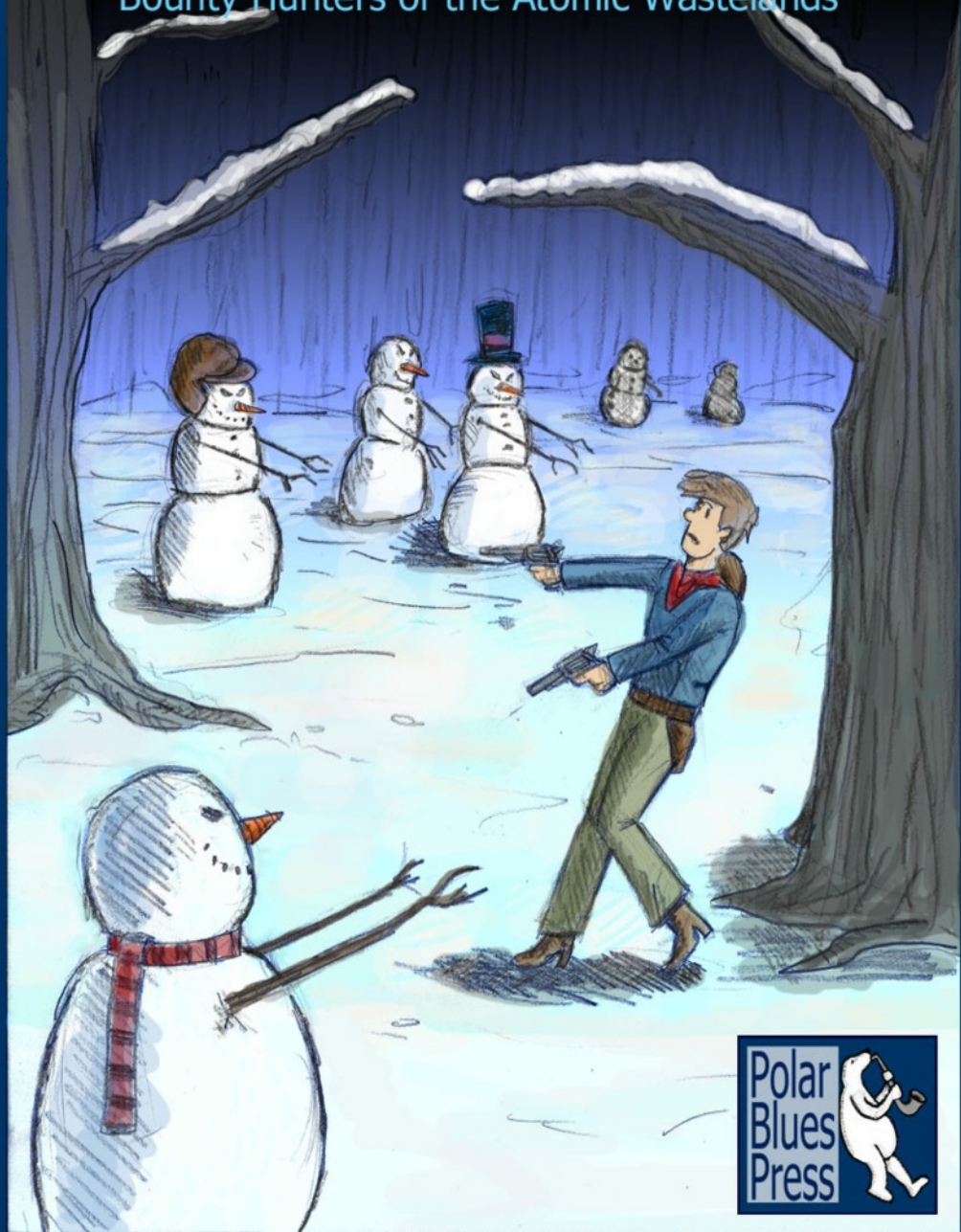


# Night of the Atomic Snowmen

Bounty Hunters of the Atomic Wastelands



Polar  
Blues  
Press



# Night of the Atomic Snowmen

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## SYNOPSIS

Night of the Atomic Snowmen is a light-hearted, survival horror adventure for the holiday season. The Bounty Hunters are on the trail of the Townsend gang which, based on a tip off they believe are holed up at the Oliver & Tyrone's, a roadhouse on the old Ausburg road.

The Bounty Hunters find the fugitives at the roadhouse but a sudden, fierce snowstorm strikes making the roads impassable. They soon realise that the snowstorm is the least of their worries. An army of murderous, animated snowmen has assembled around the roadhouse and is preparing to attack.

The snowmen are a creation of a mutant, Young Oliver, who is seeking revenge on Tyrone and the all the roadhouse regulars who just stood by while Tyrone stole his inheritance away. To survive through the night the Bounty Hunters will have two choices, hold out till daylight when the storm will cease the an sun melt the snowmen away or get to the root of the problem, the conflict between Oliver and Tyrone. Either way they in the interest of survival they will probably have to some arrangement with the Townsend gang, the roadhouse regulars, Tyrone or maybe even the snowmen!



## **CAST**

### **The Bounty Hunters**

That's the players! Each group of bounty hunters will be different but their key goal at the start of the adventure will be to capture and bring back the Townsend gang alive. By the end of the adventure their goals may have changed in favour of survival. More heroic Bounty Hunters may taken it upon themselves to protect the other patrons at the roadhouse, the more ambitious kind may try to survive the snowmen and still collect the bounty on the Townsends. It's all good.

### **Tyrone**

Tyrone is a hard man. He's big, bald with a thick, black moustache. When he speaks, people listen. He is not inherently dishonest but he is ruthless and unsentimental. From his perspective, kicking out Young Oliver wasn't a decision made on greed but a necessity, running a roadhouse in the Atomic Wastelands is no place for wimps. Tyrone has eight employees working for him ranging from cooks, maids and fighting men (treat as Simple Critters).

Allying themselves with Tyrone may be the Bounty Hunters' best chance for survival as he is a natural leader and the staff and regulars at the roadhouse will be inclined to follow his orders.

### **Old Oliver**

Like Tyrone, Old Oliver was one of the toughest hombres to walk the Atomic Wastelands. Together they started up this roadhouse some twenty years ago with the pooled proceeds of their various adventures. When Old Oliver died, his share of the establishment was meant to go to his son, Young Oliver.

Old Oliver is dead. He plays no part in this adventure.

### **Young Oliver**

Young Oliver is nothing like his father. Pale and lank, he is regarded by everyone as weak. His most distinguishing feature, the mutant ability to manipulate snow, is a bit of a joke in the hot, arid climate of Zaragoza. So when Tyrone decided to take over the entire roadhouse and kick Young Oliver out he did not put much of a fight. But now the freak snowstorm has given Young Oliver a rare chance to use his powers and take his revenge.

Young Oliver is a bitter and emotional young man. Ever since he was kicked out by Tyrone he's been living with an aunt Penny at a nearby farm. At night he frequently spies on the roadhouse from a distance, plotting his revenge on Tyrone and all those who just stood by let him get away with it.

Allying themselves with Young Oliver might be the Bounty Hunters' best chance for survival as he alone can call off the snowmen.

### **The Townsend Gang**

The Townsend Gang consists of Mick, Moe, Molly and Montgomery Townsend. They are all related other than Montgomery who just happens to have the same surname.

They are wanted by the Mu-Town Shipbuilder Guild (see Bounty Hunters of the Atomic Wastelands page 76 for more details) for robbery. They attempted to steal a shipment of salvaged seismic monitoring equipment the Guild had acquired to better track the movement of the giant worms in the Worm Sea Desert. The attack failed but they Shipbuilder Guild want to know who contracted the Townsends for this job. As such they want the Townsends alive.

Allying themselves with Townsends might be the Bounty Hunters' best chance for survival as fighting both the Townsends and the snowmen at the same time is a recipe for disaster.

### **The Regulars**

Tyrone's roadhouse has a regular set of customers that include local folk from the nearby farms and traders that regularly travel on the old Ausburg road. They all know each other and gather here to drink, talk and gamble. Many of them secretly sympathise with Young Oliver or have their own reasons to resent Tyrone but are too intimidated by the man to do anything about it. The regulars are a mixed bunch whose purpose in this adventure is just background noise. Treat them as Simple Critters. You can use the ones listed in the Reference Section below or make up your own.

Allying themselves with regulars might be the Bounty Hunters' best chance for survival as their is safety in numbers.

## **LOCATIONS**

There is only one location that matters for this adventure, the Tyrone's roadhouse. This consists of the roadhouse itself, a gas station, a small auto repair shop and outdoor toilet. The area is patrolled by Tyrone's armed men.

The roadhouse itself is a sturdy, two storey wooden structure. The upper floor contains the guest bedrooms. The ground floor contains the bar, tables, kitchen, a small shop and an office. The basement is used for storage and hosts the electric generator.

There is a main and rear entrance on the ground floor which can be barred from the inside, and an exit through the basement which is normally locked. There are windows everywhere. The windows on the ground floor have sturdy wooden shutters.

The surroundings of the roadhouse will of course be covered deep in snow. Ausburg is in the most elevated part of the Zaragoza region. The road at this point has a marked slope and there are more trees around here than in other parts of the region. It is mostly wilderness other than the odd farm here and there.

The road is totally frozen and visibility is practically zero making driving virtually impossible. Getting to Ausburg on foot under normal conditions would likely take 3 hours or so. At night, with the snow, attacking snowmen and potentially prisoners that could take a lot longer.

## **EVENTS**

The following is a collection of things that may happen during the. Not all of them need to happen and there are very few dependencies between events.

### **Arrival**

The obvious starting point of this adventure is with the Bounty Hunters driving up to the roadhouse. Key things to cover when setting up the scene.

- According to the Bounty Hunter's information the roadhouse the Townsends are holed up in is called "Oliver & Tyrone's" but the signpost at the entrance just reads "Tyrone's".
- At this stage the Bounty Hunter don't know for sure whether the Townsends are in fact here (not all tips pay off).
- There are armed staff members guarding the roadhouse. This is not unusual but it suggest they may want have a chat with the owner first and identify themselves as Bounty Hunters rather than being mistaken for just another gang of raiders.
- It is getting close to the end of the day and that the weather is turning cold, with first few timid snowflakes falling. Snow is unusual enough in the hot and dry Zaragoza region of the Atomic Wastelands, a snowstorm of this intensity is positively freakish.
- Remind them that the Shipbuilder Guild wants the Townsends alive and give them the background about the seismic device listed above. This is should help distract the players from the freak weather conditions.

## **Capturing the Townsends**

At this stage of the adventure the only clear goal for the Bounty Hunters is capturing the Townsend gang. Things to consider to that effect include:

- The Townsends are in the roadhouse. Mick, Molly and Montgomery are downstairs in the main room playing poker. Moe is in one of the guest rooms having a bath.
- Allow the players will make their own plans and come up with their own approach. Depending on how this plays out, any of the items below might become relevant.
- Tyrone is hostile to the Bounty Hunters who he sees as a threat to the roadhouse and has his men side with the Townsend gang.
- Tyrone is largely neutral and will stay out of it.
- Tyrone will cooperate with the Bounty Hunter so that Townsends can be taken out with the least amount of collateral damage.
- The Townsends spot the Bounty Hunters first and have time to prepare their defence.
- The Townsends defeat the Bounty Hunters and capture them. While the Townsends are discussing what to do with the Bounty Hunters, the snowmen attack.

## The Siege

This section covers the main body of the adventure with the snowmen surrounding the roadhouse launching various attacks and the defenders coming up with their own plans. Some of the events that could occur include:

- The snowmen will take out the guards on patrol outside (snowmen are as silent as they are deadly). A single shot is heard. When Tyrone sends one of his men to investigate he returns all bloody screaming "They are all dead. It was horrible, horrible!" Anyone who looks outside can't fail to notice the literally hundreds of snowmen slowly gliding towards the tavern from all sides. These look like typical snowmen down to the scarf and carrot nose except that they have a faint blue glow and evil grins.
- A group of 5 atomic snowmen will burst through the main door. If the attack is repulsed the defenders can shut and bar the door.
- From one of the windows one of the Regulars will claim he saw Young Oliver standing among the near endless army of snowmen surrounding the roadhouse. This will elicit a bunch of different reactions from the Regulars including:  
"It can't be, I heard Young Oliver was dead!"  
"He's not dead, he's working at Penny's farm these days."  
"No I tell you he is dead and that's Young Oliver's ghost come to punish us!"
- The Townsends will plead with the Bounty Hunters to be released and allowed to help defend the roadhouse.
- Some of the regulars, or maybe the Townsends if given the chance, will try to sneak away leaving one of the rear windows open and dash for their cars. They discover the engines have been sabotaged and end up getting slaughtered. One may make it back to warn the rest of the group.
- At some stage the lights will go out. The generator has run out of gas. There is plenty of gasoline the fuel pumps, it's just a matter of fight off the snowmen long enough. Unless the players come up with detailed plan of their own, use the rules for Doing



Complex Stuff (see Bounty Hunters of the Atomic Wastelands page 41) to represent this task with the following parameters:

### **Filling Gas Can While Under Attack**

Difficulty: FAIR

Trait to Test: Cool (operating under pressure)

Stress Points: 12

Limit: Each round spend filling up the gas can requires a round of combat with Snowmen. There are initially 1 snowman per player (whether they are on the scene or not) and 1 more snowman will join each new round. When the can is filled (all 12 Stress Points taken out) the Bounty Hunters can run back to the roadhouse, they don't need to defeat all the snowmen.

- Oliver will open the external basement door and send in a part of 10 snowmen from there. If the generators are working (see above) the defenders will notice the snowmen emerging from the basement before they have all got through (the Bounty Hunters only need to fight 5 of them).
- The snowmen will form a snowman pyramid to reach the more vulnerable second floor windows sending 10 more snowmen inside. As above, if the generators are working the defenders will notice the snowmen on the second floor before they have all got through (the Bounty Hunters only need to fight 5 of them).
- There are any number of creative and explosive ways of using the gasoline stored at gas station against the snowmen. Tyrone will oppose any idea but that doesn't mean he will get his way.
- As daylight approaches Oliver have the snowmen all merge into one giant snowman that will crush the roadhouse with its combined weight. This will kill all the remaining staff members and regulars as well as the giant snowman itself. The Bounty Hunters and more prominent characters like the Townsends and Tyrone get to make a Reflexes check against FAIR or take 5 Stress damage from the crumbling building. When Oliver sees that there are survivors he will turn and run. As he is clumsy he probably won't get very far.

- Killing Oliver does not stop the snowmen. With his dying breathe he will summon the above mentioned giant snowman. In this instance Tyrone does not get a Reflexes test to survive.
- Talking to Oliver might work. He has trust issues though he might be better disposed towards a fellow mutant. He will not agree any settlement that does not see Tyrone severely punished. Getting to him is going to be challenging and will Bounty Hunters attempting this will face twice as many snowmen as there are players.

## **The Great Escape**

This section covers some options if the Bounty Hunters decide to flee the roadhouse rather than defend it. A lot depends on what they choose to do about the Townsends, whether the leave them behind, take them as prisoners or choose to work together.

Generally speaking trying to get away with the Townsends as captives will slow the Bounty Hunters down and increase the number of encounters. If the Townsends are set free they might choose to fight along the Bounty Hunters making the encounters easier, but there may be issues of trust and of course collecting the bounty is where a large chunk of Rep Points come from.

Here are some thoughts:

- The icy conditions and poor visibility should be enough to dissuade the Bounty Hunters for just getting in their car and driving off. If do make a dash for their car anyway they will have to fight through a group of snowmen (1 per player) only to discover Oliver has disabled the engines. Repairs will take more parts and time than the circumstances allow. Award a Fate Point in compensation to any Bounty Hunter with either the Engineering and Driving Stunts as this is an instance in which plot device is depriving their chance to shine.
- Leaving the roadhouse on foot is a possibility. It is at least as risky as defending the roadhouse. Oliver's main focus is Tyrone and the roadhouse so once you get passed the circle of snowmen you only have the cold and the regular critters that come out at night to contend with.

Breaking through the ring snowmen will require winning a fight against twice as many snowmen as there are players. If they Bounty Hunters are taking the Townsends as prisoners or trying to evacuate most of the regulars this is increased to 2 fights however any of the regulars or freed Townsends can fight alongside the Bounty Hunters.

Once through the walk to Ausburg will require one more Bad Encounters (see Bounty Hunters of the Atomic Wasteland page 66) before getting to Ausburg. During this encounter the Bounty Hunters will be at -1 on all actions due to the effects of the cold.

- If Tyrone is with the Bounty Hunters, the Oliver will keep chasing them. On top of the encounters listed above to break through the ring of snowmen, Oliver will erect walls of snow to block the way ahead, create flurries to hamper visibility, kill off less important members of the cast with all sorts of snow traps. Close to dawn he will summon the giant snowman and this time it's not the roadhouse he will attack! This replaces the Bad Encounter but is subject to the same -1 penalty.

## **AFTERMATH AND REWARDS**

One way or the other eventually the snowmen will melt away. It is unlikely there will be another snow storm for decades and without the snow Young Oliver is only a threat to himself.

Chance are over the course of the night the Bounty Hunters will have made some new friends and new enemies. In an on going campaign such things do matter.

In Reputation terms, bringing back the Townsends (or at least some of them) alive is worth 10 Rep Points per player.

Saving the majority of the regulars is worth another 5 Rep Points per player.

Promising to let the Townsends go in exchange for their collaboration and then go back on their word costs -5 Rep Point per player as words get round in the Atomic Wastelands.

Rep Points for critters is calculated the normal way (Bounty Hunters of the Atomic Wastelands page 49).

If you wanted to continue from this adventure there is still the unresolved issue of who hired the Townsend gang and why. The Shipbuilders Guild's assumption that it is someone trying to barge on their monopoly over the Worm Sea Desert trade routes is incorrect. It was actually the cyborg militant group "I, Cyborg" who wanted the gear, specifically in order to help locate an underground, pre-Fall military viral research facility though to be somewhere in the vicinity of Rubens.

## REFERENCE SECTION

### **Mick Townsend**

Thinking FAIR  
Fighting FAIR  
Shooting GREAT  
Reflexes GOOD  
Toughness GOOD  
Cool GREAT  
Psi MEDIOCRE  
Stress Points 6 000000

Stunts:

Quick Draw  
Keen Senses

Aspects:

Classy Outlaw  
Suspicious of Everyone

### **The Townsend Gang**

Molly: GOOD  
Moe: GOOD  
Montgomery: MEDIOCRE

### **Tyrone**

Thinking GOOD  
Fighting GOOD  
Shooting FAIR  
Reflexes GOOD  
Toughness GREAT  
Cool GREAT  
Psi FAIR  
Stress Points 7 000000

Stunts:

Leadership

Aspects:

A Hard Man  
Owner of the Roadhouse

## **Young Oliver**

Thinking FAIR  
Fighting MEDIOCRE  
Shooting MEDIOCRE  
Reflexes MEDIOCRE  
Toughness MEDIOCRE  
Cool MEDIOCRE  
Psi FAIR  
Stress Points 5 OOOOO

### Stunts:

Snow Control (power down to GM discretion).  
Single Minded Cause (Treat Cool as GREAT when testing affect his determination to seek revenge).

### Aspects:

Out for Vengeance  
Awkward Outcast

## **The Regulars**

Louis (local farmer) MEDIOCRE  
Edna (local farmer) MEDIOCRE  
Shane (whiskey trader) MEDIOCRE  
Reggie (women's' clothing trader) FAIR  
Doc (drunken doctor) FAIR  
Doris (retired cyborg) FAIR  
Parker (young local farmer) FAIR  
Helen (retired Bounty Hunter) GOOD

## **Roadhouse Staff**

Eight random Simple Critters.

## **Atomic Snowmen**

Random Simple Critter

Toppings:

+3 Damage from fire

Radioactive beams - Any critter starting with just 1 Stress Point can making a shoot radioactive blasts from it's eyes for +2 damage. All other snowmen are limited to Fighting attacks.

Silent and Deadly (GREAT at sneaking).

## **Giant Atomic Snowman**

Thinking MEDIOCRE

Fighting GOOD

Shooting MEDIOCRE

Reflexes FAIR

Toughness SUPERB

Cool GOOD

Psi N/A

Stress Points 10 OOOOOOOOOO

Stunts:

Body Armour: -1 to all damage taken

Psi Immunity

Natural Weapon (giant fist) +3 damage

Tough As Nails (+2 Stress Points)

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