

Set-Up

You're Bobby Joe Sludge, apocalypse trucker. You've been hired to take this load of toilet paper and beer across the irradiated badlands to the good people of Possum Junction. All you have to help you is your truck, your guts, and your grampa's old shotgun. Best get a move on, son!

Encounters

1) Police Checkpoint

Officers Pico and Alvarado have parked their car across the road and set up a checkpoint, ostensibly to search for contraband. In reality it's just an excuse to shake down drivers and truckers. They'll take half of Bobby Joe's cargo if he lets them.

2) Demon Mutant Hitchhiker

A young man with a long beard, floppy hap and beat-up old army jacket stands at the side of the road with a hand-made sign that reads "Anywhere." He's looking for a ride and seems friendly, but he ain't. He's a chit-chattity skin-eating demon mutant who will try and gain Bobby Joe's confidence, then try and eat his skin when he least expects it.

3) Old Pop's Service Station

Bobby Joe Sludge has filled up his tank a thousand times at this here service station, and considers Old Pop a friend. But today, some young punk has Old Pop at gunpoint, emptying the register. If Bobby Joe just wants to fill his tank and leave, the punk will let him, but what about poor Old Pop?

A ONE-PAGE
ADVENTURE
FOR QAGS!



4) Bridge to Possum Junction

Bobby Joe can see Possum Junction from here, but OH MY GOD the bridge is out, nibbled to pieces by a giant mutant dung beetle. Bobby Joe's gotta' get past the beetle and across the toxic river somehow.

5) Possum Junction (pop: 200)

You made it! Good job, son. Time to collect your 100 box tops and enjoy a steaming plate of possum pie.

Gamemaster Characters (GMCs)

Officers Pico and Alvarado

Body: 10, Brain: 6, Nerve: 11
HP: 10
VY: 0

Job: Road Cops (11)

Gimmick: Don't Scare Easily (10)

Weakness: Greedy (10)

Stuff: Pistol (+3 Damage Bonus), 6 bullets, Helmet and road leathers (Armor Value: 1), Cop Car (one shared between them, 15 HP)

Pete, the Demon Mutant Hitchhiker

Body: 12, Brain: 9, Nerve: 13
HP: 12
VY: 1

Job: Mutant Psycho-Killer from Hell (12)

Gimmick: Shapeshifting (11)

Weakness: Burned by Holy Water and Booze (11)

*Takes damage equal to the Weakness roll

Some Young Punk

Body: 12, Brain: 8, Nerve: 9
HP: 12
VY: 0

Job: Bandit (11)

Gimmick: Too Mean to Die (10)

*If reduced to 0 HP, a successful Gimmick roll returns him to 1HP.

Weakness: Short Temper (10)

Stuff: Janky shotgun (+2 Damage Bonus), 4 shotgun shells

Old Pop

Body: 6, Brain: 13, Nerve: 10
HP: 6
VY: 0

Job: Service Station Proprietor (15)

Gimmick: Folksy Old Wisdom (13)

Weakness: Older Than Dirt (13)

Giant Mutant Dung Beetle

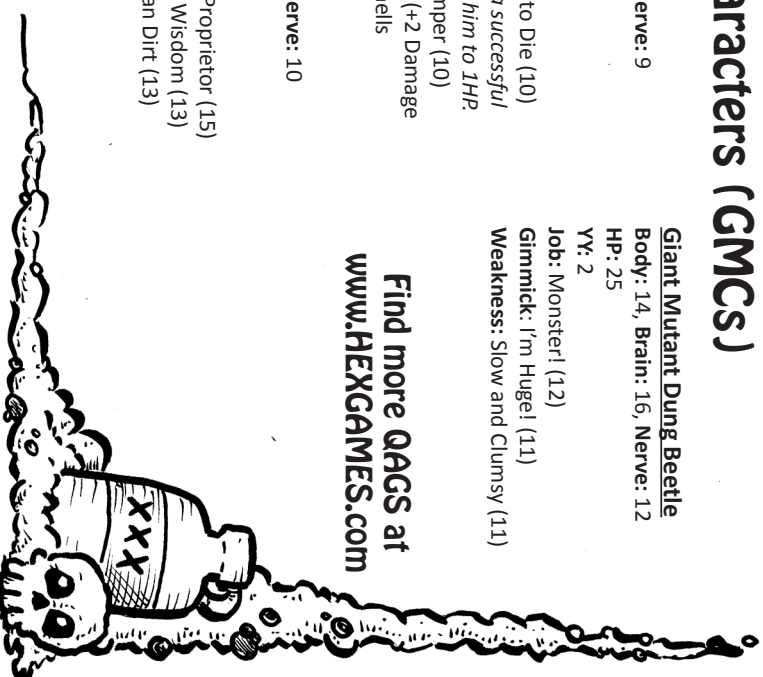
Body: 14, Brain: 16, Nerve: 12
HP: 25
VY: 2

Job: Monster! (12)

Gimmick: I'm Huge! (11)

Weakness: Slow and Clumsy (11)

Find more QAGS at
www.HEXGAMES.com



Bobby Joe Sludge

Body: 12 Brain: 9 Nerve: 14

HP: 12 VY: 3

Job: Apocalypse Trucker (13)

Gimmick: Third Eye (11)

*Lets you see into the hearts of man and mutant.

Weakness: Bum Leg (11)

Skills: Scroungin' +3,

Shootin' +2, Stunt Drivin' +1

WWPHITM?: Michael Rooker

Tagline: "My truck, my rules."

Dumb Fact: Divorced three times.

Stuff

Grampa's shotgun

(+4 Damage Bonus)

12 shotgun shells

Jug of hooch

Pick'em-up truck (25 HP)

