

BIG LIZZIE:

A Science Fiction Western

by W. G. Armintrout

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The "Utah Team" Playtesters: Brent "Valdessnado" Anderson, David "Chinese" Chadwick, Mike "Niles" Chadwick, Rich "Grimble" Davis, Tracy "Trapper" Dustin, Shane "Smithie" Dustin, Mike "Zeb-edian" LaGrow, Alex "Zeke" Orton, Alethea "Walton" Potter, David "Zirk" Potter, Eric "John-boy" Swallie, and Mike "Doc" Wedemeyer.

Big Lizzie is a science fiction adventure playable with either *Wild West* (Fantasy Games Unlimited) or *Boot Hill* (TSR Hobbies) western role-playing rules. Persons owning both games may wish to read my article immediately preceeding this scenario. Those intending to play this adventure must read *no further!*

To the Ref

This is *not* a western adventure John Wayne or Jimmy Stewart would have taken part in, nor is it like anything Louis L'Amour will ever write. It has more in common with . . . well . . .

Ray Harryhausen. The Father of Dynamation (and Super Dynamation, Super Dynarama and Dynarama). The talent behind *Jason and the Argonauts*, *The Mysterious Island*, *One Million Years B.C.*, and the Sinbad saga.

And *The Valley of Gwangi*.

You see, there are dinosaurs here. Great Woolly Mamoths. Neanderthal Men. Plus a few Aztecs. And one eighth-century Irishman.

But don't have this magazine (with its dead-giveaway cover) in sight! Don't tell your players! As far as they are concerned, this should be a standard Western romp in pursuit of the badmen and kidnapped school marm Donna Nesbitt. Your players will come riding to the rescue . . .

. . . and that's when you spring the dinosaurs on them!

I. Setting Up

In a nutshell, the situation in *Big Lizzie* is this: A mangy collection of outlaws holds up the Nobles (Arizona) bank, taking as hostage lovely Donna Nesbitt, darling of the region. A hastily-organized party of townsfolk and a rancher family set off in pursuit. The outlaws head south into Mexico, and they and their pursuers blunder into an inter-dimensional region where dinosaurs still walk.

The adventure is set up for brand-new player-characters; each character takes a role appropriate to the adventure (the Spanish Doctor, the Eldest Bother, the Gambler, etc.) from a list provided. At the referee's discretion, existing player-characters may be used, but each should still take one of the roles provided and be worked into the adventure background.

Eight characters must constitute the "good guy" party. If there are not eight players present, some may play more than one character, or the referee may choose to run them as NPC good guys.

The referee may have the players roll randomly for their roles — there are 12 roles given, so not all will be used — or he may wish to describe them and have the players pick their preferred choices.



Triceratops

Once this is accomplished, and eight roles have been assigned or chosen, subsequent steps are:

(1) *Factionizing*. There are two character groups — the Family (four Brothers, Father, Grandpa and the Chinese Cook) and Townsmen (Blacksmith, Gambler, Store Owner, Trapper and Spanish Doctor). (Not all these characters will be in play.) Family players sit at one end or side of the table (or room, or whatever), and Townsmen at the other. If a player has characters in both groups, he must trade with the other players until all his characters are in one group only.

(2) *Naming*. Players must name their characters. Family members (Chinese Cook and Grandpa excepted) must choose a common last name.

(3) *Rolling up*. Characters are now rolled up. Special rules, if any, are given in the back of this adventure set.

(4) *Equipment*. Each Identity Slip describes the equipment which each character is carrying at the moment he is involved in this adventure. The referee may also approve other equipment if he desires — bear traps for the Trapper, for instance (though what good bear traps are on this adventure and why the Trapper threw them on his horse are beyond me).

Note: Player-characters are the same sex as their players. Therefore, female players will mean female characters. Simply alter the sex on the Identity Slip as appropriate — Father becomes Mother, Brother is Sister, Store Owner is addressed as "Ma'am," etc.

II. Narrative

With appropriate background music — *The Best of the Sons of the Pioneers*, the *Tonka* theme song or even Billy Joel's *Ballad of Billy the Kid* — the WestMaster should now put the players in the right frame of mind by reading this narrative. Keeping a straight face is a requirement.

To the Townsmen faction:

"Welcome to Nobles, Arizona Territory, a little piece of Eden tucked away in the desert southwest. To the north are mountains where savage Injuns dwell; to the south lies the desolation of the Mexican desert. The nearest town of any size, Yuma, is far to the west. Yet Nobles remains a protected spot, a green and fertile valley where peaceable people live."

(Address the following remarks to the named character, if in play:)

To the Blacksmith: "You came to Nobles at the end of a long march west, a march that began at age fifteen when you escaped a Georgia plantation. You enlisted with the Union Army, fought at Petersburg, survived the war and came west searching for a new, free life. You have found it here in Nobles."

To the Gambler: "Nobles was supposed to be just another stop on your ever-moving gambling travels. But there was something in this sheltered, hauntingly beautiful oasis against the desert that stirred your heart. You have decided to pause, for a time, in Nobles."

To the Trapper: "Nobles is your home . . . if you really have one. You come here regularly for supplies, as you have now, staying for a few days or a week. But it is never long before you are back in the mountains, hunting the bear and the mountain lion, where solitude is your only companion."

To the Store Owner: "A Missourian, you lost your wife and child in the War of the Rebellion. You rode with Quantrill in his Confederate guerilla force until, sickened by what you had seen, you took your horse and rifle and turned westwards . . . not stopping until you one day found yourself in Nobles."

To the Spanish Doctor: "Your ancestor rode into this land with Francisco Coronado, exploring the Colorado River. The days of the civilized and elegant Spanish Empire have been replaced in these parts by the brash and rough ways of the Americans, but you remain a symbol of the best Spanish traditions: cultured, urbane, literate and chivalrous."

To all the Townsman: "One day shots rang out in the hot still air of an Arizona afternoon. You ran into the street, guns drawn."

"Ahead of you was Jim Wesson, town sheriff. (Pause) A gun barked. Jim fell dead in the dust of the street . . . Your friend. Stone dead."

"Before you could return fire, a man with a scarred face appeared in the door of the bank. In his arms, with a revolver at her neck, was school marm Donna Nesbitt!"

"Your hearts froze, for Donna is the woman you love."

Each male Townsman character now rolls one die, one at a time in any order. A die roll of 1, 2, or 3 means the referee should read the top remaining line on the Love Table; A roll of 4, 5, or 6 indicates the bottom remaining line. A line once used cannot be reused – check off the box for that line.

"Get back, all of you!" snarled the Man with the Scar, 'or the girl gets it."

"You stepped back."

"Drop your weapons!" he yelled.

"You dropped your guns."

"Five more outlaws exited the bank, tying bags of stolen loot to their horses as their leader kept his gun pressed against Donna's throat. You memorized their appearance – a Man with a Wooden Leg, a Man with a dirty blonde Beard, a Bald Man, a Thin Man with a prominent adam's apple, and a Man with a Gold Tooth, all led by the Man with the Scar."

"They saddled up, the leader placing Donna on his mount. 'Don't try and follow us,' he growled, 'or this pretty little filly gets it!'"

"As they rode out of sight, you ran for your horses!"

"The (Family Name Here) Ranch lies near the only exit to this valley, the pass leading west to Yuma. Knowing the lay of the land, you swiftly ride across country and arrive at the ranch, meeting the family members currently there:"

(Briefly introduce the family members in play as follows:)

The Father: "(name), Widowed father of the (Family Name) dynasty, founder of the (Family Name) Ranch."

The Brother/29: "(name), the oldest (Family Name) brother, who lost his young wife and children to the Injuns up north."

The Brother/24: "(name), the second (Family Name) son, the hard-driving and ambitious foreman of the (Family Name) Ranch."

The Brother/21: "(name), third son in the family, the idealist who believes in peace between Indian and white man."

The Brother/19: "Baby bother, (name), a boy desperate to prove his manhood to his elder brothers."

Grandpa: "Old Man (Other Name), white-haired, venerable, but still clear-eyed and able to ride all day."

Cook: "(name), faithful Chinese servant from Hangchow, totally dedicated to serving the (Family Name) dynasty."

The WestMaster continues, addressing the Family players.

"Your hearts froze as the townsmen told you their news of the bank robbery, for Donna Nesbitt is the woman you love."

The WestMaster goes through the Love Table routine again, generating new Why-I-Love-Her's for each male family member except the Cook.

"You rode for the pass on hot, lathered horses, but not in time to intercept the outlaws – they'd already made it through the pass, heading west, and then south into Mexico."

"It has been two days now. Hot and low on water, riding exhausted animals, you continue your pursuit of the outlaws across the Mexican desert."

The referee should now take a pause to make sure that all the players understand the adventure. Specifically, the players have four goals:

(1) *Rescue Donna Nesbitt.* Return the school marm to Nobles, Arizona Territory. Characters should do nothing to endanger Donna (if they persist in doing so, you may need to throw them out of the adventure or give certain dinosaurs better rolls when encountering PCs acting out of character).

(2) *Impress Donna Nesbitt.* Each player desires to be Donna Nesbitt's true love. Therefore, they are competing for Romance Points throughout the adventure.

(3) *Capture the Badmen* (and bring them back for a fair trial and hanging).

(4) *Return the Loot.* (Keeping the loot and turning outlaw would contradict their love for Donna – she wouldn't approve of outlaws.)

Other Notes: Players should determine their march order and appoint a leader. Note that some characters are unlikely leaders in this historical setting. The WestMaster may remind players that intra-party murder and mayhem typical in some role-playing adventures is hard to justify in a western adventure (and killing your fellow travellers will not make points with Donna). However, there is some built-in conflict between certain characters – the WestMaster needs to make sure all players keep in character.

The Situation: The players are one mile behind the badmen, in barren hardpan white desert. It is 10 a.m. The badmen have just disappeared over a long gradual ridge, but can easily be traced by the trail of dust ascending into the sky. All horses are exhausted (see later rules for effects), no food or fodder is left, each character has a half canteen of water.

When everyone knows what they are doing, the referee may complete the narrative by saying: "The dust cloud from the outlaws is trailing off, dying away . . ."

Getting There

When the rescuers near the area where the badmen's dust trails dried out, they will momentarily lose sight of the villains' track – the ground is rocky and hard. As they ride to the spot, they will suddenly find themselves falling several feet through misty fog and landing in the ocean at Point 1 on the map. (This is precisely what happened to the outlaws.)

Love Table

You have loved her ever since . . .

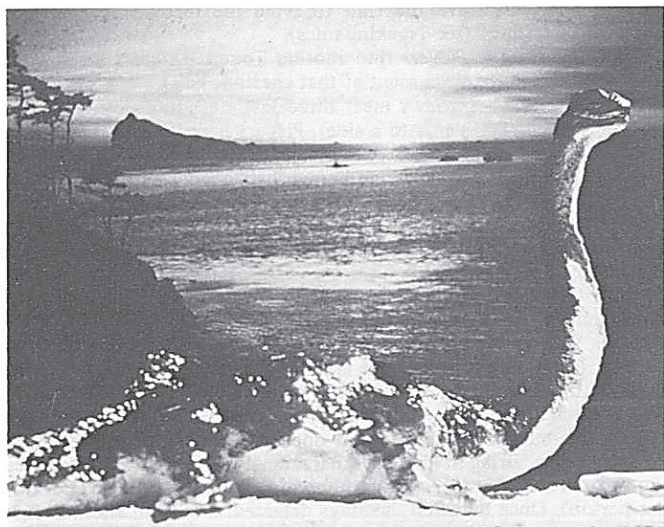
- () you found out that those damn (Family Name here) brothers were after her. You *hate* those brothers.*
- () that night at the Settlers Ball when you kissed her and she slapped your face. You like a woman with spunk.
- () that rattlesnake ventured onto Main Street and Donna drilled him with her lady-sized derringer. You have to admire a gal that shoots hard and straight.
- () you first saw her with the school children, and realized what a marvelous wife and mother she would make.
- () you saw that marvelous shoulder-length chestnut cascade of hair, and dreamed of its fresh clean scent.
- () that night at the Settlers' Ball when you passed out on the steps of the school house. In the morning you dimly remembered Donna throwing a blanket on you where you lay. And, thinking about her, you haven't touched a drop since.
- () you heard an angel singing, and then realized as you passed the school house that it was only Donna's sweet voice singing to the children.

- () the children talked you into fixing the fence of the schoolyard. Donna thanked you for your kindness, and her smile dazzled you with its radiance.
- () you saw her step down from the stagecoach on the day she arrived, and noticed she had the most beautiful pair of ankles you'd ever seen.
- () you realized that Lionel Nesbitt is the wealthy financier driving the railroads through the Territory, and that Donna must be his daughter.
- () that night at the Settlers' Ball when you danced with her, and felt her warm and graceful in your arms.
- () you learned of her love for poetry and for art, so different from any of the other women you've known on the frontier.

* If this is rolled by a Family member, it refers to the *other* members of the family (perhaps a character's own sons or grandsons).

Special Note: Chinese Cook and Female Characters need not roll. Tell females: "Donna is the best friend you have in this world." Tell Cook: "Knowing that family loves Donna, you too are devoted to seeing her safe."

All the characters will fall and land at once — they're not crossing a boundary, they're activating a portal. Anyone a hundred yards or more to the rear of the rest of the party will see his allies appear to fold up and slide into nothingness. (If any character in such a position is reluctant to press forward, the WestMaster need simply remind him of his undying love for Donna Nesbitt.)



Elasmosaurus (plesiosaur)

III. Lizard Basin

Big Lizzie takes place aboard habitat DerSev of the TransDimensional Zoological Institute (TZI, or TeeZee™). No one in the adventure is aware of this. The habitat is more commonly known as Lizard Basin, and is an exhibit dedicated to the Terran Age of Reptiles.

Each habitat is an island isolated by chaotic ether. The only connections to other-where are by anomalies ("accidental" connections — this is how the players arrive) and Link Points (generally one per habitat). To the inhabitants, each habitat appears to be an island surrounded by sea — however, it is impossible to leave the area shown on the map.

The "sun" is always at high noon. A day is twelve hours long — the WestMaster rolls 1d12 to determine how many daylight hours are left when the players arrive. Night is likewise 12 hours long. There is no dawn or dusk — the sun merely winks on and winks off. Everyone will notice this. Compasses do not work. The constellations in the night sky are totally unfamiliar. The Spanish Doctor, Trapper, and Brother/24 will all notice these things.

Terrain types (see map in center spread):

Prairie: Rolling land, mostly flat but with shallow rises and depressions, covered with knee-high grass. There are scattered stands of trees and occasional ponds. Roaming herds appear from a distance to be buffalo and storks . . . but are actually Big Rhino and Leather Necker herds.

Marsh: The fringes of marshland are heavily grassed and are impossible to tell from prairie until ridden into. The central marsh contains wide, scummy pools with deep water. Water channels and trees are scattered about. Animal life can be seen. Traveling through marsh requires finding a solid path (factored into the traveling times) and leading (not riding) the horses through.

Woods: Just like the woods back home, though Trapper or Spanish Doctor will notice more palms than usual. Animal trails, clearing, thickets, ridges and streambeds may be thrown in. Animals are usually unseen.

Hills: Gentle grassy hills scattered with wild flowers and occasional groves. There are large numbers of caves, often associated with streams and ponds. Animals usually remain in the distance.

Mountains: The most bizarre terrain feature of the habitat, the mountains are clearly unnatural. They are large tilted slabs of rock towering into the sky, often forming vertical cliffs with majestic waterfalls. They would be impassable were it not for the 10' wide "trails" winding their way through all obstacles — unnatural features which nevertheless appears not to have been made by hands or tools. Animals are seldom encountered.

River/Lake Any hexagon of the map containing part of a river or lake is considered a River/Lake hex. The terrain is the same as the type otherwise indicated, expect that the river brings lush plant life,

larger numbers of animals, and some aquatic life on the river. Use the River/Lake hex travel time only when *crossing* the river — otherwise use the normal travel times. (Rivers cannot be crossed in the mountains.)

Ocean: Deep, warm salt water. If a party is intentionally following the shoreline, random encounters may be rolled on either the normal terrain or the Ocean tables. (The WestMaster can roll for the encounter, check both tables, and use the most interesting one.) Animal life keeps its distance, but can usually be seen.

In Total: The habitat forms a shallow basin centering on the major lake, thus earning the name Lizard Basin.

The Badmen

This is a carrot-and-stick-style adventure. The badmen are the carrot — the players are supposed to chase them, and thereby run into the encounters planned for them.

The dashed line on the map indicates the badmen's path. Their strategy consists simply of riding hard and fast and holding onto Donna. They have *no* idea what is going on, and are so spooked by the situation that they want to find out what's happening before confronting or ambushing their pursuers.

The referee is responsible for tracking the outlaws. The outlaws should always be one hex in front of the players (unless the players lose the trail — see Tracking rules). When outlaws enter numbered hexes on the map, the referee must check the planned Encounter notes to find what happened to the outlaws and what the players notice (if anything).

Assuming the players are one hex behind them, outlaws can be distantly seen as long as they are in anything other than marsh, woods and mountain.

The referee is responsible for fudging range. That is, it is his job to make it seem as though the players are constantly but gradually closing the distance between themselves and the badmen — by rolling dice, making notations, seeming to consult tables, or any other sleight of hand the WestMaster cares to come up with. In reality, the players can never catch up with the badmen (that would unravel the adventure).

Travel Table

terrain	minutes to cross hexagon		risk factor (see Random Encounters)
	mounted:	on foot:	
Prairie	20	40	1,2
Woods	60	60	1,2,3
Marsh	—	90	1,2,3
Hills	30	60	1,2
Mountains	60	90	1,2
River*	60	60	1,2,3,4
Ocean/Lake*	—	90	1,2

(* Travel times for River and Ocean/Lake are used only if the river or lake is being crossed: otherwise, use the normal terrain times.)

IV. Planned Encounters

The following events occur when someone enters the matching numbered hex on the map. Most encounters list two events: one occurring to the Outlaws (and Donna), and the other when the players enter that hex.

(1) **In the Ocean:** *The Outlaws* are attacked by a feeding herd of Big Neck Whale. The Man with the Wooden Leg is drowned. *The Players* arrive in the ocean, a 15 minute swim from shore. They all must dismount and hang on to their saddlehorns so that their horses can swim more easily. Do not roll for random encounters until the players are ashore. A random player will discover a bloody, gnawed wooden leg floating in the water. Any players taking care to look around will spot a school of "whales" feeding in the depths directly below — the creatures may be named (see Naming) but are not encountered. The Outlaws with Donna can be seen wading ashore. Once the player-characters are ashore, they must wait three hours for the horses to rest (they won't budge) and for their ammo to dry.

(2) **Strange Bodies:** *The Outlaws* meet and destroy a party of Dome Heads, the players distantly hear several rounds of gunfire. *The Players* will discover three Dome Head bodies. If this is their first close-up encounter with dinosaurs, the WestMaster should describe the animals' weird appearance in loving detail — trying to instill a sense of wonder in the player-characters. (For descriptions, see the Bestiary.) The Spanish Doctor, if in play, will proclaim the bodies to be of creatures previously thought to have died out in Noah's Flood — giant reptiles!

(3) **Rest:** *The Outlaws* have chosen to water and rest their mounts

at the stream. Watches have been set; Donna is under guard. They ride off before the player-characters arrive. *The Players* realize that they are once again mere minutes behind the outlaws.

(4) **Drop Dead:** *The Outlaws* are attacked. A Snarler drops from a stand of trees and drags the Man with the Gold Tooth from his saddle. The other outlaws spur their horses and ride on. *The Players* come across the Snarler eating the Man with the Gold Tooth. He will not disturb the party unless provoked, but will not leave his kill either.

(5) **Muck:** *The Outlaws* head for the distant canyon and blunder into the marsh. A horse falls and, mired in the muck, refuses to move. The outlaws abandon it. Outlaw status: four badmen, Donna, five horses. (Donna has her own mount now.) *The Players* encounter the mired horse. If no one helps it, all players lose 20 Romance Points. The first player to help the horse receives 20 Romance Points. The horse is merely mired and wanting loving treatment. If the players ride past the horse without slowing, they will hit the muck . . . The lead three horsemen must each roll 1d10: On a 1-4, they fall from their horses; on 5-8, as above and the horse is mired; on 9 or 10, as above and the horse breaks its leg.

(6) **Widow:** *The Outlaws* encounter and fire on Dragons. Gunfire may be heard by the Players. *The Players* find, in a clearing along the outlaws' path, what appear to be three dead Dragons. Well . . . two dead Dragons, and one wounded, furious, and very much alive Dragon which will burst into life if any character comes within 20 yards of its vision. The wounded Dragon has 50% normal hit points.

(7) **Snake!** *The Outlaws* are attacked by a great Snake which drops from the trees, carrying the Man with the Scar from his horse. His horse spooks, dragging along Donna and her horse (which were tied to the spooked horse). The Man with the Scar kills his snake without taking damage, Donna is bruised and dirtied from a fall, and one horse breaks a leg and is shot. *The Players* find the dead horse, the dead

snake, signs of a struggle, and Donna's shoe. (The shoe is a "Token" — see Token rules.)

(8) **Locket:** *The Players* find a Token: a strip of yellow cloth (from Donna's dress) tying a locket to a tree branch. The locket contains pictures of her parents (her father is indeed Lionel Nesbitt).

(9) **Lizzie:** *The Outlaws* wound and run from a Big Lizzie. Gunshots may be heard. *The Players* encounter a wounded Big Lizzie astride the trail, howling and stomping the ground. It has 90% normal hit points. If players leave the trail to avoid the Lizzie, they may lose track of the outlaws (see Tracking rules).

(10) **Shawl!** *The Players* find another Token: Donna's shawl (complete with the fresh, clean scent of that chestnut hair).

(11) **Jaws:** *The Outlaws* meet three Jawbones in a tiny valley (triangular shaped, 100 yards to a side). Players hear long, sustained gunfire. *The Players* encounter two Jawbones feeding on one Jawbones body, two dead horse, and one human being (only an arm is visible). Players cannot tell the identity of the body without riding closer to the Jawbones (it's the Bald Man, not Donna). The Jawbones will growl, but are satiated and will not attack. A trail of blood leads away from the battle, along the "path".

(12) **Lace:** *The Players* find another Token, a prettily scented lace handkerchief.

(13) **Sniper:** *The Outlaw Thin Man*, badly wounded by the Jawbones, can go on no further. He takes post behind a boulder, intending to hold the players back while his companions escape. *The Players* will be attacked by the Thin Man, who is on top of a boulder within 15' of the outlaws' trail. He will open fire when the players are in medium range, firing at the lead character. Players have a 30% chance/shot to detect where the shots are coming from (as a group, not 30% per person). Once detected, he stays detected. The Thin Man will fight until dead. (He has 40% normal hit points.)

Random Encounters

Random Encounters

The referee rolls 1d10 whenever the players enter a new hex. He also makes a die roll for each additional three hours the players spend in the same hex. At night, the referee makes three die rolls for the entire period. If, for any of these die rolls, the number equals the Risk Factor listed for that terrain (see the Travel Table), a Random Encounter occurs.

The referee then makes two more die rolls.

First, he discovers what the players have run into by finding the Encounter Table matching their terrain and rolling a 6-sided die. He then checks off that creature's box on that table — it cannot be encountered again in that terrain until all other creatures possible have also been met. (If the die roll indicates a checked-off creature, use the next highest creature instead.)

Second, the referee discovers the initial range. He first rolls 1d10 adding any bonuses or penalties due to terrain, and discovers if the range is close, short, medium, etc. He then uses the appropriate formula to discover the exact range in yards — rolling 1d10, multiplying it by the number given, and adding it to the number shown.

With these facts to guide him, the referee is now free to improvise an encounter. He may use any terrain that might be in the general area (adding boulders on the prairie, for instance, or ponds in the woods), and be as simple or as creative as he desires.

The best procedure is to roll up the facts, sit back for a moment and perhaps close your eyes as you imagine the encounter, and then provide the players with the facts as you interpret them.

Range Table

die roll	range	formula
-2 or less	short	1d10 + 3
0, -1	close	3 yards
1, 2	short	1d10 + 3
3, 4, 5, 6	medium	1d10 x 3 + 15
7, 8	long	1d10 x 4 + 40
9 or higher	very long	1d10 x 20 + 100

die roll modifiers

Prairies	+1
Mountains	
Hills	+0
Woods	-1
River	
Ocean	-2
Marsh	-6

Special Encounters

Letters on the habitat map indicate special possibilities for random encounters.

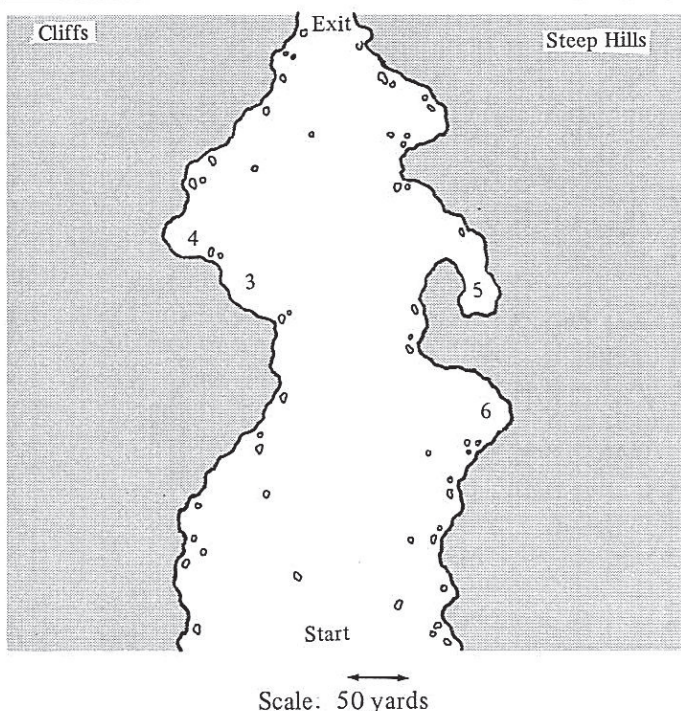
(A) **Gulls** — When rolling for random encounters within two hexes of this letter, a roll of 1 or 2 on the Encounter Table automatically indicates Gulls from the island.

(B) **Christians** — When rolling for random encounters within one hex of the letter, a roll of 1 or 2 on the Encounter Table automatically indicates an encounter with christian Hairies.

(C) **Bat Gulch.** Same as A above, but the Bats rather than Gulls.

Encounter Table

Terrain: <i>Prairie</i>	Terrain: <i>Woods</i>	Terrain: <i>Hills & Mountains</i>
() 1. Iguana	() 1. Elephant	() 1. Dome Head
() 2. Big Rhino	() 2. Dragon	() 2. Iguana
() 3. Leather Necker	() 3. Giant Snake	() 3. Hairies
() 4. Snarler	() 4. Snarler	() 4. Snarler
() 5. Big Claw	() 5. Jawbones	() 5. Jawbones
() 6. Jawbones	() 6. Big Lizzie	() 6. Big Lizzie
Terrain: <i>River & Lake</i>	Terrain: <i>Marsh</i>	Terrain: <i>Ocean</i>
() 1. Duck Mouth	() 1. Duck Mouth	() 1. Turtle
() 2. Elephant	() 2. Big Elephant	() 2. Gull
() 3. Spiked Turtle	() 3. Spiked Turtle	() 3. Whale
() 4. Big Crocodile	() 4. Bat	() 4. Sea Monster
() 5. Jawbones	() 5. Sea Monster	() 5. Big Neck Whale
() 6. Big Lizzie	() 6. Big Crocodile	() 6. Shark



(14) **Bat Gulch:** *The Outlaws* now consist of the Man with the Scar, Man with the Beard, hostage Donna, and two horses. They enter a gulch surrounded by caves in the hills and cliffsides. The caves are full of Bats. The outlaws are attacked by waves of Bats – the first wave is shot down, the second wave kills the Man with the Scar (Donna, sharing a horse with him, now grabs his rifle and begins shooting at the Bats), the third wave is shot down, and the fourth wave carries away the Man with the Beard and drops him on the rocks below the cliffs. (He is dead.) As yet another wave comes in, Donna's horse spooks and carries her out of sight beyond the gulch with two Bats in close pursuit. (The players can probably see this in the distance.) *The Players* ride in on a *really* stirred-up Gulch. A half-dozen Bats are feeding on the outlaws. Other Bats are circling in the air at the far end of the Gulch; those in the caves are restless and hissing. See the Bat Gulch map. Players begin at "start".

When the players move past Start, the first wave of Bats commences. Roll 1d6 to find where the Bats are coming from: On a 1,2, it's from the "exit" end of the Gulch (or the end toward which the players are currently heading) on a 3-6 it's from the Grotto matching the number rolled. (If the Grotto is behind the players, pretend you rolled 1 or 2 instead.)

Range can be measured on the map. If the range is greater than 300 yards, make it 300 yards instead. For Bats rolled on 1 or 2 above, initial range is never less than 80 yards.

New waves will be launched as long as players have not crossed the "exit" point. A new wave begins and a new starting point is rolled when the last wave is dead, or the last wave cannot catch up with the players (disband this wave and start a new one).

A wave once begun will pursue until it is within attack range, even if the players leave the gulch. There are three Bats per wave. The West-Master may discontinue new waves after the fourth.

(15) **Hairies:** *Donna*, as her pursuing Bats give up the chase, calms her animal and brings it to a halt just inside a stand of trees – whereupon a net descends and captures her! Half of a Hairy war party grabs her and takes her back to the Hairies' cave, while the others hide again to wait for more action. *The Players* near the stand of trees and spot (a) two horses grazing (the outlaws' and Donna's horses), (b) distant horsemen riding away towards the small lake. Heading straight for the horsemen, or following Donna's trail, will lead beneath the trees – where the Hairies (six in the trees, 40% chance to drop onto a character; another six crouching in the grass nearby) will ambush. On the first combat turn after a gun has been fired, all Hairies have an individual 50% chance of fleeing for their mounts (towards the mountains).

(16) **Caves:** *Donna's* hairy captors, drunk on her beauty, have decided to keep her as an object of worship. The war party, with new reinforcements, therefore sets out through the caves to the Link Point; a few warriors remain to keep the players from assaulting the "impregnable" defenses of the cave. *The Players* approach the Hairies, who, serene behind their barricade, heckle the players (use appropriate gibberish) and refuse to negotiate. See the Cave Map.

(a) **Barricade:** A dozen Hairies stand behind the barricade, prepared to rush any player attempting to open the central, hinged gate. Shots taken at Hairies behind the barricade are at -10% to hit, but bullets will pass through the brush-and-timber obstruction. Horses cannot ride through or jump over the barricade. The gate can be opened when more players are pulling to open it than Hairies pulling to keep it shut.

(b) **Overhang:** Five Hairies are concealed on the rock overhang above the cave, prepared with rocks to roll down on any players standing at the barricade (10% chance to hit – 1d4 boulders per turn for *Boot Hill* or 1d4 minus 2 rocks per segment with *Wild West*, at 2d20 *Wild West* damage). Hairies at the barricade use war flutes to alert the Hairies above to roll their rocks – the upstairs Hairies cannot be seen from below.

(c) **Ambush:** Behind the barricade is a large outer cave, complete with a smouldering fire and stack of torches. Leading from this cave is a passageway eight feet wide and seven feet in height (horses can be ridden *if* the riders crouch low), with a breeze blowing gently towards the players. It is dark. Upon reaching point C, Hairies (six of them) hiding in a raised spot of the cave will drop down on the players – 60% chance to land on a player. (Torches may be used as clubs, but the fire does not apparently bother the Hairies.)

(d) **Pit:** The cave now widens to 20 feet. Within this widened portion is a crevice, concealed by the Hairies with a covering of twigs and earth, which the players will step over unless (a) they are following the left wall, or (b) they are specifically searching for traps. Lead characters stepping on the pit have a 50% chance of jumping clear . . . otherwise, they go down the hole. (Horses automatically go down.) Special note: Characters riding at more than a trot will automatically fall down the hole.

Going down the pit (a smooth, water-formed chute) is harmless to characters; horses have a 50% chance of breaking a leg. Characters who go down the pit should go to (h) Underground Lake. There is no way to return back up the pit (lariats aren't long enough), but fallen characters may speak to their above comrades thanks to the cave acoustics. (When characters are speaking, the referee should roll an occasional 1d10 – on a roll of "1", the Big Neck Whale roars.)

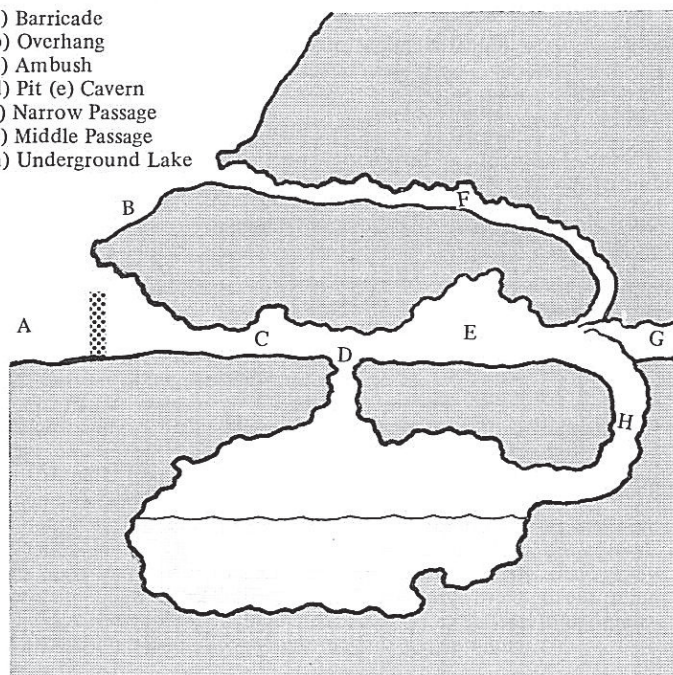
(e) **Cavern:** A large, smoky cavern with three bonfires and 34 huddled Hairies (women, children, and the elderly). Led by a white-haired chief, these Hairies will ignore the players except that, if well treated, they will point towards the middle exit if asked any question. Players lose 20 Romance Points if they bother these Hairies. This cavern has three exits: F, G and H below.

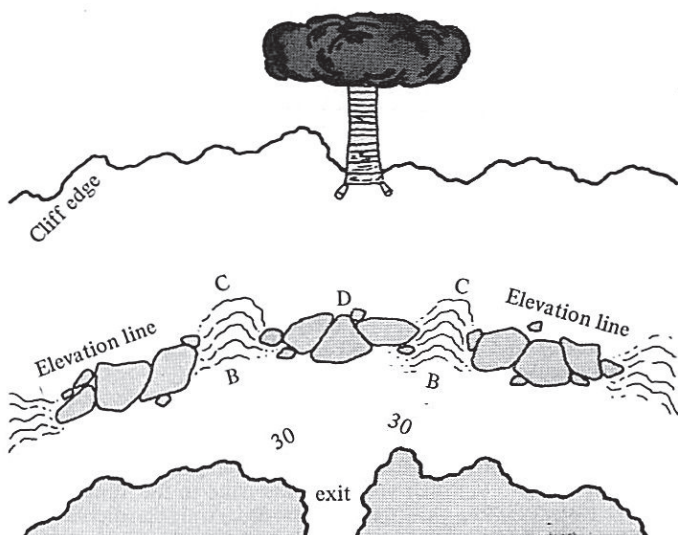
(f) **Narrow Passage:** A passage that soon turns narrow, winding upwards until only one horse or man can go through at a time. This leads to (b) Overhang.

(g) **Middle Exit:** This cave goes to the outside world. Go to (17).

(h) **Underground Lake:** This passage soon turns damp, the walls gain a covering of slime, and the way leads to a large cavern containing an underground lake. A path skirts the right side of the lake. Players following this path will be intercepted by a blind Big Neck Whale (entirely albino). (Use normal creature stats, with no "to hit" penalties due to darkness.) The path eventually peters out, leading nowhere.

- (a) Barricade
- (b) Overhang
- (c) Ambush
- (d) Pit (e) Cavern
- (f) Narrow Passage
- (g) Middle Passage
- (h) Underground Lake





(17) Link Point: Father Eamod MacDermid, human supervisor of this portion of TeeZee, arrived to investigate the detected anomaly and collided with the Hairy war party. The Hairies launched an immediate attack on MacDermid's Aztec escort, but were driven back with losses. The Players, as they near the cave exit, will notice sounds of scuffling, hoarse shouts, wood striking wood, and a tambourine.

They will then see what is shown on the Link Point map;

At (a) they see the Link Point, a circle of chaotic darkness hanging in mid-air at the end of a suspension bridge running from the cliff edge.

At (b), 30 yards away, they see the Hairies lined in battle formation against the Aztecs. The Hairies have already noticed the players' arrival.

At (c), fighting the Hairies, are the Aztecs and Father MacDermid (who is riding a Great Woolly Mammoth).

And at (d), tied to a pole and hung in the air, is Donna Nesbitt! Next to her are several important-looking Hairies, one of which is beating a tambourine.

The players will immediately be charged by a Hairy force. If using *Boot Hill* rules, this attack will consist of seven Hairies mounted on Toe Ponies, and six Hairies on foot. With *Wild West* use seven mounted Hairies and 12 Hairies on foot. In *Boot Hill*, the mounted Hairies will move 15 yards/turn; those on foot move 10/turn. In *Wild West*, mounted move 4 yards/segment; unmounted move 2 yards/segment.

When the charging Hairies have been killed, the remaining Hairies will fall to their bellies and surrender to the nearest players and Aztecs. Father MacDermid will then slowly approach the players on his mammoth, dismount, and greet the players (in English, with Irish brogue): "Far from home, are ye not? Welcome to Purgatory." The players may then speak with the priest (see Background for further information).

Thus ends the dangerous side of the adventure.

All Romance Points earned during this encounter are *doubled*. The first player to reach Donna's side receives an additional 40 Romance Points (not doubled), and the first one to offer her a ride (which she will accept) receives 20 Romance Points (ditto).

(Should the players attack Father MacDermid . . . things may get sticky. If MacDermid dies, all Link Points deactivate – until a clone can be activated, about three weeks – and there is no exit from this adventure, leaving the players in dinosaur land with a shrinking supply of bullets and a lot of angry Aztecs. The referee must improvise in this case.)

Father MacDermid will offer to return the players to their "time frame reference" – by use of a handheld device, he can "tune" the Link Point and then send the players riding through it. The players then appear in the pass above the (Family Name here) Ranch.

That leaves only one last event – finding out who wins the fair hand of Donna Nesbitt. (See the Romance Rules.)

V. Romance Points

Romance is at the heart of this adventure. That is what keeps the players in pursuit of the outlaws, goads them into fighting dinosaurs they could easily outrun, and in short makes things fun.

The WestMaster awards Romance Points secretly during the game. He does not tell a player that he has just won Romance Points, but silently adds it to that player's total. At convenient intervals (after a

battle, or at the end of a session of play), the WestMaster updates the players on their comparative standings – in general terms such as "Jimbo's going to get some attention for dropping that Bat, but Dick's still Number One . . ." and so on.

Romance Points are granted for:

Killing a Dinosaur – worth 20 Romance Points or the Encounter Number (from one to six on the Encounter Table) times 10, whichever is greater. If, in *Wild West*, a creature is killed by simultaneous killing shots, all players making the shots get the points.

Mortal Wounds – in *Boot Hill*, each Mortal Wound which does not kill a dinosaur is worth 15 Romance Points.

Each Shot – in *Wild West*, each successful shot at a dinosaur is worth 5 Romance Points.

Each Battle – in *Boot Hill*, any character that scores a shot on a dinosaur during a battle receives 10 Romance Points.

Running from Battle – in any battle in which some of the players run away from a dinosaur, the players *who do not* run receive double the fight's normal Points.

Wounds – Each wounded character receives 20 Romance Points ("bruises" in *Boot Hill* do not count).

Death – A character which is killed receives 50 Romance Points.

Talents – whenever a character successfully uses one of his skills – when the Trapper tracks, or when the Doctor heals – he receives 20 Romance Points.

Tokens – Donna drops "Tokens" behind her as the adventure goes along. When a Token is encountered, it will be found by one of the players with the three lowest Romance Point totals (roll randomly). That character then receives 20 Romance Points.

Naming – Whenever a dinosaur type is encountered, the players must give it a name. (The WestMaster may let the players choose their own name, or he may simply inform them that they have given it the name provided in this adventure.) One of the players (randomly chosen) with the three lowest Romance Point totals may Name the dinosaur, and receives 10 Romance Points.

Miscellaneous – The WestMaster should award Romance Point bonuses in units of 5, 10 and 20 for anything he finds "romantic" or otherwise impressive to Donna. After the adventure, she'll talk to everyone in the rescue party, and thus find out about practically everything they've done. Examples:

Singing love songs to Donna around the evening campfire

(20 Romance Points to the first player to do so)

Yelling "For Donna!" while charging a Big Lizzie

(10 Romance Points)

Naming a lake after Donna

(5 Romance Points)

The WestMaster may also give Romance Point penalties for anything offensive to Donna. This includes attacking fellow party members, unnecessary attacks on innocent dinosaurs, and so forth.

When the adventure is over, each character gets his chance to propose to Donna Nesbitt. Proposals are taken in Romance Point order, highest score going first. The player rolls 1d6 – on a roll of 5 or 6, Donna decides to marry that character; otherwise, the next character gets his dieroll.

Deceased characters still get their dieroll – Donna may choose to pine away for their memory rather than marry another character. Female characters and the Cook may give their dierolls to another living character (if they wish to use their influence in that person's behalf). The Cook should give his dieroll to a Family member if possible.

Donna may choose not to marry any of the player-characters – that's only a 4% chance, but then love is notoriously fickle.

VI. Background

The Outlaws

The outlaws are merely poor unfortunate hoodlums who wandered into this adventure by accident. The players are not supposed to fight them – Donna would probably die in such an event. But, just in case, their stats are at the bottom of the next page.

The Hairies

Hairies are actually *Homo neanderthalensis* – Neanderthal Man. They have spread throughout TeeZee. There are two major civilizations: Heretic (the Hairies at Encounters 15, 16, and 17) and Christian (random encounters).

Hairies average 5' in height, have long front-to-back heads with very little chin, large jaws, rounded sloping foreheads and bulging eyebrows. They have modern hands and feet and walk perfectly erect. They appreciate simple music and bright colors (even flowers), have a sense of religion, but lack any comprehension of art or drawing. They speak, but their throats cannot form most modern human sounds.

Christians: These Hairies, technologically the most primitive, were converted by Father MacDermot to a form of Christianity. They are peaceful, friendly folk who will flock to help the players if any sign of the Cross is shown. Roll 1d100 to discover the nature of the encounter:

01-20 Female Gatherers: 1d6 females transporting a dinosaur carcass. Will flee from the players, hide, or call for help.

21-40 Male Hunters: two males armed with clubs, searching for game. (One male may be out of sight, but in range of a quick whistle.)

41-70 Hunting Party: 2d6 male hunters, as above.

71-100 Ambush: 2d6 male hunters ambush the players, believing them to be Heretics. Will attack from a height if possible.

Heretics: The major (combat) difference between Christians and Heretics is that the Heretics have domesticated a form of horse – the Toe Pony. The Heretics also have a form of civilization uniting tribes on several habitats. In fact, the Heretics are responsible (by accident) for creating the anomaly which the players fall through.

Generic Hairy

Wpn	BS	BAC	STR	Wpn	Short	Medium	Long	DF
CB	+6	50%	14	Club	1(45%)	2(34%)	4(23%)	260

(Rather than use another weapon, Hairies like to Brawl. They have a *Wild West* Brawling of 42%.)

Toe Ponies have 20 strength points (*Boot Hill*) or 210 damage factors (*Wild West*). They are pony-size and have two small toes next to their hooves.

Father MacDermot and the Aztecs

TeeZee is run by a group of aliens who in the eighth century AD found Father Eamon MacDermot wandering through Iroquois Indian country, the last survivor of a missionary party from Ireland. They convinced him that one of their number was the archangel Raphael, set up an automatic clone-bank arrangement for him, and put him in charge of a string of habitats featuring pre-human and non-Christian life. MacDermot is under the impression that he is administering Purgatory, a place where the souls of men go to be purified from sin through punishment. In the last thousand years, MacDermot has learned many subjects and languages – he is an educated, friendly, but unconventional man.

One of the habitats under MacDermot's supervision consists of Aztecs, who have taken to worshipping him as Quetzalcoatl. In an effort to moderate their bloodthirsty religion, he accepts certain Aztecs as servants, bodyguards and wives at his monastery headquarters. (The bodyguards are dressed in ceremonial robes: pure white, knee-length, topped with intricate head masks depicting fanged jaguars, skulls, or abstract designs in jade and quetzal plumes.)

The mammoth is one of the animals roaming the "park" where MacDermot has his monastery.

Father Eamon MacDermot

Wpn	BA	BAC	STR	Wpn	Rnds	Short	Medium	Long	DF
STN	+5	66%	18	Stun gun	8	8(57%)	16(44%)	65(30%)	236

(Stun Gun Effects: creature hit goes unconscious for 1d20 minutes. In *Boot Hill*, creatures are not effected until hits equal the Mortality rating.)

Generic Aztec

Wpn	BS	BAC	STR	Wpn	Rnds	Short	Medium	Long	DF
SW	+14	86%	15	Sword		(use 24" machete stats)			229

(The Swords are wooden, lined with black obsidian. On a To Hit roll of 95 or higher, the swords will shatter.) Without a sword, Aztecs will brawl – *Wild West* 43% rating.

Great Woolly Mammoth has 105 strength points (*Boot Hill*) or 1340 damage factors (*Wild West*). MacDermot rides on a "howdah" platform on its shoulders.

Donna Nesbitt

Donna Nesbitt, the kind and beautiful school mistress, is the special Western heroine – charming, gracious, a good shot, a hard rider – in short, a cross between a duchess and a tomboy. Her stats, if ever needed, are:

Wpn	BS	BAC	STR	Wpn	Rnds	Short	Medium	Long	DF
1D	+11	65%	12	Merwyn & Bray	1	2(51%)	3(40%)	9(29%)	189

(The derringer is concealed somewhere on her person.)

The player-characters

(Read the appropriate introduction as each player chooses or rolls for his character.)

Blacksmith: An escaped slave, you joined the Union Army and fought under General Grant at the Battle of Petersburg. In the West you have found a happy, free life. Must choose Blacksmith skill in *Wild West*, Rifle E, Rifle G, two Pistols F.

Gambler: From the riverboats of Sacramento to the railroad camps of the Rockies, you have traveled and gambled. But now a pretty schoolmarm has caught your eye, and you are considering settling down . . . Must choose Gambler's skill in *Wild West*. Equipment: Rifle B, Pistol D, playing cards, dice, poker chips.

Trapper: People can't be trusted. That's why you're a mountain man. You can speak Indian languages, track both beasts and men, and cook wild game. Must choose Trapper and Tracker skills in *Wild West*. Equipment: Two Rifles D, Rifle C, Pistol A, compass, hand axe.

Store Owner: You lost your wife and child to the Yankees in the recent Civil War. You then fought under Quantrill, the guerilla leader, until the savagery drove you West to find a clean way of life. Now you operate a general store. The years have mellowed you, but you still believe whites are naturally superior to non-whites. Equipment: Rifle E, Rifle F, Pistol C, compass, timepiece.

Spanish Doctor: A descendant of conquistadors, you are cultured, urbane, literate and chivalrous. You speak Spanish and English, and have a wide background in medicine and natural science. Must choose Medical and Language (English) skills in *Wild West*. Equipment: Rifle G, Pistol A, medical bag, timepiece, compass, drawing pad, pen set, crucifix (on a chain about your neck).

Father: The head of a great ranch, you are a widower with four grown sons (ages 19 to 29). Lately, you've been thinking of getting married again . . . ever since you met the new school teacher in the town. Equipment: Rifle H, Rifle I, two Pistols G.

Brother (age 29): You are a lonely man. Your wife and eldest son were killed in an Indian raid up north, leaving you to raise your three-year-old son alone . . . Equipment: Rifle B, Pistol F.

Brother (age 24): You are known far and wide as the tough, hard-driving foreman of your family's ranch. You love the frontier life. Must choose Roping skill in *Wild West*. Equipment: Rifle C, Pistol C, Lariat.

Brother (age 21): Your mother died when you were young, but you've always remembered her gentle Christian ways. Perhaps that's why you dream of becoming a preacher and bringing peace between the Indian and the white man. Must choose Languages (Indian) or Sign Language in *Wild West*. Equipment: Rifle A, illustrated Bible, wooden cross.

Brother (age 19): You don't care for cowboys and frontiersmen. In fact, you can't wait to go west to California and real civilization (gambling, wild women, high finance . . .) Equipment: Rifle B, Pistol B, flask of gin, timepiece, deck of cards.

Grandpa: You are a majestic elderly man with flowing white hair, but not so old that you don't care for the young ladies. You are tremendously brave, fearless, in good health, and very adventurous – the archetype of the Indian fighter gracefully aging. Your son-in-law runs the (Family Name Here) ranch, but profits from your advice. Equipment: Rifle E, Rifle K, Pistol G, timepiece, pocket Bible.

Cook: Born in Hangchow of Chinese parents, you came to America to make your fortune. You worked the railroads, met a powerful rancher, and became the faithful family servant on his ranch. You are married, happy, and love your work. Equipment: Rifle G, Pistol H, Cleaver, cooking utensils.

Cardboard Heroes figures of all these characters are bound into the center of this magazine.

MAN WITH THE SCAR

Wpn	BS	BAC	STR	Wpn	Rnds	Short	Medium	Long	DF
15R	+20	75%	13	Henry rifle	15	75(75%)	200(59%)	400(42%)	190
SAR6	+33			Rem Arm pistol	6	8(70%)	16(56%)	65(40%)	
KN	+30	70%		Thr Knife		3(47%)	6(36%)	12(26%)	

OTHER OUTLAWS

Wpn	BS	BAC	STR	Wpn	Rnds	Short	Medium	Long	DF
6C	+6	81%	14	Spencer Carb	7	75(65%)	200(52%)	400(37%)	206
SAR6	+19			Rem Arm pistol	6	8(56%)	16(44%)	65(32%)	
KN	+16	69%		Thr Knife		3(61%)	6(47%)	12(32%)	

*Range in yards (% to hit at that range)

Equipment List

Generic Name	Boot Hill Equivalent	Wild West Equivalent
Rifle A	9R (Repeating Rifle, 9 shot)	1866 Sharps rifle
Rifle B	15 R (Repeating Rifle, 15 shot)	Winchester rifle
Rifle C	12C (Repeating Carbine, 12 shot)	Winchester carbine
Rifle D	BR ("Buffalo" rifle)	Sharps-Creedmore rifle
Rifle E	AR ("Army" rifle)	Springfield rifle
Rifle F	6SG (Repeating Shotgun)	American Arms full-length
Rifle G	6C (Repeating Carbine, 6 shot)	Spencer Carbine
Rifle H	CWR (Civil War Repeating rifle)	Peabody rifle
Rifle I	CWC (Civil War Repeating carbine)	Peabody carbine
Rifle J	6R (Repeating rifle, 6 shot)	1867 Remington rifle
Rifle K	SCG (Scatter Gun)	American Arms doublebarrel
Pistol A	DAR 5 (double action revolver)	Starr Army pistol
Pistol B	FDR6 (fast draw revolver)	Smith & Wesson 32 pistol
Pistol C	SAR6 (single action revolver)	Remington Army pistol
Pistol D	LBR (Long Barrel revolver)	Colt Peacemaker
Pistol E	2D (Two Shot Derringer)	Remington Derringer
Pistol F	FDR5 (fast draw revolver)	Colt "New Line" pistol
Pistol G	CBR (cap & ball revolver)	Smith & Wesson 22
Pistol H	1D (Single Shot Derringer)	Merwyn & Bray

VII. Bestiary

The Dinosaur Table contains the basic data on all dinosaurs.

Number – the number of creatures fighting the players in any encounter. (The referee may have more creatures present as members of the herd, as spectators, or as other non-combatants.)

Movement – the first number is yards/turn in *Boot Hill*. The number in parentheses is Yards/segment for *Wild West*.

Range – distance at which a dinosaur may attack, if it has a long neck or tail. (Most dinosaurs must wait until within brawling range.)

SPD – *Boot Hill* Speed.

STR – *Boot Hill* strength (hit points).

MOR – the number of Mortal Wounds required to kill it (*Boot Hill*).

MOD – modifier to the percent chance to hit, due to dinosaur size and speed (*Wild West* only).

DMG. Factors – *Wild West* damage factors (hit points).

Damage – damage done by a successful dinosaur attack (*Wild West*).

To Hit – the dinosaur's per cent chance to hit (both games).

Special information and descriptions:

Bat (real name: *Quetzalcoatlus*) – purplish-grey furred flying creature with a 45' wingspan, cumbersome gliders, easily overheated in bright sunlight. Tactics: make one pass and then fly away. See *Bird Attacks* under Special Rules.

Big Claw (*Deinonychus*) – fast biped dinosaur with five-inch hunting claw toes and an unbending tail. Nine feet long.

Big Crocodile (*Phobosuchus*) – 45' long crocodile (the skull alone is 6' long!). If the encounter takes place on the river, the croc is accompanied by a young one (*Boot Hill* 31 STR, 1 MOR) or its full-grown mate (*Wild West*).

Big Ellie ("Big Elephant" – *Brachiosaurus*) – giant quadruped resting in the water during the day and feeding on shore at night. Herd "chief" will assault intruders (see *Trampling* under Special Rules).

Big Lizzie ("Big Lizard" – *Tyrannosaurus Rex*) – huge 40' long, 16' tall biped carnivore, ponderous but mighty with 6-inch long teeth.

Big Neck Whale (*Elasmosaurus*) – a Loch Ness monster, a marine dinosaur with four great flippers, a long neck, often known as "plesiosaurs." Travel in schools, feed from the surface on fish, very maneuverable, mottled green markings on topside.

Big Rhino (*Triceratops*) – herbivorous quadruped with bony head armor, two large spikes over each eye and a horn on its snout. Beak like a parrot. 24' long. If a charging Big Rhino crosses path with a horse, there is a 90% chance that the horse is gored to death and the rider(s) thrown six yards in a random direction. Encountered creatures are the bulls of a large herd blocking the player's path.

Dome Heads (*Pachycephalosaurus*) – biped herbivores with bone domes on their heads, which they ram into each other during courtship rituals (similar to mountain sheep). Players will hear sharp cracking sounds before encountering a mating demonstration, whereupon the males will charge the players. In the hills three males will be fought; in the mountains, four males.



Stegosaurus

Dragon (*Stegosaurus*) – quadruped herbivore 20' long with two ranks of rainbow-colored plates running along its back. The tail – its weapon – carries two great spikes. If the tail strikes a mounted character, there is an 80% chance that it hit his horse. Because the creature is so stupid, it has one turn for attacking even after killed.

Duck Mouth (*Parasaurolophus*) – gentle herbivore with ducklike bill and a skin-covered projection at the rear of its skull. Can go on two or four legs. Lives near water, but feeds on tough land vegetation. Has excellent hearing, eyesight, swims well, and can "honk" through its tube when danger appears (forcing a Spook Check for all horses – see Special Rules).

Elephant (*Diplodocus*) – quadruped forest-dwelling dinosaur of great size, 90' long (but that counts the 45' tail and 26' neck). The encountered "elephants" are herd bulls. Elephants emit a roar that scares horses (see Spook Check rules) and like to trample their enemies (see *Trampling*).

Great Snake – large constricting snake. When encountering this snake, do not roll for range – it automatically drops around a random player. The player takes one Serious Wound/turn (*Boot Hill*) or loses 1d10 damage factors/segment (*Wild West*) until the snake is killed. Anyone firing on the snake other than the player on whom it is constricting has a 50% chance of hitting the character instead.

Gull (*Pteranodon*) – white-furred flying reptile with a 23' wingspan, a toothless and very long beak, no tail, a rubber-like crest at the back of its skull. Soars slowly over the ocean feeding on fish. Breeds on small islands. Same tactics as Bats.

Iguana (*Iguanodon*) – 14' long herbivore, able to run on two or four legs. Players will hear a rumbling sound, then be faced by a pack of Iguanans running right for them. (The Iguanans are only panicked and will stampede past the players, trampling any that get in their way.) In the mountains, there will be four Iguanans rather than three.

Jawbone (*Allosaurus*) – most effective of the carnivores, this biped is 30' tall, runs with 6' strides, and can swallow small animals whole. (On the river, Jawbones hunt in pairs.)

Leather Necker (*Struthiomimus*) – ostrich-like reptile with beak and long legs. Intelligent as a monkey, omnivorous, run in packs. Leather Neckers will pursue the players as long as they are in prairie, learning to keep out of effective gunfire range, waiting until the players are attacked by something else before sending a few bulls in to

simultaneously attack. If a Leather Necker hits with an attack, the player will be dragged off his horse and fall on the ground – future attacks will be to damage and kill.

Sea Monster (Nothosaur) – streamlined lizard with needle-like teeth, able to swim at sea or scramble ashore on webbed feet. If encountered on the seashore, there will be a mated pair of sea monsters.

Shark (Mososaur) – gigantic marine lizards with serpentine shape, tail flattened for swimming, paddle-like limbs with webbed surfaces. The best dinosaur carnivore in the sea.

Snarler (Dryptosaurus) – active, small-sized carnivore, an active climber and leaper, running on two legs or stalking on four. Rather than rolling for range, a Snarler in an encounter *always* attacks from ambush – leaping down from trees or overhanging rocks, surprising a midnight campfire, etc. Snarls.

Spiked Turtle (Palaeoscimus) – night-feeding herbivorous turtle-like lizard, with an armor-plated back ringed with stout spikes. Rather than rolling for range, a Spiked Turtle is always encountered during daylight when a horse steps on him sleeping in the underbrush. The Turtle thrashes around, then walks away.

Turtle (Archelon) – 10' sea turtle. Has a horny beak. Fights to protect its egg grounds.

Whale (Kronosaurus) – 40' marine dinosaur with powerful jaws, a deep-diving predator.

A Note on the Names: Some of the creatures were given "new" names of existing creatures. Brachiosaurus, for instance, became an elephant. The reasoning is that a cowboy who had never seen an elephant, but has heard it described as a grey creature of great size with a long trunk, might mistake a large grey dinosaur with a long neck for an elephant.

No *Cardboard Heroes* figures have been included for the dinosaurs; space considerations unfortunately made it impossible.

VIII. Special Rules

(1) Horses

Each player is riding a horse from the (Family Name here) Ranch. **Boot Hill** horses have 30 hit points and a 40% Spook Rating. **Wild West** horses are rolled up normally, but have 25 experience points in Run, Jump and Swim talents.

Spooking: Horses may spook (a) when a dinosaur comes within 10 yards, (b) every turn spent adjacent to a dinosaur, (c) whenever a Big Lizzie is first seen, and (d) when called for by other rules.

Boot Hill: Roll percentile dice – less than the Spook Rating means that the horse has thrown its rider and left the scene. Rider takes 1-3 points of brawling damage. When a horse spooks, its Rating goes down by 5; when it makes its saving roll, its Rating improves by 5 points.

Wild West: Roll versus Gun Talent, line C on the RPC. Thrown riders take usual damage from a fall.

(2) Ammunition

Boot Hill: All characters start with 100 generic bullets and, if they have a shotgun or scatter gun, 25 "loads" for those guns.

Wild West: All characters start with 5 boxes of ammunition for each gun they carry, of the calibre and number of rounds appropriate for that gun.

(3) Dinosaurs

Boot Hill – A dinosaur does not die from a single Mortal Wound. Rather, it dies after receiving the number of Mortal Wounds indicated on the Dinosaur Table. A Mortal Wound is worth 10 Strength points when it hits.

A dinosaur also dies if it loses all of its Strength points. Damage to legs or arms does not affect its ability to move and attack.

Dinosaurs may always move their full movement each turn. Exception: Dinosaurs do not move on the first turn of combat.

If a dinosaur successfully rolls under its "to hit" number, it has wounded a character. Roll for damage as for a bullet wound.

If a bullet fired at a dinosaur hits an armored region, the bullet does no damage unless it is a Mortal Wound. (Big Rhino has head and shoulder armor, Dome Head has head armor, and Spiked Turtle has chest – well, back – armor.)

Wild West – When firing at a dinosaur, characters receive the modifications shown on their To Hit number due to dinosaur size and movement. Other modifications (rider on horseback, rapid fire, etc.) may also apply.

Hit location is found in the usual manner. Dinosaur damage factors are distributed among the locations in the usual manner. Effects of Damage by Location of Hit, however, for dinosaurs are:

Head: 75% damage accrued. 25% chance of passing out for 1d20 minutes.

100% damage accrued. Death.

Arm: 100% damage accrued: Dinosaur takes a -20% To Hit penalty.

Chest: 100% damage accrued: Death.

Abdomen: 100% damage accrued. Death.

Leg: 100% damage accrued. Dinosaur movement is reduced by "1", but never to less than "1".

If a dinosaur rolls less than its To Hit number, it scores a wound on the character being attacked. Roll for hit location normally. Damage is listed on the Dinosaur Table.

If a bullet hits a dinosaur in an armored region – Big Rhino head or shoulder, Dome Head head, Spiked Turtle chest/back – subtract 10 points from the bullet's damage when rolled.

(4) Bird Attacks:

If a "bird" – that is, a Bat or Gull – successfully attacks a character, it will attempt to carry that player away into the air. Success depends on the size of the character.

Dinosaur Table

Name	Number	Movement	Range	SPD	STR	MOR	MOD	Dmg Factors	Damage	To Hit
Bat	3	32(6)		+12	23	1	-15	160	1d10	73%
Big Claw	2	32(6)		+17	40	2	–	400	2d20	62%
Big Croc	1*	12(2)		+9	117	4	+5%	630	3d20	54%
Big Ellie	1	7(1)	4	+4	99	4	+20%	460	1d10	52%
Big Lizzie	1	16(3)		+11	163	6	+15%	1900	4d20	63%
Big Neck Whale	4	17(3)	7	+14	29	1	-5%	190	1d10	74%
Big Rhino	2	34(6)		+4	30	1	-8%	160	3d20	61%
Dome Head	¾*	14(2)		+6	29	1	+2%	220	1d20	54%
Dragon	3	8(1)	2	+7	55	2	+5%	490	2d20	72%
Duck Mouth	2	16(3)		+8	62	1	-3%	140	1d10	57%
Elephant	2	10(2)	9	+10	65	3	+20%	320	1d10	54%
Great Snake	1	8(1)		+6	31	1	-20%	85	*	*
Gull	2	38(7)		+11	30	1	-13%	140	1d10	70%
Iguana	¾*	18(3)		+4	27	1	-3%	170	1d10	54%
Jawbone	2/3*	28(5)		+10	43	2	+5%	400	2d20	76%
Leather Necker	3	40(7)		+25	14	1	-15%	140	1d10	68%
Sea Monster	½*	11(2)		+9	80	3	-3%	490	2d20	64%
Shark	4	10(2)		+16	58	2	–	370	3d20	78%
Snarler	1	30(5)		+14	15	1	-10%	80	1d20	82%
Spiked Turtle	1	10(2)		+6	68	2	+5%	410	1d20	51%
Turtle	3	8(1)		+7	25	1	-5%	90	1d20	63%
Whale	3	15(3)		+10	35	2	+5%	140	2d20	54%

(* – see Description)

<i>Boot Hill</i> Strength	<i>Wild West</i> physique	Result
8-13	3-8	Bird carries character into the air. When 50 yards away, it will drop the character.
14,15	9-12	Bird drags character along the ground. Cannot fly until it releases character (50% chance per turn or segment).
16-20	13-18	Bird flies past.

If the Bird gets less than 25 yards away, a *Boot Hill* character takes one Wound when dropped; otherwise the character takes two wounds. *Wild West* characters dropped take 1d10 damage for every ten yards the bird flew after picking up the character. (See Damage From Falling rules, *Wild West* pg. 20).

A character being dragged has a 20% chance/turn or segment of taking a wound (*Boot Hill*) worth 1d10 damage (*Wild West*).

(5) Plotting Horses:

Wild West: A rider may give his horse an instruction by plotting the instruction as one of his segments of action. The horse executes this order in the next round. If the order is one that can logically be repeated – galloping, trotting, and so on – the horse will continue the instruction until given new orders. For other orders (such as jumping) the horse will perform the action, then revert to the last movement order.

If a horse must change its orders but hasn't received any instructions from its rider – for instance, riding towards a cliff at a full gallop – the WestMaster decides what the horse's action will be.

The miles-per-hour speeds given for horses convert into yards/segment as follows:

miles/hour	yards/segment
1-9	1
10-15	2
16-21	3
22-28	4
29-34	5
35-40	6
41-46	7
47-52	8
53+	9

(6) Trampling:

If a "trampling" dinosaur moves through a character, that character falls beneath the dinosaur. (The horse, if any, automatically spooks.) The dinosaur receives one trampling attack for each leg, divided among the number of characters beneath the dinosaur. Each attack has a 10% chance of success. If it hits, it does 1d10 damage (*Wild West*) or a normal wound (*Boot Hill*). Characters beneath a dinosaur have a 50% chance of getting out from under per turn (*Boot Hill*), or when executing a Crawl (*Wild West*) – they may not use their firearms while under the beast. If the trampling takes place in water or soggy/muddy ground, the chances to escape are reduced to 30%.

Trampling attacks are in addition to a dinosaur's normal attack. The WestMaster may, if he desires, allow all dinosaurs to trample.

(7) Loot:

At Planned Encounter # 11, "Jaws", each horse carcass carries \$1000 in bank loot. At Encounter # 15, "Hairies", each horse carries \$2000 in bank loot. The money is in saddlebags.

(8) Exhausted Horses:

All exhausted horses take double the normal time to cross a hex until they have been fed and rested. (Horses not rested also move at half speed during combat.) This takes a complete three hours during which the horses do nothing. If horses are not rested after 12 hours of continuous work, there is a 20% chance per horse that they will die; in any event, at that time they will not move until they get 12 hours of rest.

Horses must rest at night – no night traveling is allowed. (Since the players' horses are rested immediately after they beach and the badmen's horses are rested at Encounter # 3, the problem of horses collapsing should not arise.)

(9) Firing on Mounted Targets:

(*Wild West*) When firing on a mounted target, there is a 40% chance of hitting the horse rather than the rider.

(All games) A dinosaur may hit the horse instead of the rider when attacking, as above or as in the *Boot Hill* rules. A Hairy attacking from beyond range, however, will not miss and hit the horse instead.

(10) Tracking:

When the outlaws enter terrain in which they cannot be seen, or

when the players fall more than one hex behind them, the players will lose the trail unless they successfully track the badmen.

Wild West: See *Tracker* Talent, *Wild West* pg. 15. Use line B when tracking in marsh or woods; line C otherwise. Make one check per hex. If the Tracker loses the trail, he may attempt to recross the trail to refind it – use line A for each such attempt.

(11) Healing:

Accelerated healing is used for this adventure, due to the peculiar nature of Tee Zee.

Boot Hill: One "bruise" of brawling damage point per hour, regardless of rest. 1 full strength point regained per day, regardless of rest. A doctor has a 20% chance per day per character to heal one Light Wound.

Wild West: Recovery Rates (pg. 7, *Wild West*) are tripled. Players may travel and perform normally while healing.

(12) Hairy Ambush:

A Hairy dropping from ambush who misses his target may not make an attack in that turn (*Boot Hill*) or that round (*Wild West*).

IX. Parting Words

On balance: This adventure may seem easy at first. It isn't. Dinosaurs are very deadly creatures. The players may kill several without incident – good for them! But when one of the fearsome beasts finally gets through . . . well, one character will be dead or hurting. One character gone means 1/8 of the firepower is gone, leading to more dinosaurs getting through . . .

One party in playtesting the adventure was lucky enough to get ¾ of the way through the adventure without losing a man. Then a Snarler got to them . . . and that opened the way for them to lose half their party before the conclusion.

The WestMaster, however, is free to tinker with dinosaur hit points if he so desires.

On length: This adventure may take as long as 20 hours to play, depending on whether the players have spend any time with Western games and on how "efficiently" they play. If a shorter adventure is needed, cut from Planned Encounter #4 to #10, throwing in two more dead horses at No. 11 ("Jaws").

On continuing with TeeZee: TeeZee makes an interesting story device for a Western game, allowing all sorts of nonsense to fall into an adventure. If WestMasters are interested in sequel adventures, some ideas might be:

Recovery Agents – Most players recover little if any of the stolen bank loot. In this sequel, bank officials hire the players to recover the loot (or, threaten to hang them as bank robbers unless they can prove they weren't in cahoots with the Man with the Scar). The anomaly is located once again in the desert, as before . . . because Civil War has broken out between MacDermod and the heathern Hairies. The anomaly might lead to any habitat . . . or other strangers might be there also (Mexican federales, anyone?).

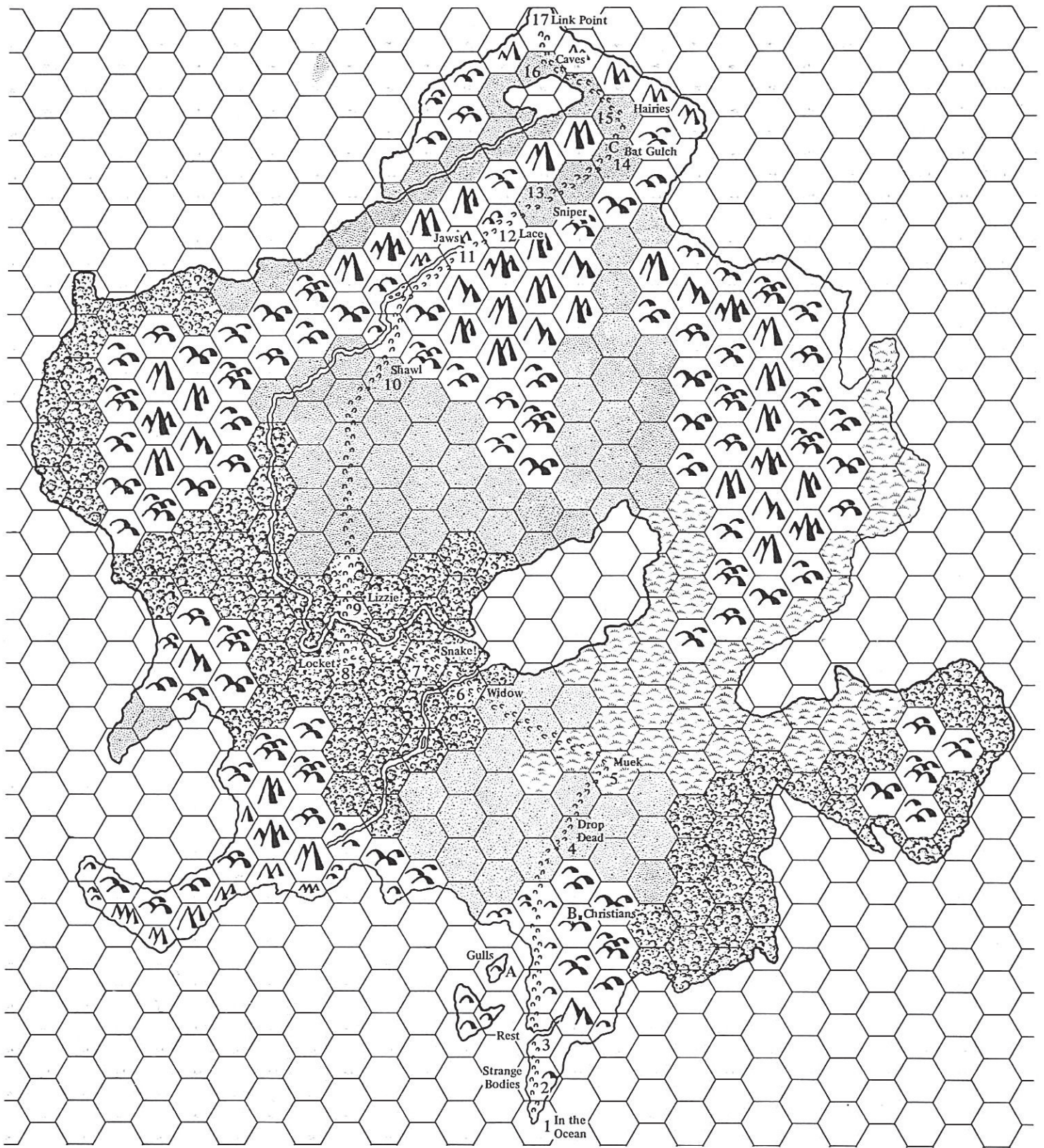
MacDermod's Boys – Father MacDermod might come to Nobles to hire the players. There is trouble onboard Purgatory. This could be anything from Vikings in the monastery to aliens invading the zoo . . . and with MacDermod, his Aztecs and his mammoth, the players are to put things right.

Invasion of the Dimension Snatchers – The aliens, impressed by the players' showing against the dinosaurs, might decide they need an "Age of the Wild West" habitat. The players wake up one morning in Nobles to find it surrounded by sea on all sides, and a Link Point floating above the pass. Their mission: liberation!

Forever Donna! – The Hairies, with partial control over the Link Points, manage to stage a raid at the wedding of Donna Nesbitt. Again she is kidnapped, along with her visiting younger sisters Anna and Jennie. The Hairies escape through an anomaly behind the wedding chapel, but the players (led by Lionel Nesbitt himself, the cantankerous old capitalist) pursue . . . but the Hairies, unfamiliar with anomalies, have misfigured the anomaly and both players and Hairies are sent to somewhere very strange (Medieval habitats? Alien habitats? Or even to the alien homeworld itself? It's up to you).

There is another "classic" science fiction western adventure-type: The Underground Empire. In this adventure, a civilization of advanced science and ruthless politics lies deep within the Arizona plain . . . Every so often, its warriors, clad in bizarre uniforms and cloaks, ride forth from the hidden entrance to steal or kidnap from the unsuspecting townsmen – until some clever cowpoke finds out about it . . .

A last option for science fiction western adventure is the Old West Superspy campaign – reminiscent of the "Wild, Wild West" TV show. In short, it wouldn't be difficult to sustain a SF Western campaign – with *Big Lizzie* to start off the show!



LEGEND

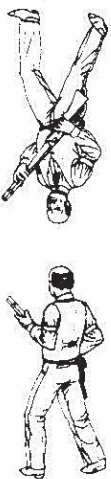
Outlaws' Tracks		Prairie		Swamp		Mountain	
Ocean/Lake		Forest		Hill		River (through Prairie)	

Spanish Doctor



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Storekeeper



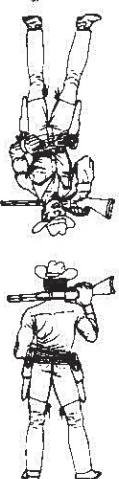
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Gambler



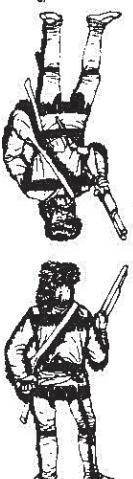
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Donna



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Sister



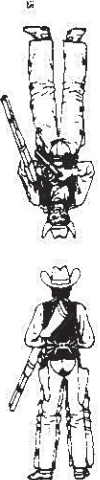
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Cardinal



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Father



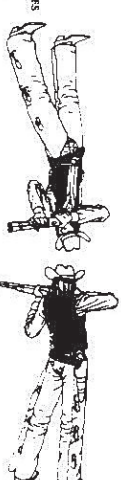
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Brother 29



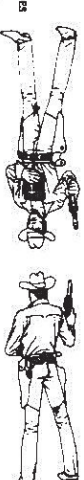
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