

Last Stand at Old Man Fong's

MIKE MEARLS

Premise: The characters are invited to the funeral of their unexpectedly wealthy friend, Old Man Fong.

Twist: Fong is actually a highly skilled sorcerer who used his cover as a street corner ice cream vendor to scout out heroes who could one day help him destroy an ancient artifact of evil that he guards. The funeral is his cover story for assembling the champions he has met and befriended over the years.

Climax: After engaging in a running gun battle with a band of demonic hot-rodders, the characters bring the artifact to the Devil's Vortex, the only place in the Netherworld capable of destroying it.

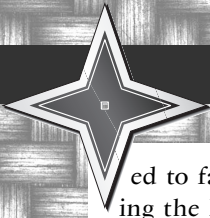
BACKSTORY

Old Man Fong comes from a long line of distinguished demon hunters. For over a thousand years, Fong's family has battled the forces of the Underworld. Each generation of Fong's family has carefully passed along its skills and the daunting mission that Fong's clan has gallantly carried on through the centuries. Despite a long and glorious history of demon hunting, Fong's family has only recently become involved in the Secret War. Most of the demons his family dealt with were rogue creatures or mindless fiends intent only on rampant destruction. With the entrance of the Lotus into the Secret War, things

have changed. The Lotus' agents in the contemporary juncture, after researching the fates of several magical artifacts the Lotus controlled in 69 AD, figured out that Fong has a powerful artifact in his hands, the Jade Chamber of Enforced Reflection. This artifact holds imprisoned within it dozens of powerful demons that the Lotus would love to bring under their sway. Luckily for everyone but the Lotus, the artifact is completely impregnable. The magical bonds that hold the demons within were put into place by sorcerers the likes of which haven't walked the earth in centuries.

Unluckily, nothing lasts forever, even impregnable magical fortresses. The bonds holding the demons in place are weakening. The Lotus knows that Old Man Fong has the Jade Chamber and they want it. Badly. Fortunately for them, the newest apple to sprout on the Fong family tree fell quite a distance from the its roots. Old Man Fong's son, Kenny Fong, is a sorcerer, and he doesn't see why he has to spend his time gunning for demons when he could be hauling in cash by the truckload with his powers. Kenny is a rebellious kid who has fallen in with the wrong crowd. The Lotus have promised him untold riches and power if he can get them the Jade Chamber.

Aware that the magic holding the demons imprisoned is failing and stung by his son's treachery, the elder Fong decid-



ed to fake his own death in hopes of throwing the Lotus off his trail. He then plans to recover the Jade Chamber from its hiding place and take it to the Devil's Vortex, a whirlpool of pure magical fire that he discovered while exploring the Netherworld. As an insurance plan, he is calling in debts owed to him by anyone with the kung fu to take on the Lotus. He needs help recovering the Chamber and then getting it to the Vortex to dispose of it. He'll need all the help he can get. The Lotus is on to his plan, and they've sent a powerful strike force to deal with him and seize the Jade Chamber.

The Jade Chamber is hidden in the Netherworld, close to a gate that Fong discovered in his youth. After discovering the gate, Fong bought the house on the site where it exists and has since used it as a base of operations. Fong plans to recruit the characters after his "funeral," lead them into the Netherworld to recover the artifact, journey with them to the Devil's Vortex, and destroy the Chamber and the demons it contains forever.

Ever hear that saying about plans and contact with the enemy? Fong's, as the characters discover, folds up and dies nice and quickly.

GETTING STARTED

There are several ways in which your characters can get involved in this scenario. The first and easiest is to assume Fong has heard of the characters' exploits and creates an appropriate cover story to lure them to his faked funeral. Fong tailors this approach to fit what he has heard about the characters' natures and personalities. For example, if the characters are somewhat greedy or desperate for cash, he may send them a message saying that a long lost and fabulously wealthy great uncle of one of the characters has died and the character needs to go to the funeral to collect a sizable inheritance. If the characters are cut from the heroically noble mold, Fong takes the *A-Team* approach and sends them a letter begging them to attend the funeral in order to

help foil some great evil. This method is ideal if the characters are the two-fisted, stick-it-to-the-bad-guys-above-all-else types. It's the most direct method, and works well if your players are more worried about wading into fights than looking for suspicious foes lurking behind every shadow. If you are planning a *Feng Shui* campaign and have time to plot out a series of adventures, you can make Fong a fixture of your campaign. He easily assumes the role of the dopey-but-kind-hearted ice cream vendor who always seems to be around when the characters are working the urban beat. In this case, Fong treats them with plenty of respect and deference, feeding them plenty of free frozen treats and commenting on their obvious badassosity.

This adventure is designed so that it can be dropped into any place on earth, from Hong Kong to San Francisco to the middle of nowhere (Pelham, New Hampshire, for example). Don't be afraid to change Fong's name and nationality, his (mundane) profession, or even the details of his house. Depending on your personal tastes and the state of your game, Fong could easily hold his funeral in the characters' base city or somewhere else entirely.

CAST OF CHARACTERS

These are the major players in the scenario.

OLD MAN FONG

Old Man Fong is a spry and energetic old geezer who is as stubborn and shortsighted as he is skilled with magic. Fong has always had problems making plans for the long term, and this failing shines through in his relationship with his estranged son. Fong was far too hard on him as a youngster. While Fong blames himself for his son's actions, he is far too hardheaded to admit that, much less act on it.

Fong is loud and obnoxious. He tends to talk over others and expects them to do as he says, no questions asked.



Old Man Fong

Sample Dialogue: "No, no, no! This is how you properly kick demon butt!"

Attributes: Bod 5, Chi 2 (Mag 9), Mnd 8, Ref 6

Skills: Info/Demons 12, Intimidation 10, Medicine 14, Sorcery 16

Magic Schticks: Blast, Divination, Influence, Summoning

Weapons: punch (6), kick (7)

Kenny Fong

Sample Dialogue: "Ignorant poltroon! Your gun is but a toy compared to the power of my sorcery."

Attributes: Bod 6, Chi 1 (Mag 8), Mnd 7, Ref 7

Skills: Guns 12, Info/Demons 9, Sorcery 15

Magic Schticks: Blast, Divination, Influence, Summoning

Weapons: punch (7), kick (8), Browning BDM (10/2/15+1)

Fong is also very good at covering up his less attractive traits for brief periods of time, such as when he's sucking up to heroes in hopes of convincing them to join in his half-baked plan. Fong the ice cream vendor, if you use that option to drag the characters into this adventure, is cloying and deferential. Fong the sorcerer is rude, direct, loud, and obnoxiously pushy.

KENNY FONG

Kenny Fong would never admit it — and he'd probably fry your ass if you suggested it to him — but he is a lot like his father, right down to the pigheadedness and inability to plan beyond the next hour. He doesn't expect others to defer to him like his father does, but that doesn't mean he doesn't want them to do so. Kenny abandoned his heritage because he was sick of trying to live up to his father's expectations. He behaves a lot like a spoiled, overconfident child.

Deep down inside, Kenny just wants his father to accept him. He thinks that by teaming up with the Lotus, he'll get power and respect and show his father that he's a worthy son. The two hate each other, but it isn't the killing kind of hatred.





Gertie Gunderson

Sample Dialogue: [HONK! HONK!] "Get out of the friggin' way before I run y'all down, you mangy bastards!"

Attributes: Bod 5, Chi 0, Mnd 7, Ref 8

Skills: Martial Arts 13, Driving 15, Fix-it 14, Seduction 8

Driving Schticks: Ram Speed! x2, Signature Ride

Weapons: punch (6), kick (7), wrench (8)

Gertie's Wheels: Peterbilt Eighteen Wheeler

Attributes: Pep -3, Wreck 30

Notes: These stats assume that Gertie still has her load of cheap toys attached to the truck. If she loses her trailer, her truck's stats become Pep -1, Wreck 15.

Clayton Masterson

Sample Dialogue: "Yeehaw! I haven't had this much fun since the Nixon administration!"

Attributes: Bod 6, Chi 0, Mnd 7, Ref 6

Skills: Martial Arts 8, Guns 10, Driving 12, Fix-It 10, Intrusion 9

Weapons: punch (7), kick (8), Colt 1911A (10/2/7+1)

Clayton's Wheels: Highly Modified 1987 Ford Escort

Attributes: Pep +1, Wreck 9

Notes: A monument to the excessive defense budgets of the Cold War, this baby has two pop-up machine guns (13*/-/50) hidden under the front hood and an oil slick dispenser in the back with enough fuel for three uses. Treat the dispenser as a ramming attack. If the attack is successful, apply the margin of success as a penalty to the target's driving AV until after his next action. The machine guns can be fired by anyone in the front seats. They are controlled by a simple targeting system.

GERTIE GUNDERSON

Gertie was a nice girl who grew up in a nice family in a nice town in the United States. Sadly, her not-so-nice older brother got involved with some distinctly not-nice gangsters and ended up seriously in

debt. After the gangsters broke his legs as a friendly warning of what they would do if he didn't pay them back, Gertie took over his eighteen wheeler and tried to earn enough cash hauling goods to pay off his debts. She almost raised enough money before the gangsters swooped in and grabbed her brother. Luckily for Gertie, Old Fong was after the gang because of their connections to several demonic entities. When Gertie rammed her brother's rig into the gang's secret hideout, she arrived just in time to help Fong and her brother escape the vengeful gang's clutches. Though Fong doesn't know it, this was the first time he tangled with the Lotus. It was soon after this adventure that they contacted his son and drew him into the fold.

Gertie is a petite, demure blond with fine, delicate features that clash with her greasy overalls, work boots, and baseball cap in an oddly attractive way. She's soft-spoken yet determined, and a hellion in a fight. Gertie owes Fong for saving her brother, and she's the type of gal who believes in repaying her debts. Gertie shows up driving a Peterbilt Eighteen Wheeler with attached trailer. She's currently hauling a load of cheap toys, including cases of marbles, jacks, second rate action figures, and plastic toy guns.

CLAYTON MASTERSON

Clayton Masterson is a walking wounded casualty of the Cold War. With the normalization of relations between NATO and the former Soviet Bloc, Clayton found himself spending more time filing and analyzing satellite reconnaissance photos and less time engaged in a deadly cat and mouse game with KGB operatives. When a chance encounter while on vacation in Hong Kong led him to help Fong put down an outbreak of hopping vampires, Clayton became the old man's sidekick and confidante. Energized by the reintroduction of some true excitement into his life, Clayton secretly funnels money and equipment from his moldering agency and uses it



to help Fong fight the good fight. Currently, Clayton has his hands on a prototype car straight out a James Bond film, equipped with hidden machine guns and an oil slick dispenser. Unfortunately, the prototype was built just at the end of the Cold War, so all the cool toys were built into a highly modified 1987 Ford Escort in the name of cost cutting.

Clayton is in his mid-fifties. His hair is white and thinning, and he has a bit of a belly, but his lively manner is that of a man enjoying his second shot at adolescence. Clayton hails from Texas and always wears his Stetson and a bolo tie. He's loud and excitable but tends to defer to Fong, since he's the one responsible for all the excitement in his life. He is a bit of an adrenaline junkie, though he doesn't show it until bullets start flying and engines start roaring. Fong finds Clayton a bit immature and annoying, but puts up with him because of all the interesting gadgets he has access to.

USING FONG, GERTIE, AND CLAYTON

These three characters are primarily here to either drive the plot (Fong) or drive the characters around (Gertie and Clayton). Don't let them steal the characters' thunder, but don't let them get pushed around and abused like hapless servants. If the characters have wheels of their own, feel free to dump Gertie and Clayton.

Gertie works well as a love interest, and it always pays to pull the old maiden in distress act in the middle of a fight scene to give the players their heroic jollies. Clayton is just excited to be in the thick of the action. He can get overexcited and need rescuing, or maybe sacrifice himself while giving a stirring speech about finally living a full, worthwhile life fighting bad guys.

THE FUNERAL

Fong arranged for his wake to take place at the upscale house with attached garage that he purchased using part of his family's small fortune. The gate to the Netherworld that he discovered is hidden behind the garage. Fong plans to hold the wake in the house's oversized main dining room. Once the mourners leave, Clayton takes the characters aside and asks them to stay a bit longer. Fong then plans to meet with them, fill them in on the situation regarding the Jade Chamber, and take them to the Netherworld to dispose of the artifact. Unfortunately, Fong has no idea that his son is (a) coming to the funeral and (b) an ally of the Lotus.

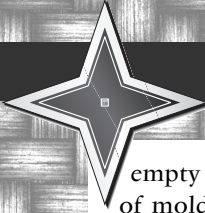
FONG'S HOUSE

Living Room

The living room is a large room with a freshly polished hardwood floor. Rows of collapsible chairs stand before Fong's casket, which is open for viewing. Next to the casket stands Fong's ice cream pushcart decorated with flower arrangements sent by admirers, friends, and business associates. In actuality, Fong bought most of the flowers himself. The poor man is a little shocked by how little attention "death" has brought him. If all goes according to plans, Fong need only lay still in his casket for a time. Once the ungrateful slugs who are undoubtedly happy to see him off to leave, he can introduce himself to the characters.

Kitchen

Fong's kitchen is well-stocked with the latest kitchen gadgets, appliances, and top of the line cooking utensils. Sadly, Fong isn't much of a cook, and despite the top quality facilities he often orders out for food. The refrigerator is empty save for a half



empty bottle of mustard and a few cartons of moldering take-out food.

Game Room

When he's not tracking down demons or working his cover as an ice cream vendor, Fong likes to relax with a game of pool. The pool table here is a top-of-the-line, custom-built model that's begging to become a collection of improvised weapons. Fong is somewhat attached to the table and chastises characters who damage it, even in the middle of combat. There's also a dartboard, with darts, and a foosball table.

Bathroom

Your standard facilities: toilet, bathtub, and sink. The characters might get some yardage with the chemical cleaning goods stored in the cabinet beneath the sink.

Other Rooms

The rest of the house holds typical furnishings for a wealthy home. There are plenty of paintings and framed pictures on the walls. The tables, chairs, couches, and other mundane bits of furniture found throughout the house are well built and stand up to repeated bashings over mook heads.

HOW IT GOES DOWN

Give the characters a chance to mingle with the mourners. Many of them know Fong as a pushy, crude old man, quite a contrast to the fawning admirer the characters dealt with. If the PCs are here as the result of a promise of an inheritance, feel free to introduce such complications as snotty relatives who are quite sure the PCs aren't even vaguely mentioned in the will, or jealous ones who rail against the PCs for stealing their birthright. The characters should also have a chance to

meet Gertie and Clayton. Both stick out in their rather distinctive dress, but neither will admit to being in league with Fong's plan. They recognize the characters as the heroes Fong has brought in to deal with the Chamber, but don't let on to that.

Things proceed smoothly for a time. The mourners talk amongst themselves, commenting on how peaceful Fong looks (or how decrepit the geezer is, depending on how they feel about him) before Kenny shows up and all hell breaks loose.

Kenny's arrival is met with a hushed silence. He comes dressed in an expensive dark suit and sunglasses. If pressed, a mourner (such as Clayton or Gertie, who don't know the particulars of the trouble between Fong and Kenny) tells the characters of the rift between Kenny and Fong. Kenny boldly strides up to Fong's coffin. The crowd stares on in suspense, hoping for either a touching reconciliation or a tantrum that will give them a new story to impress their friends.

Kenny speaks:

"You old bastard. It's about time you croaked. Now I can finally lay a proper claim to our family's herit—"

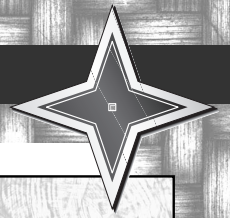
The rest of his speech is cut short as Fong, in a complete rage, springs from his coffin and lunges at his wayward son screaming.

"You incorrigible, ungrateful scum! How dare you sully my memory by showing your face here!"

Cue the fight scene music . . .

THE BRAWL

Kenny knows his father too well to think the old man is really dead or has not made some sort of contingency plan to guard the Jade Chamber. Soon after he heard of his father's passing, Kenny began to investigate the mansion. He failed to find the hidden gate to the Netherworld, so he decided to hide a gaggle of walking dead in the woods around the mansion, along with the transformed six-inch version of a normally thirty-foot-tall giant demon named Thundering Death. Thundering Death looks like an enormously fat, gluttonous



Asian male with pointy fangs and red eyes. His rolls of fat hang over the crude loincloth he wears. Thundering Death transforms into his thirty-foot form and smashes his way through the roof of the house right after the fight breaks out. As this happens, the walking corpses heed Kenny's call and arise from the woods, shambling forward to surround and then enter the house. There are three walking corpses for each player character.

Cool Things That Could Happen During the Fight

- Fong goes completely ape. He shouts to the characters to start kicking butt while he unleashes a sorcerous volley against his son, who responds in kind. Though Fong's magic is stronger than Kenny's, the son learned all of the father's tricks. For the purposes of this fight scene, they cause a lot of collateral damage and pepper the area with cool magical effects, but effectively cancel each other out.
- Thundering Death tries to reach down into the crowd, grab random people, and stuff them in his mouth. He's a stock brutish creature, as dumb as he is strong, and can be tricked into grabbing and eating things like chairs, coffins, and live explosives. Once Thundering Death gets his hands on something, it's going into his mouth.
- The dining room is two floors tall, with a balcony stretching around the edges on the second floor and connecting several of the rooms there. Of course, someone is going to leap up there and jump back down on the bad guys or climb on up to deal with Thundering Death.
- Characters looking for cover can dive into the coffin. The two halves open separately, making it a great place for an amusing hide and seek sequence between crafty PCs and the low-mental-wattage Lotus fighters. Distracted monsters chasing a scrappy kid tend to forget about that killer in the back of the room lining them up for head shots.
- Inside Fong's ice cream truck is a small arsenal of weapons. Fong

Thundering Death

The stats here are for Thundering Death's thirty-foot tall form. If he is somehow forced to shrink down to six inches, his Body is reduced to 3.

Sample Dialogue: "Rawrrrr!!!" [Chomp! Chew, chew, chew. . .]

Attributes: Bod 12, Chi 6, Mnd 2, Ref 5

Skills: Martial Arts 10, Creature Powers 10

Creature Schticks: Death Resistance, Foul Spew (glutinous goo), Transformation

Weapons: punch (13), grab and squeeze (14)

Walking Dead

Sample Dialogue: "Ahhhhrgggg!"

Attributes: Bod 5, Chi 2, Mnd 0, Ref 4

Skills: Martial Arts 6, Creature Powers 6

Weapons: grope and rend (6)

couldn't think of anywhere else to hide them, and he had to put them in something to get them into the house, so they ended up there. For extra excitement, a panicked mourner grabs an AK-47 and starts peppering the room with gunfire. With a three shot action, a character can find any contemporary juncture gun he needs in here.

- The rest of the house is open for business, too. The kitchen is an arsenal that holds improvised weapons, jets of oven-generated flame, steaming hot water, and a live gas main.

Kenny and Fong duel to a standstill; the walking dead bust into the house through the windows, doors, and walls to raise havoc, wading into the mourners with fists and claws flailing; and Thundering Death tries to turn the funeral into one big deli platter. Once the characters have dispatched Thundering Death, Kenny abandons the remaining Lotus thugs and heads back to his mobile HQ, using his flight schtick and his invisibility ring.

Thundering Death fights until Kenny flees, at which time he heads for the hills. The walking dead are zombies. They keep going until someone puts them down.



THE AFTERMATH

With the Lotus driven off, Fong turns to the business at hand. First there is the matter of his ungrateful mourners, whom he tells he is the undead spirit of Fong, returned to visit vengeance and agony on all those who besmirched his good name and failed to buy him properly flattering flower arrangements. This statement clears the house of mourners. He then gathers the characters in his kitchen and explains the situation. The key points he tries to convey are:

- His son, Kenny Fong, is a scheming bastard whom he should've spanked a lot more often when he was a youngster.
- The Lotus want the Jade Chamber, a powerful artifact that holds hundreds of fearsome demons imprisoned within its mystical confines.
- Who broke that vase/window/load-bearing wall? Someone has to pay for all this damage! There's plenty of room to brawl outside.
- The Jade Chamber is nearby, hidden within a magical realm to which Fong has access.
- Fong's associates Gertie and Clayton are here to provide transportation to the Chamber.
- Not far from the Chamber's hiding place is a magical pool of fire that can destroy the Chamber and the demons within once and for all.
- That was a nice move you made against that zombie/demon, but if you had done it this way, the fight would've ended far sooner and with less damage to my home.

Play up Fong's bossy and uncompromising nature. The more questions the characters bother him with, the more likely he is to start snapping at them and pushing them around. Fong wants to hustle the characters to the garage so he can open the gate to the Netherworld and drive on through it, but if the characters take exception to his remarks he isn't afraid to get into a

shouting match with them. Either way, Kenny is heading back to the mansion with reinforcements. The more time Fong and the characters waste, the more likely they are to get even angrier with each other once the bad guys reappear.

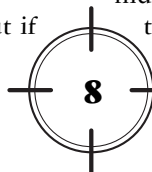
When the characters finally make it to the garage, Fong moves around to the structure's rear, chants a brief incantation, and a gate to the Netherworld appears on the garage's exterior rear wall. The gate is large enough for Gertie's rig to fit through, and Fong tells the characters to bring their own wheels or hitch a ride with Gertie or Clayton. As the characters head into the gate, they hear a monstrous roar from down the street heading up to Fong's place. A group of four muscle cars and a swarm of mooks riding motorcycles roll towards Fong's house at an alarming speed. The race is on!

HOTRODS FROM HELL

Fong's gateway to the Netherworld opens at the terminus of a tall, wide, smooth-floored passageway. The Jade Chamber is hidden in the floor of the Netherworld just in front of the gate. Fong slips out of Gertie's rig, shapes a hole into the floor, and grabs it. Once he has it, the big rig roars ahead. As the characters drive down the passageway, Kenny and his minions burst through the gate.

CHOPPERS, MOOKS, AND AUTOMOBILES

Unfortunately for the characters, Fong hasn't explored much of the Netherworld in the twenty years since he first found the gate and hid the Chamber. Back in the day, he explored the Netherworld enough to locate the Devil's Vortex and discover that its flame burned hot enough to destroy the



Last Stand at Old Man Fong's



Chamber should things ever come to that. He's been back a few times to imprison demons within the Chamber, but never bothered to double-check the area down the corridor. As he's about to find out, things have changed quite a bit. The Buro moved in five years ago and built a small factory over the Vortex, using it as a source of energy to help fuel their Shaped machines. While the base is far from a mighty fortress (Boatman set it up behind Bonengel's back as an insurance policy should things go bad between the two, and he can't divert much in the way of manpower to it without attracting some attention), Fong has no idea it's there waiting for them. Ideally, the characters should notice the BK97 Attack Chopper screaming toward them just as Fong hangs his head out of Gertie's cab and shouts "It's all clear ahead. Trust me! We just have to outrun that dung eating coward I call a son!"

A chain link fence that the characters' vehicles have no problem smashing right through protects the Buro base. Luckily for the characters, the base's main defenses are located on the other side of the base, away from them. The Bobos scouted the passageway leading to Fong's gate when they first moved here and assumed no enemy forces would ever come at them from that direction.

Unfortunately, most of the base's defenders can just pick up their bad selves and head on over to engage the characters. Meanwhile, Kenny Fong and his Lotus friends barrel after the characters, intent on stopping them. Kenny has no idea the Vortex sits within the Buro factory, but he does know enough to keep after the characters, and so relentlessly pursues them. The Buro troops don't know what's going on outside of the fact that a bunch of gun-toting lunatics have just stormed



Dave White 2000

Illustration by David White



into their base. They give both sides equal chances for an ass kicking.

This can quickly become a cumbersome battle if you don't handle it correctly. Here are some tips on running this one properly:

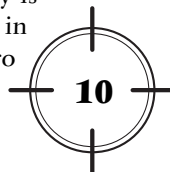
- Don't be afraid to keep some of the combatants on the sidelines. Part of the fun of this encounter is that everything is a confused mess as Buro troopers run around everywhere shooting up the scenery, demonic dragsters smash through light-weight prefab Buro housing, and the characters hightail it through all the chaos. If things are getting to be too much to handle, some of the Buro and Lotus goons head off to an unused portion of the battlefield and proceed to beat on each other without involving the characters.
- Keep things interesting for the characters. If you've been holding stuff back and they have too easy a time, a squad or two of Buro troopers with SPUD-U support can always burst out of that last, innocent looking building between the characters and the factory.
- Don't let the dice dictate something lame. This general rule goes double for a scene like this, where a lucky shot from a Buro goon could take down a named character like one of the four Hot Rods of the Apocalypse (p. 51) or Old Man Fong. Let the mooks beat on each other. Save the named characters for our heroes.

WHAT THE BURO GOONS DO

The Buro goons attack in waves, with units arriving in this order:

The Jammer Junker

A BK97 Attack Chopper. This bad boy is flying perimeter and immediately moves in to attack the characters. It's the first Buro



BK97 Attack Chopper

All skill values are derived from the Buro crewmen flying this thing. Assume their stats are otherwise identical to the Buro troopers listed below.

Sample Dialogue: SWOOOSH!!! BOOM!

Attributes: Pep +1, Wreck 25

Skills: Guns 14, Driving 12 (includes pep bonus)

Weapons: Megathreat chaingun (15/-/1500), Woodchuck missiles (25/-/144), Madame Curie microwave laser gun (15/-/-)

Unnamed Buro Grunts

Sample Dialogue: "Where the hell are our damned reinforcements?!?"

Attributes: Bod 6, Chi 0, Mnd 4, Ref 5

Skills: Martial Arts 8, Guns 8

Weapons: punch (7), kick (8), Buro 9 (10/1/17+1), Buro Bluespear (13**/6/30, full autofire)

Unnamed Bouncing Benjis

Sample Dialogue: (Hop, hop) [VROOM! SPLUT!]

Attributes: Bod 8, Chi 0, Mnd 1, Ref 5

Skills: Martial Arts 8, Creature Powers 10, Arcanowave Device 10

Arcanowave Schticks: Juicer, Neural Stimulator, Spirit Shield Generator

Creature Schticks: Abysmal Spines (claws) x3, Damage Immunity: Blast

Weapons: Claws (11)

Tower Rocket Team

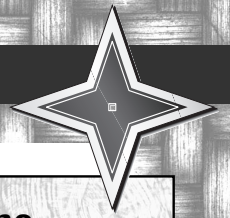
Sample Dialogue: "Eat this, consumer!"

Attributes: Bod 6, Chi 0, Mnd 4, Ref 5

Skills: Martial Arts 8, Guns 8

Weapons: punch (7), kick (8), Buro 9 (10/1/17+1), Buro Blue Spear (13**/6/30, full autofire), Woodchuck missile launcher (25/3/1, takes six shots to reload)

unit to observe and engage the characters. (And yes, it counts as a named character.)



Platoon of Buro Soldiers

These guys are walking perimeter and begin firing at the characters as soon as they come into view. There are three of them for each character in your playing group.

Bouncing Benjis

These are let loose to swarm over the characters and their vehicles. There are four of them for each character.

Observation Tower

This lofty structure houses two Buro soldiers who operate a portable Woodchuck rocket launcher. They pelt both the Lotus goons and the characters with missiles indiscriminately.

WHAT THE LOTUS GOONS DO

Kenny and company are as ignorant about what Fong has up his sleeve as the Buro. Again, feel free to slant things to fit the flow of the story. If the characters are still pretty beat up from the fight at Fong's mansion, Kenny decides that the Buro is in league with his father and orders his minions to target the Buro troopers. If the characters are having an easy time of it, Kenny chalks up the Buro's involvement to bad planning on Fong's part and orders his guys to ignore the Buro schmucks and concentrate their fire on the characters.

The Four Hot Rods of the Apocalypse

These four guys — Cobra, Mustang, Camaro, and Firebird — are unique among the Lotus forces. They have the ability to transform into vintage muscle cars

The Four Hot Rods of the Apocalypse

Sample Dialogue: "We don't brake for losers like you. We just run 'em down."

Attributes (Humanoid Form): Bod 8, Chi 2 (Mag 10), Mnd 5, Ref 9

Attributes (Car Form): Pep +2, Wreck 9

Skills: Martial Arts 14, Guns 10, Creature Powers 15, Driving 14

Creature Shticks: Abysmal Spines x2 (spikes on sides of car form, flaming tire iron in human form), Armor, Blast (fiery breath), Foul Spew (slippery slime), Transformation

Weapons: punch (9), kick (10), flaming tire iron (12)

Biker Thug

Sample Dialogue: "Eat my dust!"

Attributes: Bod 6, Chi 0, Mnd 4, Ref 5

Skills: Martial Arts 8, Guns 8, Driving 8

Weapons: punch (7), kick (8), Uzi (10/4/40)

Motorcycles: Pep +1, Wreck 2

appropriate to their names complete with fire and smoke bellowing out of the exhaust. Demonic flame patterns are painted on the sides and cheesy skulls, pentagrams, and other metal icons decorate on their hoods. Their headlights are replaced with malevolent yellow eyes and they have full use of their creature shticks when in car form. In their humanoid forms, they look like mechanics from hell. Their skin is black as oil, they reek of gasoline, each wears a leather jacket emblazoned with a pentagram on the back, and they fight with flaming tire irons. They prefer to stay in their car forms, and revert to human form only out of the direst necessity.

Biker Thugs

Kenny rounded up these goons to work with the Four Hot Rodders. He figures that since those demons can move pretty fast, he needs some back-up that can keep up with them. Most of these guys are Lotus minions from 69 AD who've grown comfortable using contemporary technology.



Cool Things That Could Happen During the Fight

- A hover-bus full of Netherworld rabble brought in by the Buro to serve as disposable labor blunders into the middle of the running battle. The bus attracts a lot of fire and the driver is shot dead, sending it out of control. Of course, a suitably heroic character could always jump aboard and guide the bus to safety.
- The fuel depot is a bigass explosion waiting to happen. Extra points for characters who detonate the tanks and then drive through the inferno to shake off pursuit.
- The observation tower is a surprisingly flimsy structure. If a vehicle should happen to clip it and send it tumbling to the ground, the Hellharrower ammunition stored within would probably fire off in random directions when it hits the ground, resulting in a more aesthetically pleasing (read: explosion-ridden) battlefield.
- The remaining random buildings aren't so much obstacles as they are chances for daring heroes to drive their vehicles into and past such embarrassing scenes as a Buro scientist perched on a commode; two Buro operatives practicing love, Buro-style; or a platoon of sleepy Buro soldiers tumbling out of bed and racing about in their underthings.
- The construction area is ripe for fun. Sections of modular housing are piled at just the right angle for a car to use them as an impromptu jump. This stunt works especially well if combined with taking out the guard tower. In addition, characters stuck outside a car can find plenty of cool stuff here to play with: cases of nails, screws, and other bits that don't react well with tires; modular living units that make good road blocks; and perhaps a construction vehicle or two, if you're feeling generous and want to allow characters who lose their wheels a chance to get back into the vehicular mayhem. (Of course, you could also include the construction

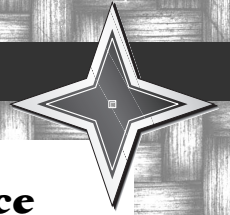
vehicles if you're feeling nasty and want to give the bad guys a chance to throw more vehicles at the heroes.)

- If you've ever watched *CHiPs*, *The Dukes of Hazzard*, or any other auto-centric cheesy TV show, you should have a good grasp of car chase/battle physics. Disabled cars always blow up, even if the damage that takes them out is more like a flat tire and less like a direct rocket hit to the fuel tank. Cars involved in wrecks are temporarily absolved from the laws of gravity, allowing them to soar into the air courtesy of obstacles and debris that just happen to form a jump so perfect that it would make Evel Kneivel weep. If dramatic license demands that passengers manage to spill out of a vehicle, surviving to riddle the battlefield with more bullets and/or kung fu mayhem, then do it.

STAND IN THE FIRE

After the characters race into the factory, things really start to get complicated. The factory is a massive maze of machines, catwalks, conveyer belts, assembly lines, and panicked workers. The characters need to get to the center of the factory to breach the containment core that surrounds the Devil's Vortex and toss the Chamber into the newly revealed raging inferno of raw, fiery energy. They also must get the heck out of the entire mess before the destabilized raging inferno incinerates the factory and most of the Buro encampment.

All in all, it's another typical day in the Secret War.



INSIDE THE FACTORY

The factory is a cavernous, poorly-lit building. Florescent lights dangle from the be-catwalk'ed ceiling, casting an unhealthy pale white glow over the interior. The main passageways are large enough to allow two vehicles to proceed down them side by side, while the smaller passageways could accommodate a single car the size of a sedan or smaller, such as Clayton's car or any of the Hot Rods of the Apocalypse.

Cafeteria

This room is a stark, utilitarian place filled with well-ordered dinner tables with attached benches. Along one wall is a series of vending machines that dispense typical Buro fare. Food is categorized by texture, taste, and temperature. Of course, any violent trauma to the machines causes them to spray food gunk all over the place.

Catwalks

Factory management uses these to keep a personal eye on the workers below, though overseers working up here work harder to distract the slobs below from the omnipresent Buro security cameras than to actually keep tabs on them. The catwalks hang fifteen feet above the factory floor.

Conveyor Belts, Machines, and Heavy Industrial Equipment

All of this stuff is in constant motion, busily cranking out weapons, tools, and other toys for the Buro's use.

Containment Furnace

This mammoth, squat steel structure encloses the Devil's Vortex, channeling the magical power it generates to the factory's Shaped machinery, allowing them to operate at optimal levels without Shaped power generators or a constant supply of fuel from 2056. To get to the Vortex, the characters must smash a hole in the furnace, which requires an AR 20 attack action. Ramming the furnace with something suitably large (such as a hover-tank or a big rig) also breaches the furnace. Once the furnace is breached the entire factory shudders and a cool, calm, feminine voice comes over the factory's PA system.

"Attention consumers. Due to a fatal operations disruption, this facility will experience a traumatic productivity failure in five minutes."

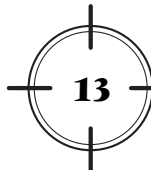
This message repeats every thirty seconds, incrementing the time remaining accordingly. Light pours from the hole in the thing, and the temperature in the factory rises noticeably.

Characters native to 2056 or familiar with Buro lingo know that a "traumatic productivity failure" is Buro-speak for "It's gonna blow up real good."

If the Chamber ends up in the furnace, the anguished screams of several hundred demons resonate throughout the factory as the demons meet their final reward. The light streaming from the breach in the furnace rapidly changes colors, bathing the area in a cacophony of reds, greens, blues, and yellows. For the three shots after the Chamber goes in the furnace, all actions are at -2 AV. Anyone heading for the exit is temporarily disoriented and, if you're feeling fiendish, must make an Intelligence roll, Difficulty 7, to stumble back to the exit in the midst of the demonic strobe light show. Of course, killing the characters because they blow an Intelligence check is lame, but making them sweat over it is all in good fun.

Cool Things That Could Happen During the Fight

- Nothing spices up a fight like a massive piece of industrial equipment. There are





all sorts of nasty presses, pistons, grinders, and cutters built into the machines located throughout the factory. Mooks — especially Bouncing Benjis, who are too dumb to avoid dangerous moving parts — are meant to be thrown into them. A named villain should, at some point, try to force a character into a particularly dangerous-looking contraption, causing a tense battle of wills as the two opponents grapple and struggle to toss the other into the path of a whirling blade/pneumatic press/whatever.

- Characters can and should hop from conveyor belt to conveyor belt, eluding pursuing enemies and showcasing their acrobatic skills. Stealthy types should strap explosives to a belt and send them zooming towards unsuspecting mooks.
- The catwalks are rather rickety. Any really violent activity on them (like hand to hand combat) causes them to sway perilously, causing a -2 AV on all skill checks made by those upon them.
- The florescent lights hang by wires from the ceiling, giving acrobatic combatants a chance to show off their Tarzan vine-swinging talents.
- If at any point in the battle Kenny or Old Fong are mortally injured, you have a great chance to play out a touching scene as father and son, faced with the prospect of death, heal the rift between them. Extra points if this happens during the count-down to the great big explosion.
- The big, wide accessways are meant for forklifts and other industrial vehicles. Demonic Hot Rods, modified Ford Escorts, and motorcycles can drive down them two abreast. Game of chicken, anyone?

END GAME

If the characters get the Chamber into the furnace, they have a slight problem on their hands, as explained above. The Buro goons waste no time getting out of the blast area, as do the Lotus. Of course, if two fighters are locked in a particularly tense battle, there's no reason for them to break off the fight for something as minor as a fiery explosion. Keep that in mind as you finish up this scenario. The factory's explosion should heighten the drama and tension, not bring it to a dead stop.

EPILOGUE

Depending on how things turn out, the characters might make a lot of new enemies. The Buro, in typical Buro style, has enough cameras and surveillance devices seeded throughout the complex that at least something survived the explosion, giving the Architects some hard evidence on just who blew up their property. If any of the Lotus goons survive, they lobby to have the characters take up a prominent place on that faction's Who to Kill Next list. Finally, Kenny Fong (and even Old Man Fong, depending on how things go) could become a recurring villain. Of course, if you run this as a filler piece for your game, there's no need to let this adventure have any long-term effects on your campaign. Just assume the explosion took out any evidence of the characters' involvement and get on with your regularly scheduled plot developments next week.

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