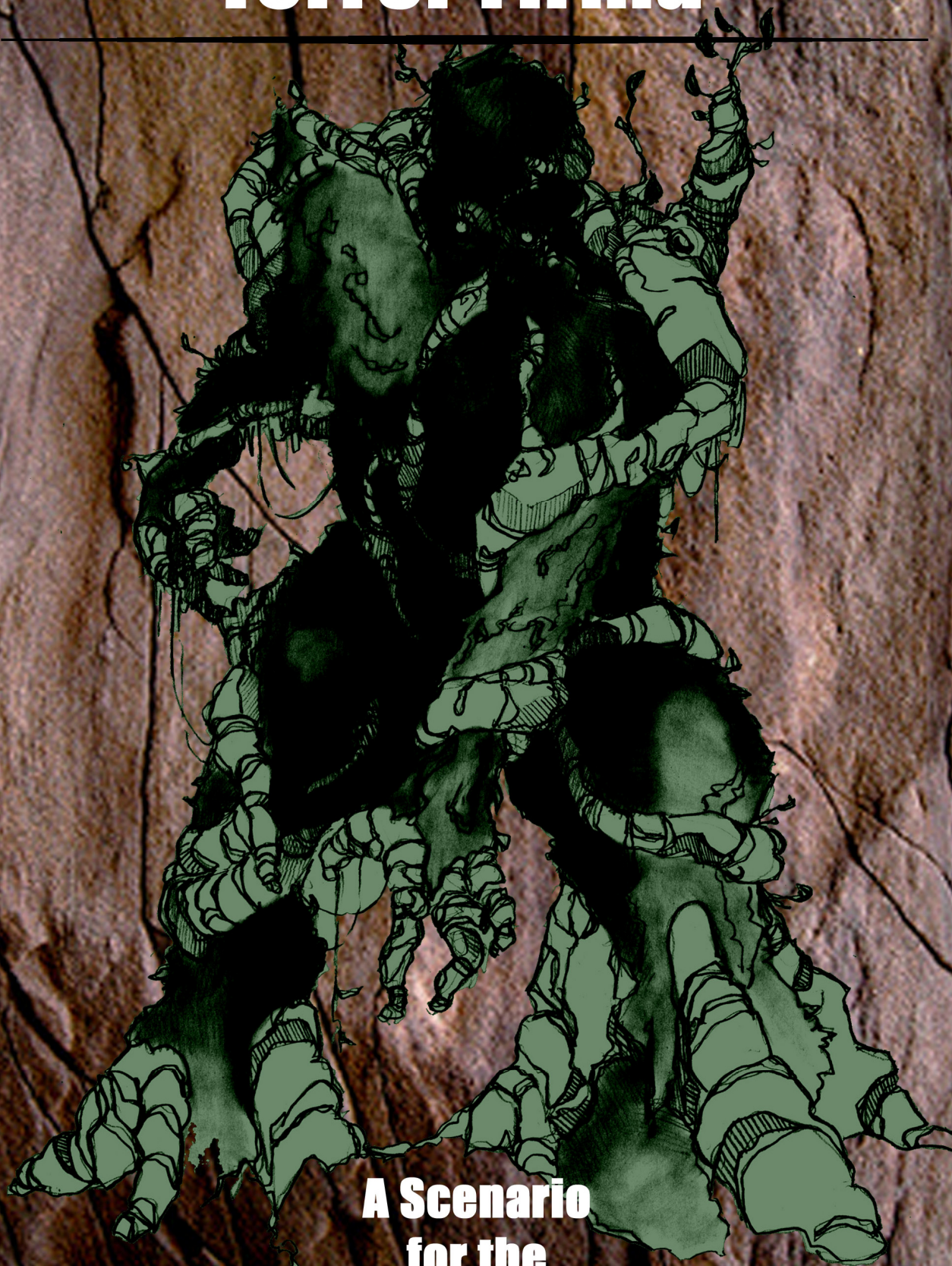


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# Terror Firma

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**A Scenario  
for the  
Squadron UK  
Role-playing game**





# Terror Firma



**A Scenario for the  
Squadron UK Role-playing game  
by  
Simon Burley**

The Squadron UK rules will be needed  
to make full use of this Scenario.  
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## Introduction

Terror Firma is a free scenario for use with the Squadron UK role-playing game.

It is based around a fairly minor league Megavillain called EARTHLORD. (He was first introduced in the magazine WHITE DWARF in April 1985.)

As it is a freebie, don't expect to find much in here in the way of artwork or maps. Just solid adventure!

Since it does involve a Megavillain, the Heroes will either need to be tough or a very well organized team. Play-testing showed this scenario to be quite deadly.

*When you see text like this, it will give you notes about what happened in the play-test.*

## Preparation

Make sure you read this adventure thoroughly before starting play. Read the details of the non-player-characters - double check you understand their powers and look up any rules you may need to revise.

Be especially sure about Earthlord's powers and the rules on Megavillains. Try to anticipate what tactics he could use most effectively against your players' Heroes.

If necessary, play out a few practice rounds between them to try and anticipate what might happen. Make sure you give yourself a suitable "out" should the heroes be defeated in the climactic battle with Earthlord. One of these has been suggested but you might have another one more suitable for your campaign.

The other place where you have to be careful is in the mining complex. Try to use the right number of mining robots to challenge your Heroes. If in doubt, underestimate the number. You can always throw in a couple more if the Heroes are finding the encounter too straightforward.

Finally, make a secret note of the Heroes' HTK and HTC before the adventure. This will enable you to secretly reduce their HTK if they get radiation poisoning during the encounter in the school.

Though no maps have been provided, you might wish to draw maps for the school, the mining complex and Earthlord's clearing in the woods. It should be possible to make these up "on the fly", however.

## Cast List

### The Heroes

This scenario is designed for a powerful or experienced and organized group of Heroes. 1 or 2 Heroes are unlikely to be able to tackle it successfully on their own unless they are particularly powerful. Some Detective skills might prove useful in the earlier chapters.



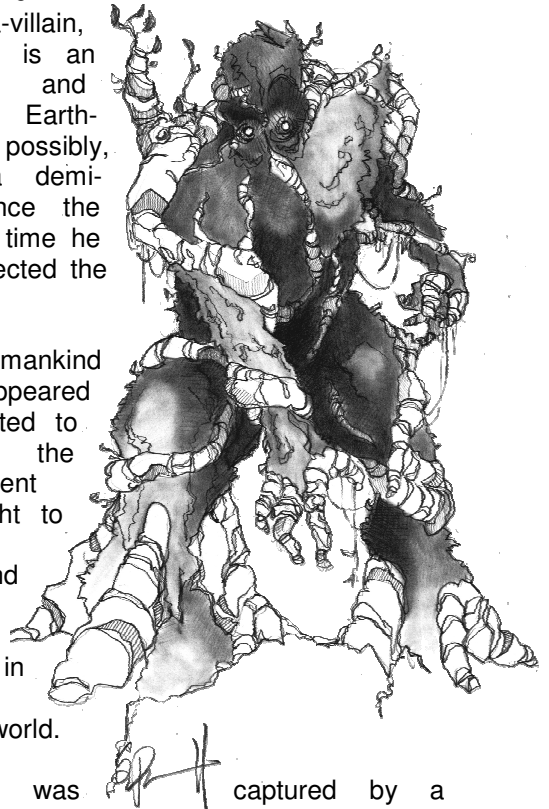
### Earthlord

A Mega-villain, Earthlord is an ancient and immortal Earth-spirit - possibly, even, a demi-god. Since the dawn of time he has protected the planet.

When mankind first appeared and started to rape the environment he sought to enslave them and train them to live in harmony with the world.

He was captured by a conclave of wizards and bound in sorcerous chains. It is only recently that he has escaped.

He is incensed by the damage mankind has wrought in his absence and has decided the best option is to wipe humanity from the surface of the planet.



### Earthlord's followers

Earthlord has wrecked an experimental automated deep mining facility at Ellafield – an area in the country near the Heroes' home town.

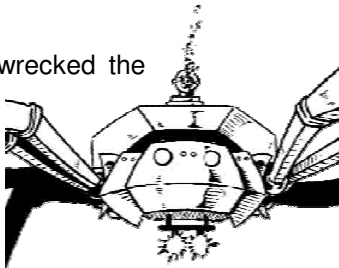
(Feel free to replace Ellafield with the name of any remote local area which suits your campaign.)

However, instead of killing all the Scientists and Technicians working there, he has corrupted them and forced them to worship and obey him. They all speak in a dreamy and worshipful way of how humanity has corrupted and raped the Earth and how their master will take revenge. (They use lots of metaphors and similies.) They have all failed to wash recently and are beginning to smell very "earthy". With the exception of Heinz Rufus – the Scientist sent into town to poison local schools – their clothes are now ragged and they have foregone the wearing of shoes or socks.



### Mine Robots

When Earthlord wrecked the Ellafield mine, he had some of the scientists reprogram a number of robots that worked there.



These fall into two types. **Miners** are equipped with cutting lasers and hammers. **Packers** have grabbing claws with which to hold and lift things. These will now attack anything which enters the mine. (Several squads of special forces soldiers and BISCUIT agents have already met their fate here.)

### Mr Coteley – The Mutoid

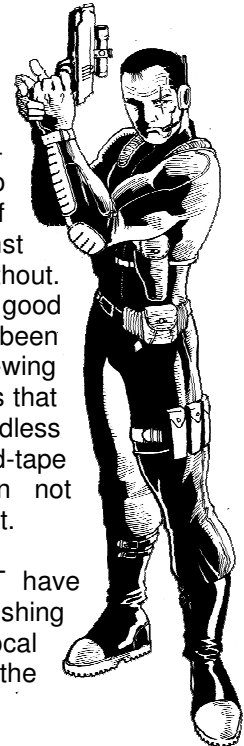
A P.E. teacher at Westfield High – a local comprehensive school – Mr Coteley responds rather differently to the radioactive contamination which Heinz Rufus brings to the school. It is his mutation and rampage which brings the Heroes into the adventure.



(Again, feel free to replace Westfield High with the name of an actual school in the Heroes' local area.)

### B.I.S.C.U.I.T.

The **British International Security Council and United Intelligence Taskforce** is a cross-services Unit devoted to preserving the integrity of Queen and Country against threats from within and without. They mean well and have good intentions but have been accused of being too right-wing in their attitude. The truth is that the Council is tied up in endless reams of bureaucratic red-tape and resources are often not deployed to their best effect.



In this scenario, BISCUIT have been responsible for "hushing up" the poisoning of local schools and the closure of the Ellafield mining operation.

## Prologue

Any Hero with a Backing of 4 or more, who has left a method of contact with the authorities, will be automatically called in as soon as Mr Coteley starts his rampage.

Heroes with a backing of less than 4 will either have to wait to be contacted by their teammates or find out about the events at the school by watching events on the television news. (This will require a percentage roll under 5 times Detective points.)

Ask the players to specify how their Heroes are getting to the school. BISCUIT (et al) are willing to send a Helicopter to pick up any Heroes they contacted.

On the way, they will brief that Hero on events (see below).

Use the method of travel specified to work out the order in which the Heroes arrive and how long they have to wait for back-up.

*IMPULSE was late because he was busy hailing a cab – in full costume! This left ACE to handle the rescue of the injured police constable (see below) alone.*



## Chapter 1: "Gym'll fix it"

**Summary:** Heroes rush to a school to defeat a mad radiation spawned monster. They discover it is the school's P.E. master who has been mutated by a radioactive dust brought into the school as part of a deeper plot.

**Detail:** When the Heroes arrive, they will find the school cordoned off. If they have been called by the authorities, they will have received a full briefing. If they arrive by any other means, they will have to introduce themselves to the Police manning the barricades.

A successful percentage roll against 3 times Public Status will enable the average Constable to recognize and welcome them. If they are not recognized and make a fuss, an Officer will be called who will recognize the Hero on a roll of 4 times Public Status.

However, if their roll is still more than 3 times Public Status, they will resent the Hero's presence.

*Whilst ACE was recognized, welcomed and fully briefed, IMPULSE needed to stun a number of Police in order to get through the Police lines – with the obvious effect upon his ratings.*

If the Hero is recognized and asks what is going on they will be told that the children and staff are the school have fallen prey to an unknown ailment of some kind. Emergency Service personnel are removing them to hospital but the situation has been complicated by some sort of "radioactive Mutoid" rampaging around the school. It has been trapped in the school Gym.

If welcomed, the Hero will be offered protective clothing. The effects of the protective clothing on the Hero's powers will depend upon their rationale. In general it will impede their movements – halving their move. This will include many forms of flight. It will also give them a strike modifier of -1. Many forms of energy attack cannot be used wearing the suit. Others will be halved – requiring two power points for each die of damage done.

The suit will, however, provide full protection from the radioactive dust loose in the school. It will halve the damage done by Mr Coteley's energy attack.

*Annoyed with halving his energy attack, ACE took to removing a glove from his suit before each blast. As this wasted frames, it was assumed he took no additional radiation damage.*

Any Hero who enters the school without a protective suit will start to suffer radiation damage. Roll 2d6 each round and secretly deduct it from their HTK total.

When their HTK falls to less than half their HTC, their HTC will fall to double their current HTK. (For example, if they lose 7 HTK in a round, they lose 14 HTC. HTC totals can never be more than twice a character's HTK.)

Inform the player that their Hero is feeling ill and tell them of their current HTC total. Every round thereafter, roll the two dice as usual but inform the player that they have lost double the roll in HTC.

Players may – wrongly – assume that the damage is being caused by the irradiated form of Mr Coteley. They will receive a nasty shock when they leave the gym and the damage continues. They have to leave the school completely.

When the first Hero arrives at the gym, they will find an armed response unit in full protective gear waiting outside. They will explain that there are a number of children trapped in the equipment cupboards in the gym. One of their number – WPC Olga Brown – went in to rescue them but was blasted by the creature, who is currently standing over her fallen body.

The locked cupboards have provided the children with some protection from the radiation and they are only slightly sick. The Heroes will have a few rounds to remove them to safety before their situation becomes critical. The armed response unit have some lead-lined blankets which they will offer the Heroes to wrap the children in. WPC Brown is wearing a full protective suit.

Upon entering the gym, the Hero(es) will find a dark humanoid shape wreathed in energy standing astride the fallen constable. This is the mutated form of Mr Coteley – the Mutoid.

Battle will now be joined.

*ACE, quite rightly, used the first few rounds to distract the creature to allow the ARU to rescue Olga and the trapped children, whilst he waited for his colleagues to arrive.*

Since the Mutoid used 2 dice of energy to put Officer Brown down, he currently has 28 left (see the Protagonists section). However, he will recover his full 30 dice after only three rounds after the Hero joins battle.

**The Climax:** The battle will probably end when Coteley is defeated and all the children and irradiated Heroes are removed from the school.

**Aftermath:** BISCUIT have a lead-lined body bag to secure the fallen Gym teacher. They will take him away to be "cured".

A search of the building will reveal a small lead-lined container by the air conditioning unit in the school's boiler-room. It will drive Geiger counters crazy.

3 times detective points will find the container if the players specify searching the school – rising to 4 or 5 times detective points if they specify clever tactics. Of course, something like Heightened Senses could find it automatically.

The Heroes may be keen to talk to the press but BISCUIT will want a word first. As usual they want the Heroes to be a bit "careful" talking to the press.

This isn't the first school to be affected by radiation poisoning – it's just the first one to spawn a radiation monster. The Heroes will recall another local school shut down with "Legionnaires Disease" the previous week.

Time for some detective work. Not difficult. Checking the school's guest book or questioning staff will reveal that the famed Scientist, Heinz Rufus, had been in school to talk to Year 11 about careers in engineering. Staff will recall a couple of odd things.

Firstly, the famed professor smelt odd. Dirty. Earthy.

Secondly – though he was supposed to be telling the children about engineering, he spent the whole assembly on some sort of disjointed ecological rant.

A quick check will find that Rufus also visited the previous school(s) to be contaminated.

Though computer checks will not reveal his current whereabouts, a quick session on the telephone to local schools will find out that he is booked to visit half a dozen of them over the next two weeks. The next on the list is Queen's Comprehensive.

If the Heroes don't work all this out for themselves, BISCUIT will join the dots for them. If it is the Heroes who work it out, the BISCUIT agent in charge will look shame-faced and mutter something about "lack of staff".

Now is the time to give ratings:

### Public Status

**Backing:** 4 if they cooperate with BISCUIT and the Police. 5 if they really suck up to the BISCUIT agents and/or give a good cover story. 2 (or even 1) if they force their way into the school, injuring Police officers.

**Heroism:** Saving the injured WPC and trapped children and how bravely they tackled Coteley should all be considered.

**Identification:** Even hideous alien creatures will get a boost to this if they are seen pulling children out from an infected building.

**Public Relations:** 4 if they talk to the Press. If more than 1 character talks to the Press have them roll percentage dice against three times existing Public Status. The one who makes the roll by the most (or fails it by the least) will become the centrepiece of the story and get a Public Relations score of 5.

**Practice:** This is a practice rating of 5 (fighting a villain).

### Detective Points

**Methods:** There is a 5 available for Heroes who find the radioactive dust, discover the perpetrator and determine his next target.

**Publicity:** Unless there are other factors involved, calculate this from Public Status as usual.

**Approachability:** See Identification – above.

**Power Use:** Heightened senses and the like used to find the radioactive dust, computer skills to find Heinz Rufus etc. would score 5.



**Contacts:** If the haven't already got the Press, Police and/or BISCUIT on board, each will give a boost of +1 to contacts, provided this does not take the score above 6.

## Personal Status

**Conscience:** Heroes should not be penalised by the deaths of any children from radiation poisoning. They may suffer a negative modifier if they allowed Coteley to kill anyone directly or were forced to kill him during the battle.

**Expression:** Mainly affected by how the Heroes interacted with/showed off to the Police Squad outside the gym.

**Success Rate:** Heroes only fail if the irradiated Coteley escapes.

**Public Response:** In this scenario rated directly from Public Status.

**Security:** Invulnerable Heroes who discover they can be affected by radiation could lose as much as 2 from their security.

A hero with a low Security who fought Coteley gets a +1 for surviving, +2 for contributing or +3 for defeating him singlehanded.



## Chapter 2: "Queens means Heinz"

**Summary:** The Heroes capture the evil Heinz Rufus before he can contaminate another school but a darker plot is revealed.

**Detail:** Having discovered the culprit behind the poisoning of the city's schools, presumably the Heroes will be lying in wait for him. (They could leave this fairly easy arrest to BISCUIT.)

Heinz Rufus is a typical, if rather smelly, civilian. 2 Frames, Move: 3m, DC:12, Any attack with a damage modifier or higher than WC:2 instantly knocks him out.

However, any Hero who takes his arrest too casually could be in for a shock. Rufus is carrying a small lead case full of extremely radioactive dust. If he is given two free frames at any time, he will pull this out and scatter it wherever he is, even if it means he becomes contaminated and dies himself.

*ACE swept down to grab Rufus, sweeping him up into the air. He thought he'd be disconcerted by this. Instead, with the aid of a lucky initiative roll, Rufus just pulled out his lead case and contaminated the school's playing field and some of the nearby houses.*

If and when Rufus is arrested, BISCUIT will pull rank over the local Police and take him to their local office for debriefing. It is presumed at least one Hero has sufficient Public Status by now to be allowed to accompany them openly. If not, someone will have to follow incognito. Questioning him about his attacks on schools merely brings a rant:

*"If you cut out the roots the tree will wither. I am merely cutting out the roots of your kind so that you will wither and cease to contaminate the Earth with your foul presence....."*

He may mention his "master" but will give only the vaguest of details.

At this point, the BISCUIT officers will start to question him about:

- what happened at Ellafield: *"The Earth was being raped by your foul technology. My master stopped to it."*
- where all the other scientists and technicians have gone:
- *"They are with the master, receiving the Gift and waiting to do His Work"*

- why Rufus chose to resign his Government position: *"I have received the Gift and am one with my Master now."*

Presumably the Heroes will now have some questions for BISCUIT. They will offer the following explanation:

Ellafield is one of a number of deep-core mining operations set up to try and reduce Britain's dependence on the import of foreign minerals. It was the sixth such operation set up (code letter: F) and had the specific aim of mining iron ore from deep in the earth's crust, refining it into crude pig iron and then sending it – via underground magnetic railway – to steel works. Though manned by technicians and scientists for the first phase, the intention was that it become a fully automated set-up.

Two months ago, all communication from the mine ceased. People sent in to find out what had happened – including two squads of SAS soldiers – were not heard from again. The area was quarantined.

Three weeks ago, Heinz Rufus reappeared. He claimed he had quit his job at the mine and walked out shortly before it shut down. His resignation is recorded on the mine's computer system – he said – but no-one could verify this. The Authorities had no evidence to allow them to keep him in custody.

At this point it will become obvious that the next step is for the Heroes to investigate Ellafield. BISCUIT will offer what support they can – a helicopter to fly them in perhaps – but will not send in any more of their own people until the mine has been cleared.

One last point: if anyone chooses to take a closer look at Rufus – an X-ray scan perhaps – they will find a small gem-like object lodged in his throat from which tendrils of mineral grow out along his nervous system. This is Earthlord's "Gift" and the means by which he controls the scientist. Removing it will kill Heinz Rufus. The invasive mineral will have to be destroyed first, possibly by bathing him in a gentle electro-magnetic field. If the Heroes can do this (Field Manipulation, perhaps) he will be cured and offer the Heroes the full story of Earthlord and the mine.



## Chapter 3: "Mine Camp (F)"

**Summary:** The Heroes investigate the ruined mine installation and are attacked by re-programmed mining robots.

**Detail:** The Heroes will have some problem finding the Ellafield installation. If they are traveling through the woods surrounding it, they will have the feeling of being watched.

When they do finally reach the cliff against which the mining installation is built, they will find it almost completely covered in rock. This appears to have grown out of the cliff-face itself to engulf the high-tech building. If they want to enter via the front entrance, they will have to blast their way through the rock blocking it.

Alternatively they may choose to enter through the roof, possibly using the air-conditioning or heating outlets.

You can use any appropriate map for the mine or simply draw one on the spot. If you do prepare a map, feel free to show it to the players. BISCUIT will happily give them guidance on the layout of the installation.

Inside the mine there is absolutely no power and it is in pitch darkness. Bodies of soldiers and BISCUIT agents are lying in the corridors.

*The Heroes forgot to bring torches and basic equipment with them. They didn't think of nipping back up to borrow a light from the BISCUIT helicopter which*

*had flown them in. As they stumbled around in the darkness, I had them fall over the soldiers' bodies where they were able to find appropriate lanterns etc.*

Build then tension until the Heroes reach an appropriately large area. At this point, they are attacked by mining robots.

There should be two robots for each Hero but you may adjust this according to the Strength of your Heroes or the situation. For example, if they are fighting in near or total darkness or if only one hero is clutching a single, easily damaged, torch.

*The two-to-one ratio proved a bit tough for the Heroes in the play-test, but they all managed to escape with their lives intact. The HTK damage taken by ACE, however, proved to be critical later on.*

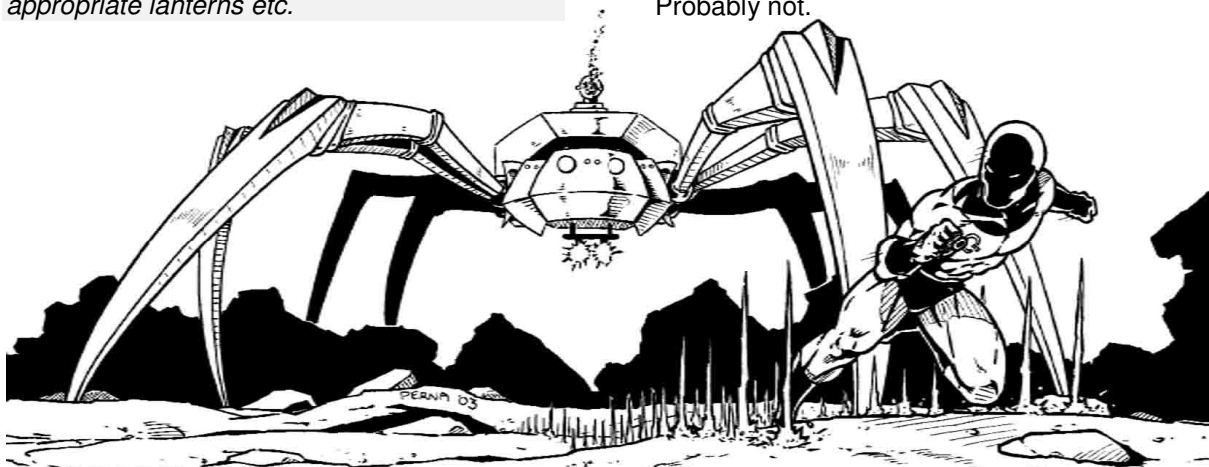
**The Climax:** The chapter will end when the Heroes emerge from the base, whether having destroyed the robots or fleeing from them.

**Aftermath:** If any robots have not been destroyed, they will not follow the Heroes out. If the Heroes manage to overcome them, they will find nothing in the base to give them a clue as to what happened. The computers and CCTV system are completely trashed.

However, when the Heroes do come out of the base, they will find that any transport they left has been destroyed – enveloped in rock. Any support staff or pilots will have been killed.

A group of ragged, dirty, smelly men are waiting at the edge of the woods to talk to the Heroes.

It is the decision of the Referee whether it is appropriate to give ratings at this point or not. Probably not.



## Chapter 4: "Peace of Rock"

**Summary:** The Heroes are introduced to Earthlord and almost certainly take a right royal pasting.

**Detail:** The ragged figures will introduce themselves as some of the missing scientists and technicians. By surviving their encounter with the robots, the

Heroes have proved themselves worthy to receive "The Gift". They are invited to go to meet "The Master".

Note: Earthlord is omnipresent in the ground. Should any of the Heroes refuse to travel to meet him and try to leave – especially by flying away – he will manifest and bring them down with a hail of stones or something similar. (He can get off two 10 dice attacks before the Hero can flee.)

If the Heroes choose to meet him, they will be taken deep into the woods where there is a circle of standing stones – not raised by Man but grown out of the earth itself. Earthlord will manifest as a head growing out of the rock with the circle as a crown. He will then launch into a rant about how he has been the steward of the earth since its creation – how everything was peaceful until Man began to tear elements from the ground to forge weapons and destroy. He will reveal how he tried to tame Mankind only to be bound by his Magicks – bondage from which he has only recently escaped. Now he intends to wipe Man from the face of the Earth by turning his technology against him. etc. etc. etc.

He will offer the Heroes "The Gift" - a gemstone which, if swallowed will make them thralls to the Lord of Earth.

When they refuse, a battle will probably ensue.

Given Earthlord's megavillain status and the facts that the Heroes have been caught on the hop and are probably low on HTK following their adventures in the mine, they will probably lose this battle. Some of them may even die.

Whatever happens, Earthlord will probably treat any Heroes that do not escape with contempt and will return them to their human city battered and bruised as a warning to the rest of mankind.

*ACE, still battered from fighting Robots, was hit with a 10 dice rock attack as he tried to flee, and was slain. IMPULSE, who had foolishly agreed to receive the Gift and withdrawn from the battle to buy time to recover his energy attack, WAS given the gift. THE TANK was returned to the city, his armour a crumpled and ruined mass.*

The Heroes will then have to plot Earthlord's downfall and devise an appropriate plan and recruit new allies in order to return and cage him, isolated from the ground. (See below.)

### Ratings

This is probably one of those times when the Heroes' Ratings will take a dive, only to recover when they finally come back to defeat Earthlord.

### Public Status

**Backing:** The authorities may see the Heroes as their only chance to defeat Earthlord – in which case their backing will rise to 5.

Alternatively, they may choose to blame them for failing to stop him and choose to do the job themselves. In this case, the Heroes' backing will fall to 2 or 3.

Anyone receiving "The Gift" will get a Backing score of 1.

**Heroism:** Anyone who immediately ran away from Earthlord should have their heroism slashed to 1 (or 2 at the most). If they stayed to fight but then escaped as their comrades fell around them, that's OK. Heroism 5 to any Hero who took on Earthlord alone in order to give his comrades a chance to escape.

**Identification:** Unlikely to be affected unless a Hero receives "The Gift" and people find out about it.

**Public Relations:** This depends on how their battle with Earthlord is reported in the press. It could go up or down depending on the slant put on it.

**Practice:** This scenario should have a practice rating of 7. However, this is irrelevant if the Heroes have failed to defeat Earthlord.



## Detective Points

**Methods:** This will probably not change. They had a chance to up this in Chapter 1.

**Publicity:** Even if the Heroes have a LOW Public Status, they could have a LOW publicity score. The story of Earthlord and how he defeated the city's defenders will be front page news.

**Approachability:** This may actually go up as paparazzi hunt down anyone involved in the debacle.

**Power Use:** Even if nothing was found in the mine, powers used to seek clues should count.

**Contacts:** May rise or fall. If the Heroes make it clear they're going after Earthlord, everyone will want to be their friend. If they're seen as having failed against him, suddenly no-one will be returning their calls.

## Personal Status

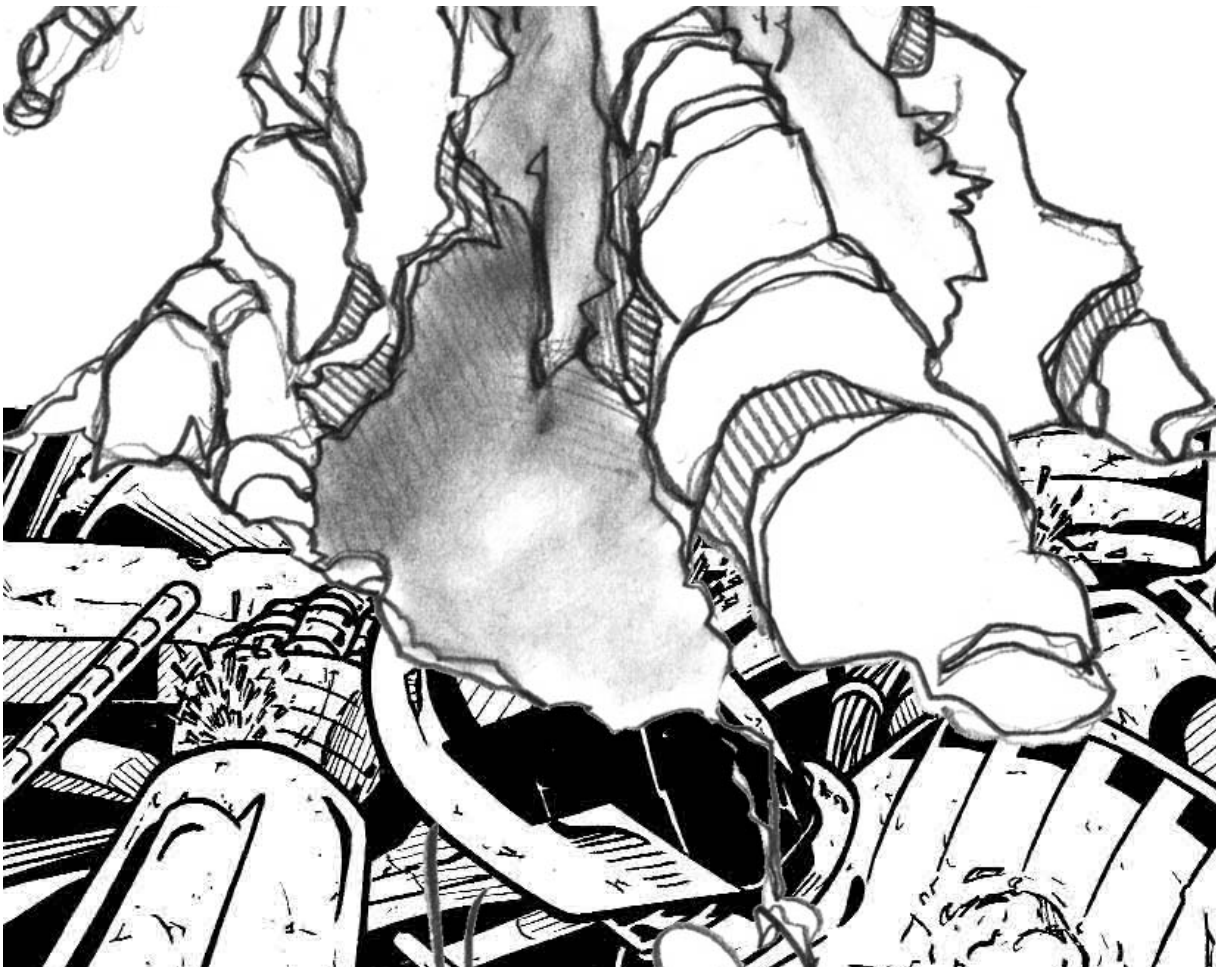
**Conscience:** Not likely to be very high until they've removed the threat of the angry demi-god from the Earth.

**Expression:** This should be judged on how the Heroes acted when their backs were against the wall. Moaning, complaining or worrying should have a negative effect on expression. Keeping a stiff upper lip or joking in the face of certain defeat is worth an expression of up to 5.

**Success Rate:** Heroes are successful if they destroy Earthlord or thwart his plans.

**Public Response:** May not be directly related to Public Status. Judge it more by the Hero's published attitude. A broken and battered Hero giving an interview from his hospital bed about his intent to go back up against impossible odds could get a rating of 5.

**Security:** This is likely to fall until Earthlord is faced and defeated or outwitted.



## Chapter 5: "Back to the Rockface"

**Summary:** The Heroes train and prepare for a final climactic showdown with Earthlord.

**Detail:** The authorities ask the battered Heroes if they are willing to put their lives on the line one more time. If they agree, they will be provided with whatever facilities they need to prepare.

Typically this will be the standard holographic training/practice/"danger" room as used in comics and on TV. The Scientists in charge of the training facility can program in whatever scenario the Heroes want.

Get the players to specify the attributes they believe EARTHLORD possesses. They should detail HTK/HTC, powers, energy points etc.

*Though the players didn't get EARTHLORD's attributes exactly right, they were close enough for practice purposes. They did guess successfully that he would lose some of his abilities if he were lifted from the ground though they did rather over-estimate how weak he would become.*

*They also forgot to factor in the effect of his followers.*

The Heroes can now fight this ersatz EARTHLORD over and over again, refining their tactics until they get things exactly right. Remember to use their guess of EARTHLORD's abilities rather than the actual EARTHLORD powers. Also, EARTHLORD's tactics will be determined by the scientists manning the control console rather than coming from the mind of the mega-villain himself. These scientists are having a great time trying to outwit the Heroes.

During the training sessions, the Heroes can call "time out" at any point. They can then discuss tactics and restart the scenario from the same point or reset the battle from the beginning again. Hopefully they will be able to come up with some team tactics which will enable them to overcome the threat they face.

*The Heroes re-started the battle four times before they were happy they had things right.*

When the Heroes think they are ready, they can return to the site of their previous defeat to face their nemesis.

Though EARTHLORD will appear, he will choose to send in his followers first. There will be one of these for each Hero. Though they are easy to defeat in hand-to-hand combat, they will be using a number of sneaky tactics:

- 1) They will be hiding in the bushes and trees. Admittedly they are not very GOOD at doing this – ragged suits and lab coats tend to stand out. However, the Heroes could overlook them.
- 2) They will have rigged up crude gas grenades out of natural materials. These will burst in a 4m. radius. Targets must roll a d20 under their Vigour or pass out for 2-12 Frames.
- 3) They will have dug a number of pits which they have covered over.

It is only when they have launched their attacks that EARTHLORD will appear.

*By the time EARTHLORD appeared, one Hero was unconscious and another was at the bottom of a pit. EARTHLORD's first action was to appear in the pit and fill it in. It took a few rounds before the Heroes were able to regroup and apply their prepared tactics. They worked, but things were a lot closer than they were expecting from their training session.*

### Ratings

This is the Heroes' chance to put their ratings back to where they should be. Their Security rating should be particularly high and their Practice should be boosted by this scenario's practice of 7.

### Future Issues

- A) Is EARTHLORD defeated permanently or is this merely a reprieve?
- B) How will the world's other Heroes (and Villains) respond to the existence of Earthlord?
- C) Why did Mr Coteley mutate instead of just being poisoned by the radiation?
- D) Do BISCUIT intend to cure Coteley or recruit him?
- E) What horrors might the other automated mining camps uncover in the depths of the Earth?

## Protagonists

### Mr Coteley aka the Mutoid

A P.E. teacher turned into a rampaging radioactive monster by exposure to a radioactive dust.

#### The Mutoid

| HTK   | Divider | Recover | Hosp.     |
|-------|---------|---------|-----------|
| 50    | -       | 1d6/hr  | 4         |
| HTC   | Divider | Recover | Stag/Stun |
| 50    | -       | 1d6/rnd | 9/4       |
| Move  | DC      | Dodge   | Damage    |
| 6m.   | 6       | none    | +20       |
| Frame | Strike  | P.back  | Energy    |
| 4     | -       | 20      | 30        |

Superpowers:

**Energy Attack 3: Radiation, 30 dice, no gimmicks.**

**Strength 2**

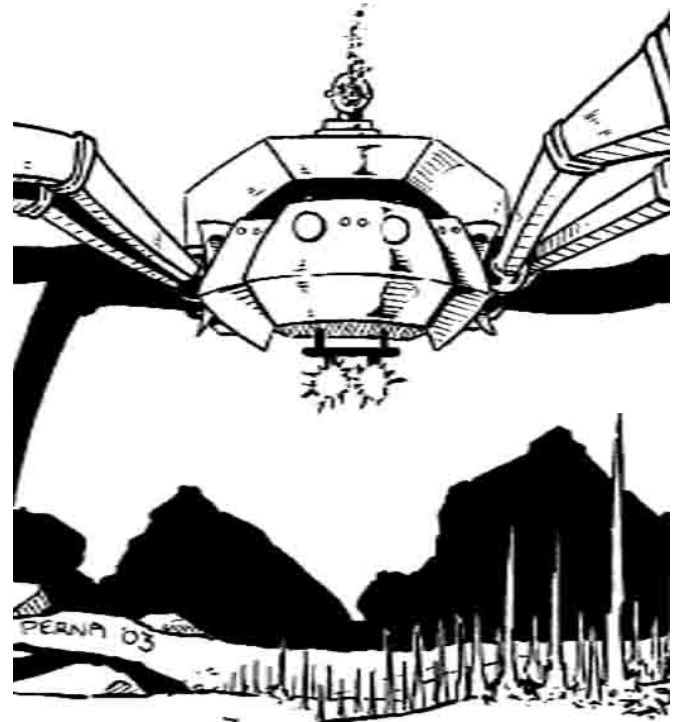
**Force Shield: (20 points)**

| Attack | Fist  | Energy |
|--------|-------|--------|
| WC     | 2     | 3      |
| HTK    | d6-6  | 1-6xd6 |
| HTC    | 2d6   | 1-6xd6 |
| Mod.   | +20   |        |
| Time   | Frame | Action |



### Mining Robots

Robots built to run a mine. Re-programmed to attack intruders. There are two types, MINING and PACKING.



#### MINING ROBOT

| HTK    | Divider        | Recover               | Broken        |
|--------|----------------|-----------------------|---------------|
| 70     | 2              | -                     | 6             |
| Move   | DC             | Dodge                 | Damage        |
| 6m.    | 10             | none                  | +10           |
| Frame  | Strike         | P.back                | Energy        |
| 2      | -              | 40                    | -             |
| Attack | Hammer (Miner) | Laser (Miner)         | Claw (Packer) |
| WC     | 2              | 3                     | 2             |
| HTK    | d6             | 2d6+3                 | 2d6           |
| HTC    | 2d6+6          | d6+3                  | d6            |
| Mod.   | +10            |                       | +10           |
| Time   | Action         | Action                | Frame         |
| Notes  |                | -2 on damage dividers | Can grapple   |



## Earthlord

Alias: Unknown

| EGO     | STRENGTH | DEXTERITY       | VIGOUR    |
|---------|----------|-----------------|-----------|
| 17      | 43 (23)  | 9               | 18 (11)   |
| HTK     | Divider  | Recover         | Hosp.     |
| 62      | 7 (4)    | 1d6+1/rnd (hr)  | 6         |
| HTC     | Divider  | Recover         | Stag/Stun |
| 67      | 7 (4)    | 1d6+1/act.(rnd) | 13 / 6    |
| Move    | DC       | Dodge           | Damage    |
| 6m./3m. | 1 (4)    | -               | +28 (+8)  |
| Frame   | Strike   | P.back          | Energy    |
| 3+      | -        | Can't be (25)   | 35        |

Superpowers:

**AB Immortal** (can survive underground)

**Energy Attack 3** (Hail of stones, all area effects, doesn't affect dividers)

**Energy Immunity** (Absorbs stones into his body).

**Energy Reflection** (Stones)

**General Force Barrier** (10 HTK made of stone. Shapes remain after being formed.)

**Health 4 (2)** (Disease/Radiation/Toxin Immunity, Regeneration, Fast Recovery)

**Larger 1**

**Shapechange** (Freeform – to large boulder etc. Can merge with the earth and move through it at 3m. per Frame)

**Soldify**

**Strength 1 (0)**

**Tough Skin 4 (1)**

**Wallcrawling** (only on natural surfaces at 3m. per frame)

**Earthquake** (20m. radius. Created by stamping his foot – 1 Action - those in range must roll under Dex. or fall over and spend a frame recovering and another to get up.)

| Attack | Fist/Foot | Hail of stones |  |
|--------|-----------|----------------|--|
| WC     | 2         | 3              |  |
| HTK    | 1d6-6     | 1-6xd6         |  |
| HTC    | 2d6       | 1-6xd6         |  |
| Mod.   | +28 (+8)  |                |  |
| Time   | Frame     | Action         |  |

Earthlord is an elemental earth-spirit from the dawn of history.

For aeons before the birth of humanity, he wandered the Under-earth tending its crop of minerals and nurturing the roots of the Earth's plant life.

Then came Man; forging the stones of the Earth into weapons - to slay his own kind and Earth's other creatures – and mining to rape the Earth of her glory. At first, Earthlord tried to tame the upstart. Man's nature, however, precluded Earthlord's peaceful rule. He was betrayed and bound by Man's magick. Only recently has he escaped, swearing to remove the stain of Man from Mother Earth forever.

Earthlord cannot abide man's concrete and steel world. He lurks in the wilderness, pouncing on any encroachments. Remote scientific outposts are particularly vulnerable to attack.

He is not averse to capturing scientists and forcing them to turn their own lunatic technology back upon human kind.

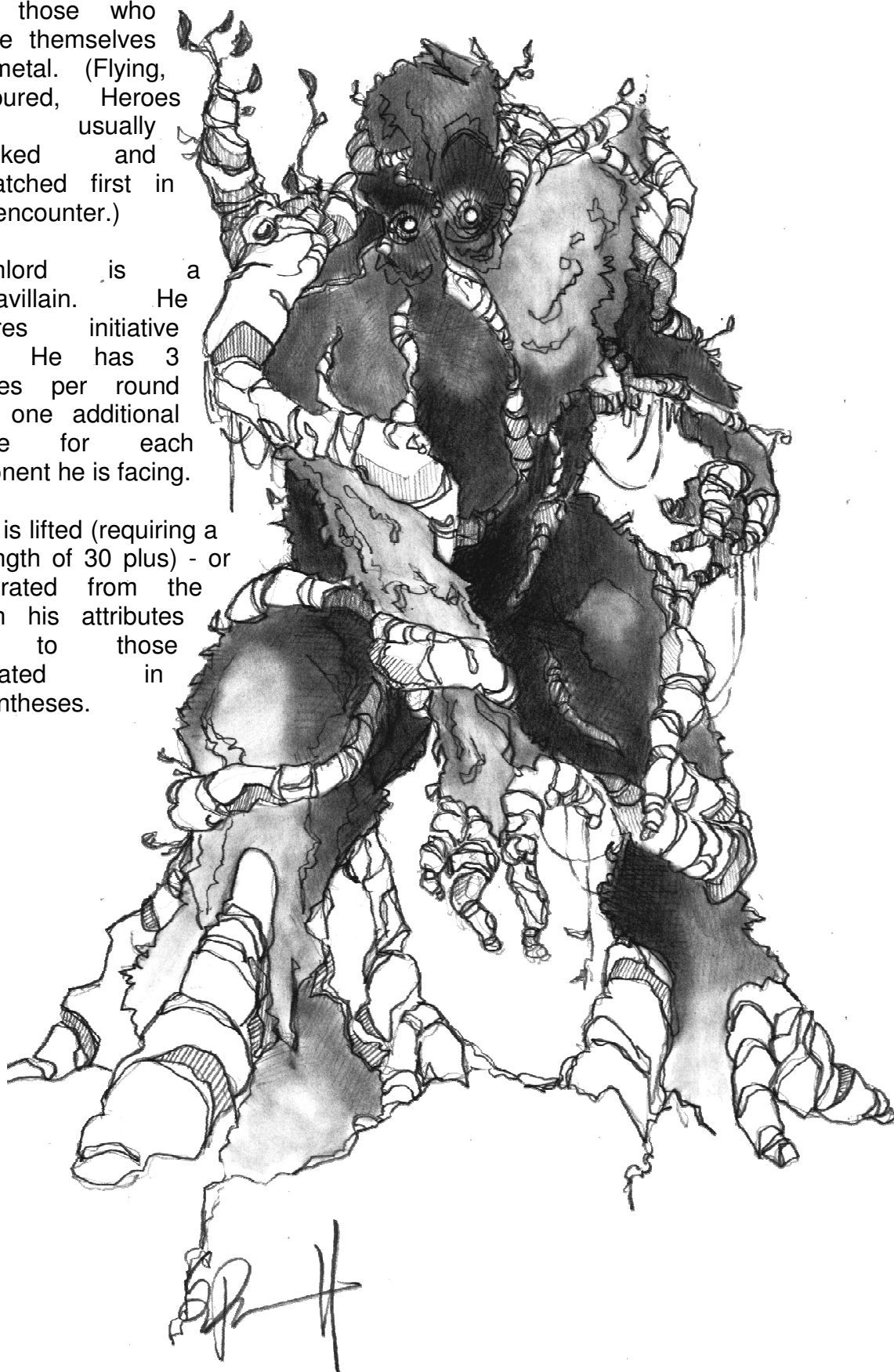
Earthlord is a large, roughly humanoid mass of earth and clay mottled with patches of moss and fungi. His exact form will vary depending upon where he is encountered. In a desert, he would be formed out of sand. If he were ever to venture into one of Man's cities, he would probably manifest from the concrete and steel of the structures around – causing wide-scale destruction.

He usually smells damp, mouldy and Earthy and he speaks in a deep, rumbling voice.

He particularly dislikes people who fly and those who clothe themselves in metal. (Flying, armoured, Heroes are usually attacked and dispatched first in any encounter.)

Earthlord is a Megavillain. He ignores initiative rolls. He has 3 frames per round plus one additional frame for each opponent he is facing.

If he is lifted (requiring a Strength of 30 plus) - or separated from the Earth his attributes fall to those indicated in parentheses.





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**A threat to the city's children....**

**An abandoned Government  
Project....**

**Lead to a Legend from the  
dawn of the planet earth.....**

**A Legend in  
search  
of  
revenge!!**

