captain Hastings**, and the unflappable secretary, **Miss Lemon**. They have taken a cottage to recover after a grueling case involving the 14.34 to Bury St. Edmunds (Sundays and Holidays only).

Motivation: To solve any crimes that might, just possibly, occur, *precisement*.

Equipment: A fine touring car. Hasting's tennis racquet.



4) **Mr. Sherlock Holmes**, now well into his seventies, present as a judge at the flower show.

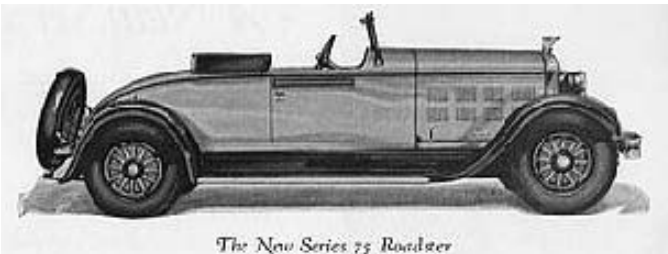
Motivation: To show the younger generation that the old dog has not yet had his day!

Equipment: A magnifying glass, a violin.

5) **Simon Templar**, the urbane man about town known to a few as "The Saint."

Motivation: To follow up on reports of damned Bolshies infiltrating England!

Equipment: A superb sports roadster, a silver cigarette case and a small revolver.



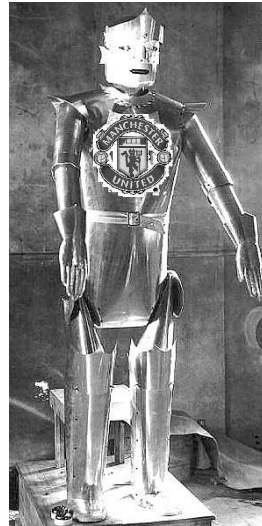
6) **Jeeves and Wooster**, apparently lost on their way to a long country weekend at Brinkley Manor.

Motivation: "I don't know, Jeeves. Why are we here, and where are we anyway?"

Equipment: Wooster's Widgeon Seven roadster, a set of golf clubs, five summer-weight tweed suits and a dinner jacket.



7) **Three Members of the Royal Society for the Propagation of Experimental Science**



Motivation: To get away from Cambridge and do a spot of experimental work in peace and quiet.

Equipment: A robot, lots of lab equipment, a car too small to really conceal the robot.



8) **Bolshevik Agents**, planning Bolshevik deeds.

Motivation: To bring down the bourgeois government of Britain, by taking hold of her most brilliant young scientists. Or cause other trouble, possibly.

Equipment: A van purporting to belong to some everyday tradesman. One pistol, three knives, a short-wave radio, various drugs, poisons and syringes.



9) **The Brothers of Isis**, (including one very beautiful Sister) visiting from Egypt, but not in England to see Trafalgar Square.

Motivation: To take back the Urn of Isis, and wreak vengeance on those who stole it.

Equipment: Swords, daggers, pistols and muskets (in the luggage)

10) **The Cast and Crew** of *Sea Dogs of Britannia*, filming on location at great expense after much quarrelling with the studio accountants who'd have preferred it be shot in Burbank.

Motivation: "To make a *fabulous* movie, *Dahling!*" **Eric Von Schnitzel** expects to create an epic drama and will accept no obstacle in the way of doing this. **Roxy** wants to meet rich Englishmen, look great onscreen, and keep her Hoboken accent under control when she addresses Sir Walter Raleigh.

Maybe.

Equipment: Enormous amounts of movie paraphernalia and period costumes.

11) **The Population** of Little Piddlecombe, some of whom are members of

the Cult of the Flaming Dagger (and Darts Club).

Most people are unarmed. There are a few cars, bikes and delivery vans available for transport.

Motivation: The Cult are unsure how to deal with the arrival of the (much longer established) Egyptian cultists. If the Egyptians are polite and don't show any rude foreign ways, the Cult will take them to their collective bosom and aid them in their plans. If not – well, they'll see 'em off with a flea in their Egyptian ears. Most of the locals are concerned entirely with having a successful flower show, appearing as extras in a Hollywood spectacle, and overcharging everyone for everything.

Equipment: The Cult of the Flaming Dagger have a lot of ceremonial cutlery, and a couple of souvenir pistols from the Great War.

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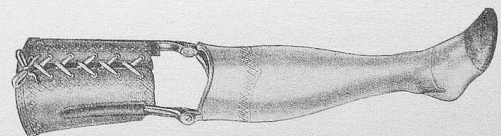
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CHARACTER INFORMATION

	FISTS	GATS	GUTS	STUNTS	SMARTS	HITS	SKILLS
The Heroes							
Sir Lionel	5	3	5	2	3	5	
Mina	2	3	5	4	5	4	Nice Girl
Indiana Jones	4	4	5	6	5	5	Whiplash, A Real Charmer
M. Poirot	2	2	3	2	6	4	Real Charmer, Call me Sherlock
Capt Hastings	4	3	4	3	2	4	No resistance to women, Errant Knight
Miss Lemmon	3	4	5	4	5	4	Feminine Intuition
Sherlock Holmes	4	3	5	4	7	5	Call me Sherlock, Real Charmer
Simon Templar	5	5	5	5	5	5	Exq. Manners, Call me Sherlock, Real Charmer
Jeeves	4	3	5	4	7	5	Exquisite Manners
Wooster	2	1	2	3	2	3	Lucky Cuss, Errant Knight, Sucker for a Dame
The Movie Cast & Crew							
Eric von Schnitzel (Herr Direktor)	3	1	2	2	3	3	Real Scary
Roxy Smothers	4	4	4	3	5	5	Vamp
Zelda (script)	4	5	5	5	5	5	Nice Girl
Joe (camera)	3	2	3	3	3	3	
Herman (clapper)	2	1	2	2	3	3	
The GOOD Citizens of Little Piddlecombe							
Major Fytche- Cholmondely- Fitch	4	3	4	3	3	4	Tough SOB
Sergeant Dixon	5	3	5	2	3	4	Boxer
P.C. Plod	4	2	4	3	2	3(1)	
Jack from the Pub	4	2	3	3	3	3	
Miss Slinkwell	2	2	3	4	4	4	
Reverend Chasuble	2	1	2	3	4	2	
Street Kid	2	2	4	4	3	3	
Dora the Barmaid	3	3	3	3	4	3	
Tough Eric	3	3	2	3	2	3	Brutal Champ
Non-speaking-part	2	2	3	3	3	3	



CHARACTER INFORMATION

	FISTS	GATS	GUTS	STUNTS	SMARTS	HITS	SKILLS
The Bosheviki							
Mikhail	5	3	5	3	3	4	Brutal Champ
Ivan	3	3	3	3	5	5	Real Scary
Natalya	3	4	5	4	4	4	Tough Broad
The Scientists							
Dr Bomstruck	2	1	3	2	5	2	Mean Drunk
Prof. Bellbuckle	2	2	5	3	3	4	Crazy Inventor
Dr. Smoot	2	2	3	3	6	3	Tongue Tied
The Brothers Of Isis (& A Sister)							
Lord Meren	5	5	7	6	6	6	Tough SOB
Dahlia	4	4	6	5	5	5	Vamp
Two Assassins	5	5	6	6	3	4 (1)	Mack the Knife
The Blood Cultists of Little Piddlecombe							
Gordon Smythe (High Priest and bank manager)	2	1	3	2	2	4	
Bob the Grocer (Big Cultist)	4	2	4	3	3	3	
Other Cultist (3)	2	2	3	3	3	3	
Terry the Errand Boy (Tiny Cultist)	2	1	2	3	4	2	

THE SET UP

The table should be large enough to show two locations, with some sort of barrier (a line of trees will do) separating them, as they are supposed to be a mile or two apart. Of course, two smaller tables will work as well, if necessary

Little Piddlecombe should be shown as a gathering of buildings with a village green. Depending on your own collection of suitable models, it may feature a church, a pub, shops, a railway station, and a number of houses. It is not terribly important where these things are placed. A castle may be involved. The small harbour, with a jetty and boats, is a nice addition. What is important is that one outlying cottage is nominated as the sum-

mer home of Sir Lionel Barton, and another for the mad scientists. If you want to decide that one house is the vicarage, or that Russian spies are all staying at the Sea Aire Guest House, that's all to the good.

The village green is the site of the fête-and-flower show, and may be shown with tents and tables (I use some stripy plastic medieval pavilions from a Milton Bradley game)

The second location features an area of hills and rocky moor land, with a Neolithic monument in the middle. Mine's a stone circle, like Stonehenge on the cheap, but a passage tomb or a simple standing stone would do as well. There should be a narrow country lane crossing the edge of the board so that players can arrive at speed in their Widgeon Seven roadsters and

commandeered butcher's vans.

THE PLOT

For reasons that we'll instantly understand, Sir Lionel Barton has brought a selection of souvenirs back from his most recent excavation in the Valley of the Kings. Sir Lionel takes an unsentimental view of ancient sacred objects, and has chosen to use the Urn of Isis (a crucial symbol of worship to the Brotherhood) as the vase for the prize begonias he is submitting to the flower show. Thus, the urn will be prominently displayed at the fête.

The Brotherhood want it back, in the worst possible way, and are inclined to spend a few moments punishing the unbelievers involved in this sacrilege, if there's time.

At the same time Russian agents are in Little Piddlecombe, ready to strike a blow at Western Imperialism. Due to an intelligence gaffe where they were assured that this tiny seaside resort was home to a secret submarine

base (it's not) they have to find something to do rather than simply go back to Moscow. It's nice in Little Piddlecombe in the summer. So their choices are to plan an attack on A) the decadent American film production, B) the decadent English flower show, C) the decadent British scientists with their bourgeois robot, or D) drink the excellent local beer and sit on the beach. However, following option D alone may cause questions from their bosses.

Scene 1: The opening of the fête. This takes place on the village green, in full view of everyone present. The urn of Isis will be on display. Sir Lionel will say a few words of welcome. The vicar will introduce the judges. Then, one assumes, all hell will break loose. With the exceptions of the brotherhood and the Bolsheviks, nobody will be carrying weapons in this scene, and even Sir Lionel has left his dynamite at home.

Scene 2: The Director will resolve the events of Scene 1 so that the next scene can begin with everyone in period costume and props-department weaponry (some of which are painted wood and paper-mache, and some of which are real). All participants have been conscripted to act as extras but—due to the effect of English cookery on the stomachs of the Hollywood stars—only Roxy Smothers is able to continue in her leading role. The scriptwriter and script girl are also indisposed, so no actual written lines are available to be read. Thus, all characters will be expected to improvise the scene in mock Tudor English.

Note: All players should be provided with a model figure that (more or less) matches their own Pulp era character model, if he or she were to dress in period dress as envisioned by a Hollywood studio. In my own case, I had Elizabethan era models, with a very nice figure of Elizabeth I for Roxy to impersonate in her inimitable Hoboken-Tudor way. Directors may feel free to alter the period (and title) of the movie according to their own available collection of miniatures – there's no reason it shouldn't be set in medieval times, or with Romans and Celts, or Jane Austen's Regency romances!

Scene 3: It is almost impossible to say what will be going on in the story at this point. However, the action will shift to the Neolithic henge, where (at the very least) the local blood cult will be gathered. A human sacrifice will be offered, although who it will be is surely open to conjecture. Players will per allowed to arrive on foot, by car, or any other contrivance available.

PLAYING THE GAME

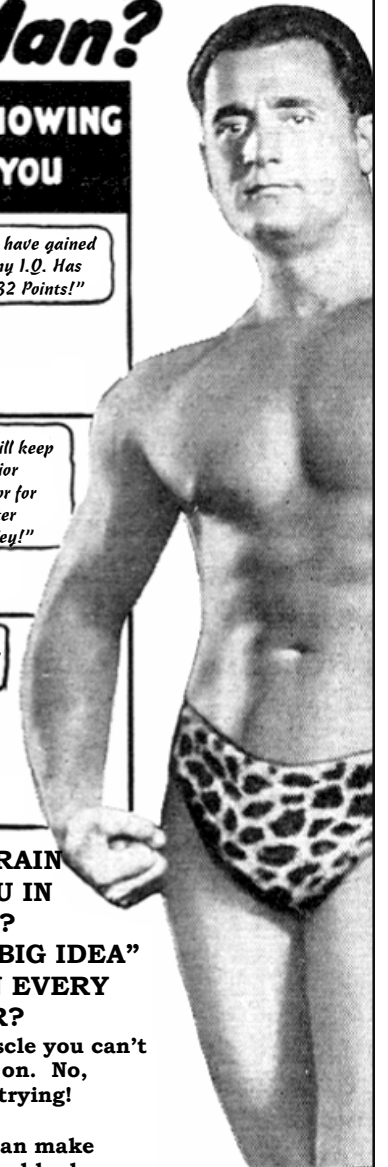
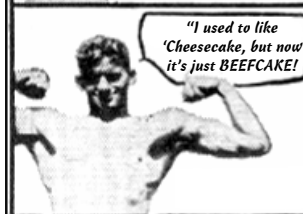
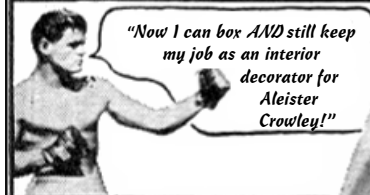
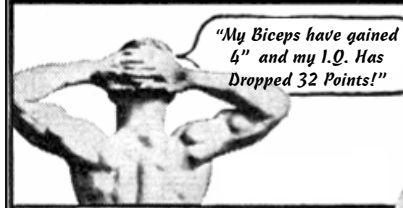
Other plot elements may be introduced as needed, depending on the number of players and whatever is required to either keep the game moving or – far more likely – prevent it from falling into complete anarchy. Not that I have a problem with that!

As always, keep it fast (after all, it has three scenes) and don't worry about the details. Take out the chairs to keep players on their feet. Keep an eye on the clock and keep each scene down to about half an hour, with a break between each for the Director to change the sets and props, and for players to drink a stiff brandy. One notable feature of this scenario is that – since it occurs in England – there are very few guns, roads are narrow, and there are a lot of pedestrians about. This means that the action may well involve a lot of driving cars badly down country lanes and village streets, and people engaged in close combat with fists, golf clubs and – most probably – vases of flowers, at least one of them a sacred vessel from antiquity!

Ω

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Applying Other Game Systems To *Astounding Adventures!*

There are a number of excellent systems for pulp gaming in print, and it seems a shame to place a barrier between the avid pulp era gamer and this collection of rip-roaring adventures. Therefore, I'm including what amounts to a short set of "conversion rules" the three principle alternative game systems.

To Be Continued...

by **GASLIGHT**

Conversion by Buck Surdu.

Astounding Tales! (AT) divides Characters into four categories: leading roles, secondary roles, bit parts, and supporting cast. In *TBCBG*, these would be converted to: Hero, Adventurer or Leader, Veteran, and Extra, respectively. So, a leading role in AT would be a Hero in *TBCBG*, and a supporting cast member in *Astounding Tales* would be an extra in *TBCBG*.

In AT, figures have a number of attributes that range from 2 to 6. In *TBCBG*, attributes range from 5 to 18. Use the following method to convert attributes from AT to *TBCBG*.

Astounding Tales!	TBCBG
2	5
3	9
4	13
5	16
6	18

The Fists attribute in AT corresponds to the 'Scuffle' attribute in

TBCBG. The Gats attribute in AT corresponds to the Shoot attribute in *TBCBG*. Average the values of GUTS, STUNTS, and SMARTS to be the 'Save' attribute in *TBCBG*. (It is better to convert those attributes to *TBCBG* numbers as described above and then average them, rounding up.) Hits translate into Hit Points. In AT, hits range from 3 to 6, but in *TBCBG* Hit Points are rolled on six-sided dice as shown. We recommend that you just re-roll Hit Points for your characters as shown below according to their rating in *TBCBG*:

Heroes: 6 + 4d6

Adventurers: 6 + 3d6

Leaders: 6 + 2d6

Veterans: 6 + 1d6

Extras get no Hit Points; if they fail to Save, they are removed.

As an example, if you look on page 21 of AT!, Jimmy "The Nose" O'Donnell would have the following attributes in *TBCBG*:

Scuffle: 18

Shoot: 16

Save: (13 + 5 + 9) / 3 = 9

Hit Points: (rolled as an Adventurer)

17

TBCBG has its own rules for feminine wiles. We didn't go down the path of generating skills, but the skills listed in AT could easily be converted to die roll modifiers against Scuffle, Shoot, or Save roles in *TBCBG*. A positive modifier in the Skills table in AT would be a negative die roll modifier in *TBCBG* and vice versa.

Rugged Adventures Conversion by Kurt Hummitsch (AKA "Dr Kurt")

Characters are PRP's in Rugged Adventures terms.

Only PRP's need to have a PRP sheet made up for them, Sidekicks and Lackeys can have an appropriate card made up for them. Non-PRP Characters are the same as Supporting Cast figures in *Astounding Tales*.

Since RA uses fewer attributes, they can be substituted as follows:
Stunts=Luck, **Smarts**=Field Craft, **Guts**=morale (taken from morale table) **Fists** and **Gats** hit numbers are covered in the hand to hand combat table and the small arms weapons chart.

This is a rough guide to being rated as poor to very good in *Astounding Tales!* terminology.

Poor- Luck- 3, Field Craft- 2 or 3, Driving Skill- 3

Average- Luck-4 or 5, Field Craft- 4or 5, Driving Skill-4 or 5

Good- Luck 6, Field Craft- 6, Driving Skill- 6

Very Good- Luck 7or 8 Field Craft- 7 or 8, Driving Skill- 6 or 7

Pulp Hero – Luck 8, Field Craft- 8 or 9, Driving Skill 7 or 8

The following section is a cross over of RA PRP Character Traits to AT Skills:

Strong like OX = Tough SOB
Sure Shot = Crack Shot
Ancient Training = Oriental Martial Arts
Huge Joss = Lucky Cuss
Impetuous = Hot Head

Excellent Swordsman= Mack the Knife
Overweight and Out of Shape = Gimpy
Ambidextrous = 2 Gun Kid

.45 Adventure Conversion

by David Drage
(AKA "Iron Mammoth")

Characters, or Heroes as they are known in **.45 Adventure**, are made up using pre-designed templates, this means that it is relatively easy to convert **AT2** characters over to use in **.45 Adventure**.

Lets take an example:-
Jack "Ace" McVitie, daredevil pilot, motor racer, and adventurer (Leading Role.) In **AT2** we have Leading Roles, Secondary Roles, Bit Parts and Supporting Cast. These correspond with Grades 3, 2 and 1 in **.45 Adventure** (Supporting Cast count as Grade 1/2, as found in the **Dragon Bones** expansion for **.45 Adventure**).


Now we need to find an appropriate template for each character.

"Ace" McVitie is an adventurer and daredevil pilot. There is not an equivalent template in **.45 Adventure** or its supplements. The closest match would be **War Veteran** (there is a fair chance that "Ace" served his country when called upon, and it is probably where he learned to fly so recklessly). Then it is simply a matter of matching the most appropriate Skills with the available attributes in **.45 Adventure**.

Below is the template filled in for "Ace" McVitie:-

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	BR=3	4	BR=3	BR=2		Uncon- scious		
Torso (2-4)	BW=3 GT=7	4	BW=3 GT=7	BW=2 GT=7	BW=2 GT=7	BW=1 GT=6	Uncon- scious	
Arms (5-7)	HT=5 CC=4	4	HT=5 CC=4	HT=5 CC=4	HT=4 CC=3	HT=3 CC=2	HT=2 CC=1	No Attacks Cannot Carry
Legs (8-10)	DG=3 SP=5	4	DG=3 SP=5	DG=3 SP=4	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only


Once selected, it is simply a matter of choosing appropriate skills to suit the character type, or creating new ones – in “Ace’s” case, Driver (+3) and possibly



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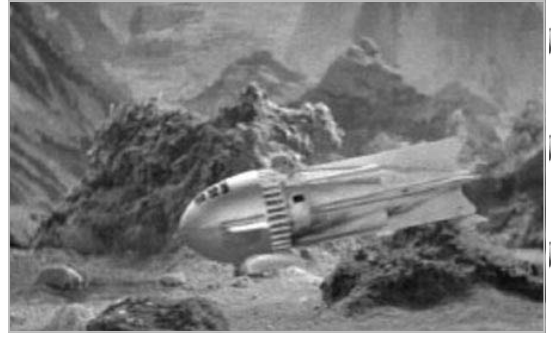
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Astounding Adventures Number 2

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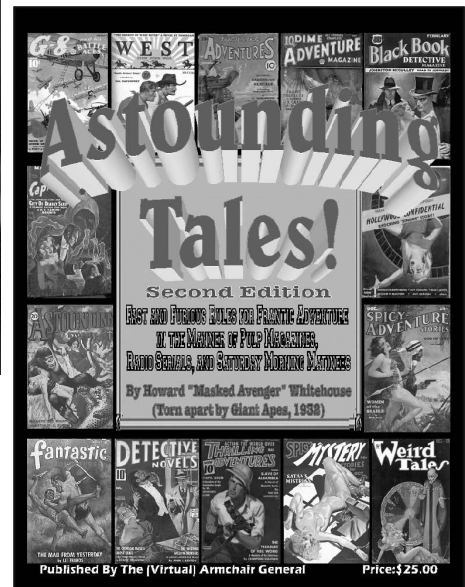


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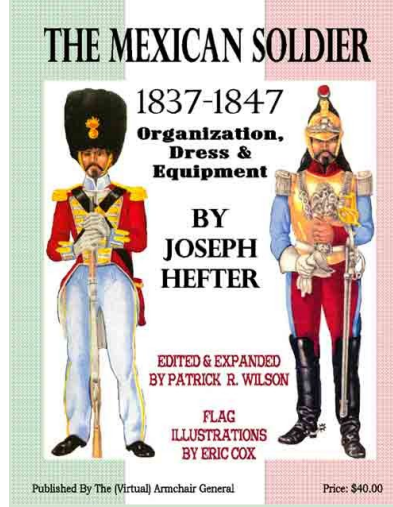
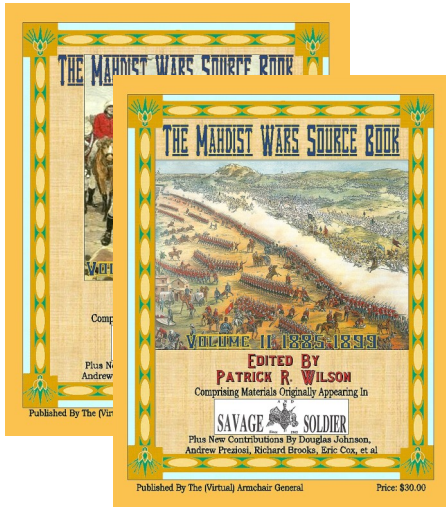
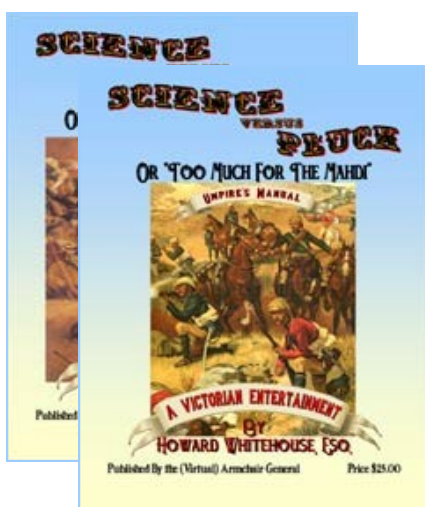
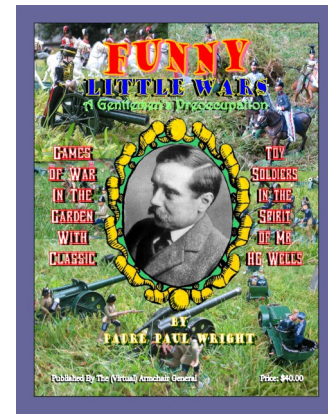
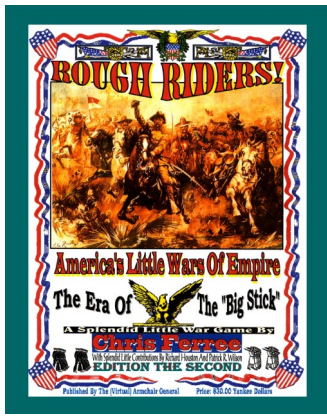
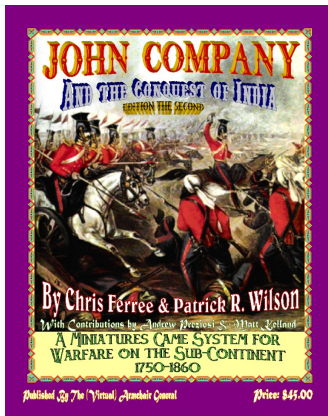
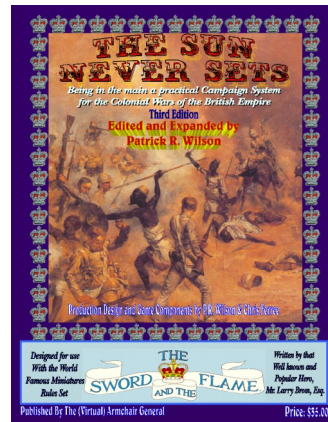
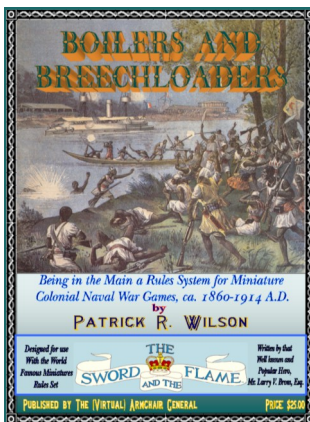
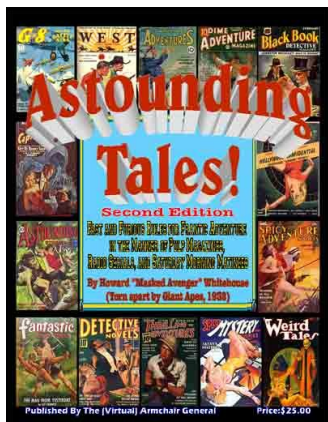
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