Savage Features - They Came From Beyond Space

Introduction

Welcome to They Came From Beyond Space, the third in Legion Publishing’s series of Savage Features; a collection of one-shot action stories based around a classic cinema theme. Each of our Savage Features presentations is an adventure for Great White Games’ Origins Award-winning Savage Worlds role-playing game.

They Came From Beyond Space should be played like a 1950s sci-fi B-movie, in which the characters play members of a weird alien race that has been studying mankind for decades by monitoring broadcasts from Earth. Through these transmissions they learn that a bomb is being made which is designed to end all wars but unknowingly will cause an extinction level event.

GM’s Overview

This Savage Feature is set in 1950s America and deals with an alien presence on Earth. Unlike with most adventures of this ilk, the characters are the aliens.

A prominent American scientist is developing a new type of atomic bomb—the Z-Bomb. Containing more explosive potential than a thousand standard atomic bombs, predictably enough it is intended to be the bomb to end all wars.

An alien race, which has been studying mankind for many decades, has learned of the existence of the bomb through intercepted radio transmissions. Realizing that testing the weapon would have disastrous consequences for all life on Earth, a small group of observers are sent to the surface to find the scientist behind the creation of the bomb and persuade him to stop his work before it is too late.

Earthlings are not considered ready for contact with advanced species, so the observers must act covertly and avoid attracting unwanted attention. However, this is not so easy when you have green skin and a huge cranium! Worse, some contact is unavoidable, as the characters do not know where the scientist lives.

Even after he is found and convinced of his mistake, there is nothing he can do to stop the test. The bomb is already complete and is due to be tested tomorrow morning. After failing to convince the general in charge to abort the test, the characters discover the detonation has been called forward. The only way to disarm the bomb is to travel across country to the underground bunker. Unwilling to let aliens steal their secret weapon, the US Army is in hot pursuit.

This Savage Feature requires a mixture of roleplaying and combat skills. Sure, the characters can go round disintegrating Earthlings, but their best chance of success—especially in the early scenes—is to use dialogue and subtlety.
RUNNING THE GAME

Like other titles in this series, *They Came From Beyond Space* introduces a few alterations to the basic *Savage Worlds* rules, along with new rules specific to this adventure. These are included to capture the feel of the 1950s genre.

ALIEN CHARACTERS

Three of the characters are Altairans, aliens from the planet Altair V. They have green skin and enlarged craniums, but are otherwise human in appearance. The fourth character is a robot. He too is humanoid in appearance, though his “skin” is silver and he has no visible facial features. He has the Construct Monstrous Ability for free. Although effectively sentient, he is still a tool and must obey the orders of any of the Altairans he serves.

If you need additional characters, make up standard *Savage Worlds* heroes except that Altairans come from an advanced society, and begin with a d6 Smarts instead of a d4.

FEAR

Apart from an enlarged cranium and green skin, or in one case beyond being a robot, the characters look very much like humans. However, the inhabitants of Earth still react to their presence with fear and loathing. Any human encountering the characters must make a Guts roll. Unless otherwise stated, how they react depends on their sex.

Human females typically scream or faint at the sight of an alien. With a success, the female runs away screaming. On a failure, the female is Shaken and does nothing but stand still and scream until recovering from being Shaken. A roll of a 1 causes them to faint for 2d6 minutes.

Men react based on their understanding of the universe. Scientists and academics passing their Guts roll are inclined to attempt communication, believing that any advanced species is likely to be peaceful. Military types see the characters as a threat to Earth. If there are no females present, the soldier threatens the aliens while backing away. Otherwise, he gallantly attempts to save the women from harm before saving his own skin. On any failure, males of all types invariably react with violence, grabbing the first available object and threatening the nearest alien.

Animals also react negatively to the aliens’ presence—most animals flee, but dogs begin barking and growling. Should a character move within 6 yards (3") of a dog, it attacks.

While all this may seem stereotypical and sexist to modern players, it captures the xenophobic attitude of the type of 1950s movies on which this adventure is based.

RAY GUNS

Being aliens, the characters are armed with powerful ray guns. Complex by Earth standards, they are relatively simple devices.
to the characters, focusing energy from a tiny atomic power source into a focused beam of light. Ray guns have two settings—stun and disintegrate. Switching between the two is a free action.

Stun damage is nonlethal. Victims must make an opposed Vigor roll against the damage inflicted or fall unconscious for 2d6 hours. After this time, they awaken with no wound penalties.

Victims who fail an opposed Vigor roll against damage caused by the disintegrate setting glow bright red for a few brief seconds, then simply vanish from existence, along with any gear they carried. Ray guns set to disintegrate are powerful enough to destroy vehicles—the vehicle is vaporized if the damage causes at least a Shaken result.

**Ray Gun:** Range: 12/24/48; Damage 2d6+1; RoF 1; Weight: 3; unlimited ammunition; AP 10

**Strange New World**

The adventure begins high above Earth, in a flying saucer crewed by three aliens and their robot servant. Give the players a few minutes to get into character as they orbit the blue-green planet on the monitor.

**Voyage to Earth**

Soon, the team receives a message from their homeworld and gather around a screen, on which an image of their leader is displayed.


“Commander Klaatu, recent Earthling broadcasts have brought to light a most worrying matter. It seems a tribe of Earthlings known as Americans is developing an atomic bomb far more powerful than anything they possess so far.”

“Although primitive by our standards, the weapon is far more destructive than the Earthlings realize. Should it be used, even in tests, in would vaporize Earth’s atmosphere and kill all life on the planet.”

“Earthlings may be aggressive and primitive, but their species has the potential to achieve great things in time. You and your colleagues must find Professor Alfred Mortimer, the designer of the bomb, and persuade him to abandon his research before it is too late.”

“Because Earthlings are not advanced, they would have great difficulty accepting we come in peace. You must operate covertly and avoid attracting attention. Above all, do not use your ray gun disintegration beams unless there is no alternate course of action.”

“We have narrowed down the location of the scientist’s home to an area around the habitation center known as Woodridge. Land in the woods near the town and begin your search immediately.”
Have the characters make a Common Knowledge roll to see what they can learn about Professor Mortimer from the ship’s library banks. On a success, they learn he is an expert in the field of atomic power and works at Woodridge College. With a raise, they discover he has a single child, Mary-Lou, who works at the all-night diner in Woodridge. No specific location details are available for either place.

Woodridge itself is a small town of 6,500 souls located in the American Midwest. Primary industry consists of a light aircraft manufacturing facility located on the east side of town. Several small farms dot the surrounding countryside. The woods indicated in the message are two miles from the west side of town. The area is only sparsely populated.

Welcome to Earth

The flying saucer touches down in the wood two hours after dusk. Unbeknownst to the characters, a farmer out hunting rabbits saw the craft streak through the sky and reported it to the police. Unsure whether the fiery object is an airplane or a shooting star, the police dispatch a patrol car to investigate the incident.

As the characters are crossing the road leading out of the woods, they see the headlamps of the patrol car approaching. Have the characters make Common Knowledge rolls. On a success, they recognize the lights as those of a car—a primitive yet effective form of motorized transportation.

What happens next depends on the characters’ actions.

Wait and See

Unless the characters leave the road immediately, the patrolmen spot figures in their headlamps and decide to stop and question them. When the police car gets within 20 yards, the occupants realize the figures in the road aren’t quite normal and hit the car’s siren. Anyone making a Common Knowledge roll recognize the siren as warning device. Characters who fail believe they are under attack from some kind of sonic weapon.
Regardless of how the characters act, the patrol car screeches to a halt and the occupants leap out. If the characters run off, the police give chase, calling on them to stop. They fire into the air as a warning, but do not shoot at the characters.

Should the characters wait to see what happens, the patrolmen shine flashlights at them and get their first clear view of what they are dealing with. Make a Guts roll for the police. On a success, the patrolmen call on the characters to raise their hands and stay where they are. With a failure, they panic and try to get back in the car and drive off. The characters should realize that allowing these Earthlings to escape jeopardizes their mission.

**Questioning the Police**

Quick-thinking players may decide to use this as an opportunity to question some locals. The combination of Borada’s shapechange device and the speak language gizmo—or Niktu’s ability to speak English—allows one of the characters to assume human form or converse with the earthlings. Of course, unless the others hide, this plan is foiled by their strange appearance and events go as above.

The patrolmen, Ernie Davies and Bert Dewberry, approach the character cautiously and ask what they are doing in the middle of nowhere so late at night. Any reasonable answer is accepted. Should the answer raise suspicions, the patrolmen question the character further. What’s his name?

Where does he live? Can they see some identification?

Good roleplaying can still save the situation, but don’t let the player get away with acting too human. If in doubt, ask him to make a Common Knowledge roll to see how much he knows about “Earthling habitation” or “identification.” Strange answers or refusal to cooperate leaves the patrolmen no choice but to arrest the character and take him to the station for further questioning. This is not a good idea—the shapechange power has a limited duration.

Assuming the character makes it through the questioning, the patrolmen ask if he saw any strange lights in the sky this evening. This is the aliens’ chance to divert attention away from the saucer. If they fail to allay the policemen’s suspicions regarding the UFO, the two officers start looking for signs of the saucer.

Questioning the patrolmen does reveal some useful information. Rather than go into a lengthy monologue, a series of typical questions and answers are provided below. If your heroes wander off the point, bear in mind that the police are likely to get suspicious if pressed or asked too many questions. The aliens can’t expect to get all their answers in the same place!

**Q:** Do you know Professor Mortimer?

**A:** “I’ve heard of him. He lectures at the college, when he isn’t working with the military. What do you want with...
him!” (Again, any reasonable answer is accepted.)

Q: Where is Woodbridge College?

A: “Just north of the rail tracks. You can’t miss it—it’s the biggest building in town. It’ll be closed now though.”

Q: Where is the all-night diner?

A: “On the corner of Maple and Cedar. They serve a mean cup of coffee. You might be in luck there, the professor’s daughter, Mary-Lou, works there.”

Once the conversation reaches its natural conclusion the patrolmen bid the character goodnight and leave. Depending on how the character dealt with the question about the strange lights, they either drive back to town or head toward the landing site (see Leave the Road below).

LEAVE THE ROAD

If the characters left the road as soon as they saw the car approach, it drives past them for a short distance and turns off the road—heading straight toward the flying saucer. Characters immediately setting off back to the saucer reach it as the patrolmen are inspecting it—they are discussing whether it is a Communist airplane and have not yet radioed the discovery back to headquarters.

Unless the characters deal with the situation quickly, the patrolmen report the saucer to headquarters. The mission is in trouble already!

PATROLMEN (2)

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Driving d6, Guts d6, Fighting d6, Intimidation d4, Notice d4, Shooting d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 6

Gear: Revolver (Range: 12/24/48; Damage 2d6; RoF 1; AP 1; revolver) nightstick (Str+1), flashlight (10” beam), handcuffs, uniform

GETTING TO WOODRIDGE

If the heroes have acquired the patrol car somehow, they have no trouble getting to Woodridge. Otherwise they need to find a means of transport.

Hitch a Ride

A short distance from the landing site is the main highway. The road into town is not busy, but the occasional car passes. Many drivers are happy to stop to pick up a hitchhiker—providing it isn’t a green one!

Acquire a Car

If the aliens did something terrible to the police patrolmen, they already have a car. Otherwise, they must get hold of one somehow. About halfway between the landing site and the town is the “Woodbridge Drive- In Moviédrome”, where the aliens could find a conveyance. Arriving here, the characters find row upon row of parked cars, with couples making out.
Tonight’s feature is They Came From Beyond Space, and on the large screen as the characters arrive is a scene of a spaceship flying to earth. If the aliens have alerted the police to their presence, a police officer is searching the steamy cars for any suspicious looking characters.

Remarkably, the heroes arouse less suspicion here if they are undisguised. The movie-goers assume it is a B-movie marketing ploy intended to add a new dimension of fear to the evening. They still scream and huddle in fear, but they are not truly afraid of the aliens (unless of course the characters give them a reason to be, such as running amok at the drive-in!).

Finding the Professor

Eventually arriving in Woodbridge, the characters can begin searching for the professor. Depending on how much intelligence they already have gathered, the two obvious starting points are the college and the all-night diner. Other options include stopping citizens in the street or checking the phonebook.

A character scoring a raise on a Common Knowledge roll understands that the “phonebook” is a listing of all Earthlings capable of communicating with each other through electrical signals. Problem is, the characters have no idea where to find a phonebook. Woodbridge isn’t exactly a technology center—the only public place open with a phonebook is the all-night diner.

Going Out in Public

Normal people tend to react strangely to a green-skinned humanoid with an enlarged cranium or to a giant metal man! The characters can reduce some of the difficulty by wearing hats, pulled down low, and scarves wrapped up high. Wearing such subtle disguises—or something similar—allows Earthlings a Notice roll to spot the
skin that does show, or ignore the character completely. Fortunately most Earthlings are unobservant of their surroundings.

Wearing full bandages is another option, but four accident victims wandering around together definitely arouses suspicion!

Of course, the aliens must acquire their disguises from somewhere. Where the characters find such items is up to them, but it should make for some interesting roleplaying.

**Woodbridge College**

Woodbridge College is a single building campus specializing in physics. During the day the corridors and classrooms are full of students, but at night there is only the janitor, an old Earthling by the name of Henry.

Breaking in is easy—there are no alarms and no campus police. Finding the professor’s office is not so easy, however. No matter how hard they try, the characters simply can’t find the office before bumping into Henry. Fortunately for them, Henry is very shortsighted and refuses to wear glasses.

As you round the corridor you bump into an old male Earthling with dark skin. He is carrying a container of water and a long stick with short strands of rope at the end. He staggers back slightly before catching his balance.

“Sorry, didn’t see you,” he says, squinting heavily at you. “Old eyes ain’t what they used to be. Didn’t expect to find no one here this time of night. Everyone but me went home ages ago. How can I help you?”

If treated well and given a plausible story, Henry is quite happy to show them to Professor Mortimer’s office. He has no idea where the professor lives, however. As the group walks to the office, Henry continues talking.

“You scientists as well? You look foreign to me. Japanese or something, eh? The professor won’t be in, you know. He’s got some important dinner with the military at his house tonight. Yes sir, told me about it himself.

Professor Mortimer is an important man in these here parts. Old Henry here don’t have a clue what he does, but it looks mighty fascinating stuff. Kind of like Flash Gordon, eh? Good old Flash gives them aliens a good butt-kicking every time! I’d like to see them try to invade Earth with him on our side. Ah, here we are.”

Henry unlocks the door and shows the characters inside. He then excuses himself.

“Well, I got more floors to mop. Just close the door when you’ve finished. I’ll lock up before I leave.”

Searching the office requires a Notice roll. With a success, the characters find one of the Professor’s calling cards, which gives his home address. On a raise, the characters discover of mathematical formula for the Z-Bomb.
A character making a successful Knowledge (Atomics) roll or Smarts (−4) roll, quickly spots a fatal flaw in the professor’s math. If the bomb explodes, it will ignite all the oxygen in Earth’s atmosphere, instantly incinerating all life on Earth.

**ALL-NIGHT DINER**

The all-night diner is the only establishment in Woodbridge open between dusk and dawn. It has a staff of two waitresses and a cook. When the characters arrive, the only customers are four students discussing politics in earnest tones and two policemen catching a coffee break. Mary-Lou Mortimer is not on duty tonight.

When the characters enter, a waitress walks over to take their order. Depending on disguises, there is a chance she has to make a Guts roll. Failure instantly alerts the two policemen, who draw their guns.

Again, possible questions and typical answers are given to help the Games Master. The waitress, Patti, is friendly, but doesn’t like timewasters when she has customers to serve.

**Q:** Where is Mary-Lou Mortimer?

**A:** “She ain’t working tonight, honey. Her boyfriend is coming over for dinner. He’s one of them army types.”

**Q:** Where does she live?

**A:** “What business is that of yours, sugar?”

**Q:** I’m a friend of her father’s (or some other plausible excuse).

A: “In that case, sugar pie, she lives on Oak Drive. A big ol’ house with a walled garden—you can’t miss it. Are you wanting to order anything?”

**Q:** Where is your phonebook?

**A:** “In the corner, honeybunch right by the phone. Help yourself.”

**Q:** What is coffee?

**A:** “Where are you from, sweetie? The North Pole?”

Using the phonebook without raising suspicions requires a Common Knowledge roll. On a failure, the policemen become interested and suspect the characters of being Communists—the army has warned them that foreign agents might try to kidnap the professor. They approach and ask what the characters are doing in town. Their reaction depends on the characters’ answers, but if the alien is not in a good disguise some fast-talking is required.

Professor Mortimer is listed in the phonebook along with his address. Patti can give directions to the street if asked, otherwise a successful Smarts roll locates the correct street, aided considerably by the human’s predicable grid system of town planning.

**HEY, EARTHLING!**

Depending on how the characters approach an Earthling in the street deter-
mines their reaction. Walking up and openly asking is certainly a viable option, but unless the characters pick an area with low ambient lighting they are in serious danger of causing panic.

Citizens failing their Guts rolls attract attention—either by screaming or running off and fetching the police, or by starting a brawl. Unless otherwise stated, two policemen arrive on the scene 1d6 minutes later.

Assuming the heroes use their brains when approaching people, roll a d6 to see what type of Earthling they encounter. Roll on the *Savage Worlds* Reaction Table to determine the Earthling’s initial behavior toward the characters.

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<thead>
<tr>
<th>d6</th>
<th>Result</th>
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<tr>
<td>1-2</td>
<td>Drunk</td>
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<tr>
<td>3-4</td>
<td>Dog Walker</td>
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<tr>
<td>5</td>
<td>Mother &amp; Child</td>
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<tr>
<td>6</td>
<td>Student</td>
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**Drunk:** The Earthling is worse the wear for alcohol and is of little use to them. He has never heard of Professor Mortimer and keeps insisting the characters buy him a drink. Should they reveal themselves as aliens and let him go, he runs to the police. Fortunately for the characters, the drunk is told to go home and sober up.

**Dog Walker:** The characters approach an old lady walking her dog. The dog reacts badly to the characters, even if one of them is shapechanged. Use the dog stats from the *Savage Worlds* rulebook. Assuming the characters get over the dog problem without zapping it, the lady knows Professor Mortimer lives on the north side of town, but is not sure where exactly.

**Mother & Child:** The woman has never heard of Professor Mortimer. She is nervous of the characters and calls for help if she feels threatened.

**Student:** What fortune! The student is one of Mortimer’s pupils and has visited his house several times. He asks why the characters want to see Professor Mortimer (he knows Mortimer conducts sensitive work for the military). If convinced the reason is harmless, he gives them directions.

All the people the characters encounter as they search the town for clues use the following stats.

**INNOCENT EARTHLING**

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6
**Pace:** 6; **Parry:** 2; **Toughness:** 5

**PROFESSOR MORTIMER**

Eventually, the aliens manage to track down the professor and learn the whereabouts of his home.

**HE’S NOT ALONE**

No matter how the characters learn the location of the house, they do not arrive until midnight.
Entrance to the grounds can be achieved by climbing the surrounding wall or simply walking through the gate. Either way, when the characters near the front door they spot a vehicle parked outside. A successful Common Knowledge roll reveals it to be a jeep with military markings. On a failure, the aliens know only that it is some sort of fossil fuel-powered personal conveyance. The markings are meaningless to them, however.

The jeep belongs to Captain Lance Peterson, Mary-Lou’s boyfriend and scientific liaison officer serving with the US Army Atomic Weapons Corps. He is inside the house having dinner with the professor and Mary-Lou.

Gaining access to the house can be achieved one of three ways—by knocking at the front door and bluffing (or forcing) their way inside, breaking in through a window, or disintegrating a hole in the wall. Alternately, the characters may decide to listen for sounds of conversation. All four options are covered below.

A lot could go wrong here. The rest of this scene is written as if the characters have gained access to the dining room without raising the alarm. The Games Master will have to handle any other eventuality. Mortimer is much less likely to believe the characters’ story if they have killed Mary-Lou or Captain Peterson.

**THE FRONT DOOR**

Martha, the cook, answers the door. Professor Mortimer is not expecting any more visitors and she is naturally suspicious of the characters. Due to her suspicious nature and protectiveness toward Mortimer, treat her as having a d6 Notice for the purposes of seeing through a disguise. Otherwise, she is a standard innocent Earthling.

She refuses to let the visitors into the house without a very good reason. You can roleplay this or let the characters make a Persuasion roll—they require at least a raise. Martha presents no physical threat, but if she has to raise her voice Captain Peterson comes to investigate. His reaction depends on the characters’ attitude toward him and how they have treated Martha.

**BREAKING IN**

Quietly entering the house requires a Stealth roll from every character. With a success, they reach the dining room unopposed. On a failure, the sounds alert the diners. Captain Peterson comes to investigate—his pistol is drawn and he is not afraid to use it. Army intelligence informed him Communist agents may try to kidnap the professor and he is taking no chances.

**DISINTEGRATING THE WALL**

Well, it’s quick and painless for all parties. Unless the characters specify otherwise, they disintegrate the wall leading into the study. The dining room lies across the hall. This is one of the best ways of gaining access unobserved.
EAVESDROPPING

Should the characters opt to listen at the windows, they hear sounds of muffled conversation from the dining room. Have them make Notice rolls. On a success, they hear the words, “Congratulations,” “test,” and “Z-Bomb,” mentioned. With a raise, they hear the entire sentence, “Congratulations, Professor! Here’s to a successful test of the Z-Bomb tomorrow!”

TALKING TO MORTIMER

Professor Mortimer, Mary-Lou, and Captain Peterson are sitting around the table eating when the characters enter the dining room. If the characters are in disguise, make Notice rolls for all three as soon as the characters enter. Anyone who detects the aliens’ less than human appearance—or if the characters aren’t disguised—must make an immediate Guts roll.

Should Mary-Lou succeed, she screams, “Look at their faces!” before burying her face in her hands. On a failure, she screams briefly then faints for 2d6 minutes.

Peterson immediately goes for his gun if he passes his Guts roll, shouting out, “Look out, Professor! They’re Communists!” Unless stopped, he opens fire at the nearest character. On a failure, he spends one round staring in disbelief before reacting as above. The characters can use this round to neutralize him or try to defuse the situation with words of peace.

Mortimer simply stares in disbelief if he passes his roll. He has long suspected that aliens exist, but he never thought he’d ever meet one. Should he fail, he rises to his feet and rushes to protect his daughter, shouting, “Get away from her! Leave her alone!” A raise on a Persuasion roll convinces Mortimer the characters mean no harm, and he tells Peterson to put away his gun.

Disintegrating any of them is a bad idea—especially Mortimer! Mortimer must be convinced the characters’ intentions are peaceful. Should all three fail their Notice rolls, Mortimer rises to greet his new guests and enquires how he may help them. Mentioning the Z-Bomb immediately makes Peterson suspicions. He interrupts the professor and demands to know who the characters are and how they know about a super-secret military project. This is a good opportunity for the characters to remove their disguises.

FRIENDLY CHAT

Sooner or later the characters’ alien nature will be revealed and the situation calmed, either through roleplaying or the use of ray guns. Once the commotion has died down, Mortimer addresses the characters.

“I knew there must be intelligent life elsewhere in the universe, but never in my wildest dreams did I think I would encounter an advanced race of alien beings. Advanced beings such as yourselfs must know things I have only seen in my dreams. There is so much you can teach us.
“I forget myself! What do you want with us? I know you’re not here for the bomb. An advanced race such as yours must have put an end to wars and suffering. Tell me what you want.”

Telling Mortimer his bomb is about to end the world does not go down well. Like many great men of science, Mortimer has an unswerving faith in his own abilities. He refuses to accept the flaw in his bomb, dismissing the possibility that his invention could bring about global devastation.

“I do not doubt your species has unraveled many of the universe’s greatest secrets, but you are wrong about the Z-Bomb. I agree it is powerful, but it cannot destroy the Earth. I designed it myself and I do not make mistakes.

“The very scenario you propose is preposterous. No such weapon could ever be built. I shall prove it to you. Lance, fetch me the blackboard and some chalk. I shall go through my equations with you and prove my calculations are correct.”

Peterson begs the professor not to listen to the character, calling them “Communist agents” and “alien warmongers who only want the bomb to destroy the Earth.” Peterson does know where the bomb is located, but has no intention of telling the characters, even if Mary-Lou is threatened.

Threatening Mary-Lou does not change the professor’s mind either—his stubbornness and arrogance override even his love for his daughter. He berates the characters for using cowardly tactics by threatening a woman and scorns their supposed superior culture.

Convincing him of his error requires a successful Knowledge [Atomics] roll. If the characters found his research papers in his office and brought them along, the roll is made at +2. The roll may be attempted several times, but each roll takes one hour. A success reveals the error and proves to Mortimer beyond doubt the Z-Bomb will destroy the Earth if it is detonated. Keep track of the time, as the heroes are against the clock!

At some point during the first hour of problem solving, Mary-Lou asks to be excused, claiming she is tired. Cautious players are unlikely to allow her out of their sight. She begs her father to let her go to her room—Mortimer in turn begs the characters to allow her to rest.

“She is just a child, she cannot harm you. Let her go and rest. I cannot concentrate on the problem you claim exists if she is unwell. Please. If you are intelligent and caring beings you will grant me this request. If what you say about the Z-Bomb is true, we have no time to waste arguing.”

If a character follows Mary-Lou upstairs, she does indeed go to her room. Shortly afterward, she goes to the bathroom—if a character tries to follow she insists that on Earth ladies go to the toilet alone. She adds that her
father is a prisoner downstairs, so she is unlikely to do anything stupid.

She is lying! Unless her guardian makes a Common Knowledge roll, he has no idea how long Earthling females spend in the bathroom. In due course, the alien should realize something is wrong. On entering the bathroom, he or she discovers Mary-Lou climbed out of the window and onto the garage roof. From there she dropped down to the ground and ran off to fetch the police.

If Mortimer is told of Mary-Lou’s disappearance he looks worried but insists the characters continue going through his math—a more pressing concern.

“If what you say is true, this is rather more important than my daughter running away. No one will believe her story of men from Mars. Please, we must continue—mankind depends on us solving these equations.”

Once shown the error in the formula, Mortimer’s attitude changes.

“Oh my God! Peterson! They’re right, the Z-Bomb is more powerful than I realized. Detonating it will result in a catastrophic reaction with the oxygen in Earth’s atmosphere. The whole planet will become a fireball! We must stop the test. Phone General Drake immediately, Peterson. Do you hear me boy? Immediately!”

**POLICE VISIT**

Mary-Lou’s story about aliens is hard to believe, but given her father’s research work, the warnings Communists may be in the area, and the mysterious lights seen in the sky—and possibly the earlier disappearance of patrolmen Davies and Dewberry—the police agree to send a patrol car to the Mortimer house.

Two patrolmen arrive at the house moments after the characters prove to Mortimer his bomb is dangerous. The first
the characters know is when there is a loud knock at the front door. Mortimer insists on answering the door himself.

“Whoever it is, let me talk to them. I shall tell them I am extremely busy. Please, you must trust me. I have no wish to see the world utterly destroyed because of my folly.”

If the aliens agree, Mortimer answers the door. The characters hear Mortimer try to convince the police nothing is wrong, but they are too suspicious and barge past him. As they reach the dining room door, Mortimer frantically shouts, “Don’t hurt them! They have come to help us!”

How the characters deal with the policemen is left to them. Use the statistics on page 7. Mortimer is shocked if the characters disintegrate them.

“Why did you do that?” he cries. “They couldn’t harm advanced beings like yourselves! You said you were here to help us!”

Assuming the characters don’t get trigger happy, Mortimer convinces Captain Peterson to phone the general in charge of the test site. Peterson’s speech is detailed below—the characters can interrupt any time. Treat them as being on Hold.

“General Drake! Captain Peterson, sir. Very well thank you, sir. I’m with Professor Mortimer at the moment. Listen very carefully, sir. What I’m about to say may shock you, but it’s the truth. Aliens from another world have taken over his house. They’re trying to steal the Z-Bomb. You must reinforce the base immediately, sir!”

If Peterson is still conscious after the characters’ attempts to stop him communicating their presence, he turns to them and says,

“I’m sorry, Professor, but I don’t believe their story. They’ve brainwashed you. The test takes place in 12 hours and you’ll never get to the base in time. Their plan to conquer Earth has failed.”

Peterson is actually carrying details of the test in his jacket pocket, which is draped over a chair. Fortunately, Mortimer remembers this, shouting, “He has the test details in his jacket! He told me earlier!” Peterson will not hand them over without a fight, however—assuming he’s still capable of fighting, that is.

**Professor Mortimer**
Professor Mortimer designed the Z-Bomb as the bomb to end all wars. He firmly believes that once the Russians have seen its power they will make peace with the West. His arrogance is limited to his specialist fields, but his stubbornness extends to all aspects of his life. That the Z-Bomb could be a failure is beyond comprehension to him.

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

**Skills:** Driving d4, Guts d4, Knowledge (Atomics) d8, Knowledge
(Physics) d8, Notice d6, Persuasion d4
Charisma: 0; Pace: 6; Parry: 2;
Toughness: 5
Hindrances: Arrogant, Stubborn
Edges: Scholar
Gear: —

MARY-LOU MORTIMER
Mary-Lou is the professor’s only child. Although she tries to be independent, she feels her father needs her at home since her mother died. She molly-coddles him at every opportunity and tries to keep his workload to a minimum. Although she dislikes her father’s work with atomic weapons, she believes the Z-Bomb will bring peace to the world.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Guts d4, Notice d4
Charisma: +2; Pace: 6; Parry: 2;
Toughness: 5
Hindrances: Loyal
Edges: Attractive
Gear: —

CAPTAIN LANCE PETERSON
Captain Peterson is the liaison between Mortimer and the Atomic Weapons Corps. He has come to know the family well and started dating Mary-Lou a month ago. He suspects Communists are going to try to kidnap Professor Mortimer and learn the secrets of the Z-Bomb, so he is suspicious of strangers. Although fond of the professor and Mary-Lou, his first loyalty is to his country.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Driving d6, Fighting d8, Guts d6, Notice d6, Shooting d8
Charisma: +2; Pace: 6; Parry: 6;
Toughness: 6
Hindrances: Loyal, Overconfident
Edges: Charismatic, Command, Marksman, Quick Draw
Gear: Automatic pistol (Range: 12/24/48, Damage: 2d6+1; RoF 1; Mag: 9; AP 2)

RESCUE MY DAUGHTER
Mortimer collects all his research papers from his study, claiming, “We may need these to show General Drake the danger the Z-Bomb poses. We must collect my papers from my office at the college as well.”

If the characters already have the papers from the college there is no need to go there—otherwise the trip and subsequent searching takes another hour. Before heading off to the base, however, Mortimer insists the characters now help him find Mary-Lou.

“We must get Mary-Lou! The policemen who came to the house said she was at the station. She refused to come back while you were still here. I’ve been such a bad father to her, putting my work ahead of her needs. It’s not far from here. We have time.”

Mortimer is desperate and pleads on his hands and knees if he must. While the characters could stun him and go to the test site alone, it should occur to them that he
may be required to get in without starting a major military conflict. Should they opt not to rescue Mary-Lou, go straight to Back to the Saucer on page 19. Either way, Peterson’s jeep is available to get the characters to their destination.

At the police station, Mortimer asks to go in alone. He feels he has a better chance of convincing her it has all been a mistake and she is not in danger. Any character who thinks of using the shapechange gizmo to resemble Captain Peterson should be rewarded with a benny.

If Mortimer goes in alone he returns ten minutes later and says, “Mary-Lou won’t believe me. She wants to see Captain Peterson and hear it from his own lips.” This is a prompt to the characters to use the shapechange gizmo (no bennies for prompting!). The alternative is to storm the police station and forcibly remove her. There are eight police on duty (use the stats on page 7).

Changing into Peterson is not without risks. As soon as Mary-Lou sees “him” she rushes over and embraces him.

“Oh, Lance! I thought those creatures must have killed you. Where are they? Why does father insist we go to the test site now?”

Assuming the shapechange gizmo is fully charged, the character has just ten minutes—after getting to see her—to convince her everything is all right and get out of the station. Changing back into natural form before leaving the station results in Mary-Lou having to make a Guts roll. What happens next depends on her reaction—screams certainly bring the police running. She certainly believes the aliens to have killed her father and taken his shape too.

Mary-Lou can be convinced to follow “Peterson” through roleplaying or a Persuasion roll. Each roll takes five minutes, so the character has just one chance to convince her that all is well.

Outside the station, Mortimer pulls her into the jeep and urges the driver to step on the gas. During the trip to the saucer, he tries to convince her that everything will be okay. If the aliens disintegrated Peterson, Mortimer lies to his daughter and says the Captain is back at the house trying to get through to General Drake—he doesn’t enjoy this, but the safety of mankind is now his first priority.

Although she plays along with her father, Mary-Lou doesn’t really believe him—as far as she in concerned, he is a prisoner of the aliens and has been made to say these things. Unless stunned, she causes trouble later. Any character watching Mary-Lou can make a Notice check. On a success, he suspects she disbelieves her father’s story. With a raise, he becomes convinced she is planning something.

**Back to the Saucer**

The only way to reach the test site in time is via the flying saucer. Whether or not
the patrolmen at the start of the adventure
found the saucer, its presence has not gone undetected. The farmer who saw it land
may have gone to investigate the site, or the
disappearance of the patrolmen prompted a
larger police search. Either way, soldiers
now surround the saucer.

Battling through them is certainly an
option, though there is a real risk of the
characters being seriously wounded. A
clever option, and one worthy of a benny, is
to use either Mortimer or the shapechange
gizmo to bluff their way past. It’s still dark
and the jeep’s roof is up, casting deep shad-
ows over the passengers.

Two soldiers flag down the approaching
jeep, ask to see some identification and ask
why the characters are here. A plausible
answer or a successful Persuasion roll from
“Peterson” or Mortimer convinces the soldiers
to let them through without scrutinizing the
passengers or any identification. Both men are
well known locally for their work with atomic
energy and their being present at the landing
site of a flying saucer is reasonable.

Mary-lou, if conscious and without a gun
in her ribs, sees this as her best opportuni-
y to save her father. She screams out that
aliens from the flying saucer are kidnapping
her. The soldiers level their weapons and
demand the characters get out of the jeep.
The distance between the jeep and the
saucer is 50 yards (25”).

Even if the bluff works, the characters
must still get from the jeep into the

saucer without attracting attention.
Allow the soldiers a group Notice roll as
the characters leave the jeep to spot their
unusual form. Any reasonable distrac-
tion—GM’s call—imposes a –2 penalty to
the roll. On a success, one or more keen-
eyed soldiers raise the alarm and the
guards call on the team to halt—deal out
Initiative cards.

Reaching the safety of the saucer—which
is impervious to bullets—requires each
character to move just 10 yards (5”).

**SOLDIERS (10)**

*Attributes*: Agility d6, Smarts d6,
Spirit d6, Strength d8, Vigor d8

*Skills*: Driving d4, Fighting d6, Guts
d4, Notice d6, Shooting d6

*Charisma*: 0; *Pace*: 6; *Parry*: 5;
*Toughness*: 6

*Hindrances*: —

*Edges*: Combat Reflexes

*Gear*: M-1 rifle (Range: 24/48/96,
Damage: 2d8; RoF 1; Mag: 8; AP 2),
helmet, uniform

**THE TEST SITE**

Having made their way back to the
saucer, the heroes take off and streak
through the skies to the atomic test site.

**GETTING TO THE BASE**

During the flight, which takes only thirty
minutes, Mortimer asks the characters
about their world and their technology. The
flying saucer fascinates him, and he is eager to learn as much as he can about the craft. Let the players roleplay this as they see fit.

If Mary-Lou didn’t cause a scene getting into the saucer and is conscious, she now tries to sabotage the saucer. Although she remains close to her father, she keeps a careful eye on the pilot. After ten minutes of observation, she approaches him and makes small talk about women on his world. Without warning, she lunges forward and presses several buttons on the control panel, causing the saucer to go into a steep, spinning dive.

Have everyone make Agility rolls to avoid falling over. Those who fail suffer 2d6 damage and must make another Agility roll to stand up. Until they do, they cannot perform other actions. There are just three rounds before the saucer crashes.

Bringing the craft back to level flight requires a successful Piloting [−2] roll. Should the pilot fail in his attempts, the saucer skims across the ground several times before coming to a stop. Everyone on board takes 2d6+10 damage. Fortunately, the craft is not badly damaged. A successful Repair roll and an hour spent tinkering get it back in operation.

Once the craft is level—or has crashed—Mortimer picks himself up and apologizes for Mary-Lou’s actions.

“Please forgive her. She doesn’t understand what is at stake. All she knows is that you are aliens trying to stop my life’s work. We can’t take her with us into the base. As much as it pains me to see my own daughter harmed, I suggest you use your ray guns to stun her. She will be safe on the flying saucer until we return.”

ON THE GROUND

Whether or not the sabotage occurred, Mortimer recommends the saucer is set down outside the base. Flying straight in is taken as an act of aggression and seriously hampers attempts to convince General Drake to abort the test.

What if they try it? Shoot them down. They were told to be covert not start an intergalactic war!

As the craft lands, Mortimer spies a distant solitary truck heading toward the base.

“That’s our way in!” he urges. “Land quickly. We should be able to intercept the truck before the gate guards see it coming. You can hide in the back.”

Give the players a few minutes to devise a plan before the truck arrives on the scene. Two soldiers are in the cab and a further four dressed in radiation suits are in the rear [use the stats on page 20]. The full-body suits give the characters the perfect disguise. Fearing he will be recognized, Mortimer suggests he go in the back and a character in a radiation suit drives the truck. Assuming the characters are in disguise, the guards are expecting the truck to arrive, so wave it straight through.
GENERAL DRAKE

Once through the gates, Mortimer suggests the driver heads for the largest building in sight—the command post. General Drake is likely to be there and Mortimer firmly believes he can convince him to abort the test. Mortimer has no idea where the bomb is located—only Drake knows that information.

Reaching Drake’s office is not difficult—assuming the characters remain in disguise. Mortimer is well known to the general’s staff, several of whom give him a nod of recognition and a brief, “Hello.” Unknown to the characters, however, Drake received reports of strange lights in the sky near Woodbridge before Peterson’s warning call. Suspecting hostile aliens are after the Z-Bomb, Drake allows the characters to reach him unmolested. He wants them where he can see them.

When the characters enter Drake’s office, there is only the general and a captain present. Drake dismisses the captain and rises from his seat to welcome Mortimer.

“Good to see you, Professor Mortimer. How have you been? How’s Mary-Lou?” he asks.

Mortimer looks a little surprised by the off-topic question and barely begins to stammer a reply before the general goes on.

“Good, good. Now, tell me, what’s wrong with Peterson? I got a garbled message about aliens trying to steal the Z-Bomb. You wouldn’t have brought them here, would you!”

Drake takes a seat behind his desk and casually lights a cigar. He surveys the characters before him and puffs on the cigar a few times before continuing.

“Did you know that strange lights were reported over Woodbridge earlier this evening, Professor? Military intelligence has been keeping a very close eye on your hometown. As soon as the police heard about those lights, so did I. I was considering sending in troops, but I held back. More fool me, eh? Peterson’s message confirmed my suspicions, but by the time my men got there you’d already left.

“I don’t know, and I don’t care, what these aliens have told you, but there is no way this test is being stopped. In fact, we’ve brought it forward. Detonation is in exactly one hour.

“Oh, in case you’re thinking of threatening me, the bomb cannot be stopped from here. The only way to stop it is to disable the timer manually. And all the engineers left the area hours ago. Did you honestly think you could outsmart a US Army general?”

No matter whether the characters or Mortimer try to explain the danger of the Z-Bomb, Drake refuses to listen. As far as he is concerned, the aliens are either working for the Russians or seeking to take the bomb for their own vile purposes. Anyway, even if wanted to, he has no way of stopping the countdown.
Threatening Drake, especially after demonstrating the power of a ray gun, proves more successful. Have one character make an Intimidation roll. Using a ray gun grants a +2 bonus to the roll. On a raise, Drake cracks and reveals the location of the bomb—it’s in a bunker buried deep beneath the surface some fifty miles from the command post. As the characters head for the door, Drake calls out to them, “My men are waiting for you. You might as well surrender to me.”

**General Drake**

Drake has been head of the Atomic Weapons Corps since it was founded in 1947. He is a patriot through and through, determined to let nothing stand in the way of forcing Russia to her knees.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6
**Skills:** Fighting d6, Guts d6, Intimidation d8, Notice d6, Shooting d6
**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
**Hindrances:** Delusional [Minor: the Z-Bomb will force Russia to capitulate], Loyal [to his men]
**Edges:** Brawny, Command, Inspire
**Gear:** Automatic pistol [Range: 12/24/48, Damage: 2d6+1; RoF 1; Mag: 9; AP 2]

**The Great Escape**

Drake isn’t lying. As per his previously issued orders, all personnel cleared the command post as soon as Mortimer was spotted. Soldiers have taken up positions outside the command post, weapons trained on the front door, waiting for the characters to appear.

Taking Drake hostage is certainly an option, but the general is far from helpless. He goes along with any hostage plan, but as soon as the group is outside he tries to break free, ordering his men to open fire as he does.

Twenty men surround the entrance [use the soldier stats on page 20]. Fortunately for the characters, they don’t have to leave via the front door—they can disintegrate a wall and sneak out the back. Assuming they are quiet—Drake calls for help if present—they can make it without alerting the guards at the front. Otherwise, they have a fight on their hands.

There is an unmanned jeep parked nearby. Unless the characters have a better plan, Mortimer suggests they steal it and drive to the bomb. Trying to reach the saucer is futile—the journey back to the saucer would take too long. The bomb is fifty miles away over relatively smooth ground—they just might be in time to stop it.

**Race Across the Desert**

No sooner have the characters set off when they spy several vehicles pursuing them. Any hopes of ending the situation peacefully are dashed as a line of bullets stitch the grass close to the character’s jeep.

Have each character make a Notice roll. Those who succeed may make a Common Knowledge check. With a success on this
roll, the character recognizes the tube one of the soldiers is carrying as a primitive form of explosive weapon called a bazooka!

Treat this as a chase with a Range Increment of 5”. Tree stumps and pieces of scrap metal dot the landscape—use the Sparse entry on the Obstacles Table (see the _Savage Worlds_ rulebook).

The aliens’ ray guns can be used against the jeeps (as detailed on page 4). Remember, the jeeps count as Unstable Platforms for all parties.

Two of the jeeps have a driver, a machinegunner, and a passenger armed with an M1 rifle. The passenger in the third jeep has a bazooka and four rounds (see the _Savage Worlds_ rulebook). Treat the occupants as regular soldiers (page 20).

**Jeeps (3):** Acc/Top Speed: 15/30; Toughness: 12 (3); Crew: 1+3 (five at a squeeze); Notes: Four Wheel Drive; Weapons: 0.30 cal machinegun (Range 24/48/96; Damage 2d8; RoF 3; Mag 250; AP 2)

**Tick, Tick, Tick**

After a mad dash across the desert, the heroes reach the bomb in the nick of time. But can they save the day?

**Patriotic Suicide**

As the characters near the bunker, they spot a helicopter lifting off and heading away at full speed. There is no sign of life on the ground. The bunker housing the Z-Bomb is a small concrete structure with only a single metal door for access.

Although the door is locked, a single burst from a ray gun disintegrates it. Inside is a lift with a simple control panel—up and down. Strangely, the lift is at the bottom of the shaft. This should give the characters cause for concern—perhaps disarming it is not going to be so simple after all.

Waiting for the lift to come up seems to take an eternity. The five-minute journey to the lower level passes immeasurably slowly. Mortimer checks his watch—there are only a few minutes to go!

At the bottom, the lift opens into a long tunnel ending in a large chamber. Suspended in the center is the Z-Bomb. Surrounding it is a group of six soldiers (page 20) led by General Drake. If Drake has been rendered unconscious or killed, a US Army colonel by the name of Wayne Malcolm takes his place (use General Drake’s stats for both, page 22).

“You didn’t think we were going to let you steal this bomb did you?” he snarls “Don’t bother trying to convince us to surrender. We’re all prepared to lay down our lives to herald a new era of global peace. America will emerge victorious and we’re going to be heroes!”

Mortimer glances at his watch one last time—”We must hurry! There’s only one
minute left to save the Earth!” he shouts, “Whatever you are going to do: do it now!”

The lift being at the bottom of the shaft may cause the players to suspect a trap and take steps to avoid it. One possible way is to use the shapechange gizmo to become General Drake—assuming they have dealt with him already. Alternately, one of them could try to pose as a human scientist who has verified Mortimer’s math and revealed the flaw.

Convincing the guards to give the character access to the bomb—regardless of which form he takes—requires a raise on a Persuasion (–2) roll. On a success, the character is allowed to disarm the bomb (see below) but he is not allowed to take it out of the bunker. With a failure, the officer in charge refuses to let the character come anywhere near it.

**Disarming the Bomb**

Exactly 60 seconds (10 rounds) after the fight starts or the character is refused access, the Z-Bomb should in theory detonate and end the world. Disarming the bomb first requires the characters to get access to it.

Disintegrating the bomb is not a good idea—doing so will save the Earth, but the resulting explosion destroys everything within ten miles. Any character wishing to shoot the bomb should be allowed to make a Smarts roll as a free action. With success, he realizes the consequences of his actions. (Of course, this may not necessarily stop the player doing it anyway!)

Once a character has access to the bomb, have him make a Repair roll. On a success, he realizes the bomb timer was incorrectly set—there are still two hours left. However, the bomb has been rigged so that it cannot be disarmed! Detonation is inevitable.

Of course, the characters won’t know this if they don’t reach the bomb in time. If they are still fighting when the countdown reaches the supposed detonation time, stop the action and give a slow, five-second count. When you reach zero, restart the action without giving a reason for the failed detonation.

Even if the characters bluffed their way to get access to the bomb, they still have to overpower the guards to get it out of the bunker.

**It’s Not Over Yet**

Assuming the characters were successful in getting to the bomb, their problems aren’t over yet, however—unless the bomb is removed from Earth it will still detonate. The only way to guarantee it doesn’t destroy the Earth is for the characters to take it into space. If the characters don’t think of this, Mortimer does.

“I realize now that building bigger bombs will not make a better world. Even if the Z-Bomb worked, our ene-
mies would simply build their own version. Before we knew it, we really would have designed a bomb capable of destroying the Earth. Humans are not ready to wield such awesome power.

“We must get the Z-Bomb into your flying saucer and dispose of it in space along with my research papers. There must be no chance of the military recreating my work. No chance. Do you understand?”

Mortimer, of course, has all the necessary plans to rebuild the Z-Bomb in his head. Without directly asking, he is giving the characters a choice—disintegrate him or take him with them. Let the players work it out for themselves.

Fortunately, the bomb is fitted with wheels to allow it to be moved. Carrying the bomb is possible, but it requires all four characters to assist and is a painstakingly slow process. Those carrying the bomb move at just 2 yards (1”) per round.

The failure of the Z-Bomb to explode has not gone unnoticed in the command building. As the characters head back to the surface, a fleet of jeeps, trucks, and tanks is headed for the bomb bunker. Their dust trails are clearly visible from the bunker.

Trying to drive back to the main gate would be suicidal—the soldiers are unlikely to be interested in taking prisoners. Mortimer advises against this course of action, suggesting they head toward one of the perimeter fences and make their way back to the saucer from there. The journey back to the landing site is bumpy, but uneventful—the characters have a big head start over the pursuing soldiers.

**Final Showdown**

Humans may not have the advanced technology of the Altairans, but they do have radar. The saucer was detected as it landed outside the test site, and Drake dispatched soldiers and tanks to secure the area. When the Z-Bomb was stolen, the troops were placed on high alert.

A total of 20 soldiers (page 20) and two tanks surround the saucer. Changing form and trying to bluff passage to the saucer won’t work—the troops have been informed of events at the test site and anyone approaching the site is to be arrested for interrogation.

If your players are spoiling for a good fight, they won’t get much better than this. Their ray guns are powerful enough to take out the tanks, but they are heavily outnumbered. Even using good tactics, there is a chance of characters dying if they opt for the violent direct approach.

**M4 Sherman Tanks (2):** Acc/Top Speed: 5/12; Toughness: 21/19/19 (9/4/4); Crew: 4; Notes: Heavy Armor, Stabilizer, Tracked; Weapons: 75L40mm gun in turret (50 HE rounds), M2 Browning on top pintle mount (300 rounds), 0.30 cal MG in coax (12000 rounds).
THIS CAN END PEACEFULLY

The situation can end peacefully, but it requires some excellent roleplaying. A character giving a impassioned speech about the perils of escalating atomic stockpiles, the futility of armed conflict, the Z-Bombs fatal flaw, and such like is allowed to make a Persuasion roll. Modifiers based on his speech should be determined by the Game Master, but shouldn’t be any higher than +4. He has one chance of success.

Two raises are required to get the message across to the soldiers. Should he succeed, the soldiers lower their weapons and the officer in charge, a colonel, comes over to the characters.

“Maybe you’re right, and maybe you’re not, but I don’t want my kids growing up fearful of an atomic war. I’m sure my men feel the same. Heck, they may court martial me for this, but if you give me your solemn word you aren’t planning to use the Z-Bomb against Earth I’ll let you go.

“I don’t know much about you people, but if you can find a way to knock us unconscious it’ll sure help. The army will think you overpowered us and escaped without help.”

Assuming the characters agree, they are free to enter the saucer.

LOOSE ENDS

Once inside their saucer, the characters can set course for outer space and dispose of their lethal cargo. The Z-Bomb harmlessly explodes beyond Earth’s atmosphere. Mankind still goes on to create powerful atomic weapons, but nothing with the destructive capability of the Z-Bomb. The mission is a success, and the characters can return home.

Mortimer asks to be taken to Altair to learn new ways to use technology for peaceful ends. If Captain Peterson is dead, Mary-Lou asks to accompany her father to assist
with his research—otherwise she asks to be put back in Woodbridge to begin a new life.

Wait! A non-violent ending to an adventure? Sure. Many B movies, especially those involving atomic weapons, had a moral ending—atomic weapons are dangerous!
Remember the characters are from a peaceful race—by human standards, at least. Killing a handful of Earthlings to save their world may seem a fair trade, but their example of not using superior weapons sets a good example to mankind and shows that diplomacy can win out over aggression.

Of course, you know your players better than we, and if this sort of ending (however true to genre) is going to leave them feeling flat, just go for the all-action ending!

THE END...

KLAATU (MISSION COMMANDER)

Trust a primitive, warlike species to bring themselves to the brink of atomic war! You are not happy at being given control of trying to teach Earthlings the error of their ways and would rather eradicate their species altogether. You tried to learn some of their ways, but have been unable to get past their propensity for war. It is likely, in your expert opinion, the Earthlings will prove hostile to your presence.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Driving d6, Fighting d6, Intimidation d6, Notice d6, Piloting d8, Repair d4, Shooting d8, Taunt d6
Charisma: +2; Pace: 6; Parry: 5; Toughness: 9

Hindrances: Clueless (applies to all Common Knowledge rolls about Earth), Delusional (Major: humans are an aggressive species), Stubborn

Edges: Brawny, Charismatic, Combat Reflexes, Strong Willed

Gear: Silver overalls (+2), ray gun (Range: 12/24/48; Damage 2d6+1; RoF 1; Weight: 3; unlimited ammunition; AP 10)

BORADA (ENGINEER)

These primitive Earthlings are about to destroy themselves by trying to harness powers they cannot begin to comprehend. The knowledge you could teach them would revolutionize their world, if only they weren’t so stupid. Whereas your species has long mastered space flight and atomic power, Earthlings still drive vehicles powered by burning fossil fuels. Your misunderstanding that Earth animals can talk is the unfortunate result of watching a television broadcast called “Mr Ed.”

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Knowledge [Atomics] d8, Knowledge [Physics] d8, Repair d8, Shooting d6, Weird Science d8
Charisma: 0; Pace: 6; Parry: 4; Toughness: 7

Hindrances: Arrogant [scientific
endeavors), Clueless (applies to all Common Knowledge rolls about Earth), Delusional (Minor: Earth animals can talk)

**Edges:** Arcane Background (Weird Science), Gadgeteer, New Power, Power Points

**Gizmos:** barrier (energy shield), *shapechange (molecular restabilizer), speak language (linguistic translator); 20 Power Points

**Gear:** Silver overalls (+2), ray gun (Range: 12/24/48; Damage 2d6+1; RoF 1; Weight: 3; unlimited ammunition; AP 10), toolkit

*The gizmo only allows transformation into human form and costs 4 Power Points to activate. A successful Smarts roll is required to take the form of a specific human and then only if Borada has spent at least 30 minutes in their company. Human clothes are formed as part of the transformation, but other items, such as guns, are not. The GM decides the level of detail included in the transformation.*

**NIKTU (SCIENTIST)**

As science officer, it is your task to study the Earthlings and how they interact with each other. Unlike your male colleagues, you have some understanding of Earth from intercepted radio and television broadcasts, and you believe the species can be redeemed. Your craving to learn more about this backward society is insatiable, and you plan on experiencing as much as possible in your short time here.

Earthlings are not a particularly advanced race and you suspect they will have trouble adapting to your existence. Violence is a likely outcome, but you have no wish to kill anyone to achieve your mission objectives.

**Attributes:** Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

**Skills:** Healing d6, Investigation d6, Knowledge (Biology) d6, Knowledge (Language: English) d6, Notice d6, Persuasion d8, Psionics d10, Shooting d6

**Charisma:** 0; **Pace:** 6; **Parry:** 2; **Toughness:** 7

**Hindrances:** Code of Honor, Curious, Pacifist (Minor)

**Edges:** Arcane Background (Psionics), Mentalist, Power Points, Rapid Recharge

**Powers:** entangle (control victim’s muscles), healing (cellular rearrangement), telekinesis (force of will); 15 Power Points

**Gear:** Silver overalls (+2), ray gun (Range: 12/24/48; Damage 2d6+1; RoF 1; Weight: 3; unlimited ammunition; AP 10)

**ROBOT (ROBOT)**

You serve the crew as a bodyguard and menial laborer. A somewhat outdated model by Altairan standards, you are slow, bulky, and clunky, though still capable of carrying out your role. By Earthling standards you are a wonder of science and are likely to attract much unwanted attention. Your programming is such that you must obey your “masters’” commands to the best of your abilities, even sacrificing your life to save theirs if ordered. You do, however, have the ability to interpret their instructions and can
choose whether to be literal in your interpretation or more...creative.

This means you can be an incredibly frustrating “tool” for them to use as you ask for additional clarifications or carry out tasks to the letter. Have fun making the other players tell you specifically what they want you to do!

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d10
**Skills:** Driving d6, Fighting d6, Intimidation d6, Notice d4, Piloting d6, Repair d4, Shooting d6, Stealth d6, Throwing d4
**Charisma:** 0; **Pace:** 5; **Parry:** 6;
**Toughness:** 12
**Hindrances:** Loyal, Obese, Overconfident
**Edges:** Alertness, Construct, Improved Nerves of Steel
**Gear:** Armored frame (+4), ray gun (Range: 12/24/48; Damage 2d6+1; RoF 1; Weight: 3; unlimited ammunition; AP 10)
**Klaatu**

**Setting:** Savage Features

**Race:** Altairan

**Rank:** Novice

### Attributes

- **Agility:** 6
- **Smarts:** 6
- **Spirit:** 6
- **Strength:** 6
- **Vigor:** 6

### Skills

- **Driving:** 6
- **Fighting:** 6
- **Intimidation:** 6
- **Notice:** 6
- **Piloting:** 6
- **Repair:** 6
- **Shooting:** 6
- **Taunt:** 6

### Hinderances

- **Clueless (All Common Knowledge Rolls About Earth)**
- **Delusional (Major - Humans are an Aggressive Species)**
- **Stubborn**

### Edges

- **Brainless**
- **Charismatic**
- **Combat Reflexes**
- **Strong Willed**

### Wounds

- Permanent Injuries:

### Fatigue:

- 1

### Gear

<table>
<thead>
<tr>
<th>Item</th>
<th>Location</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Silver Overalls</td>
<td></td>
<td>Nil</td>
</tr>
<tr>
<td>Ray Gun</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Notes:

Description: Trust a primitive, warlike species to bring themselves to the brink of atomic war! You are not happy at being given control of trying to teach Earthlings the error of their ways and would rather eradicate their species altogether. You tried to learn some of their ways, but have been unable to get past their propensity for war. It is likely, in your expert opinion, the Earthlings will prove hostile to your presence.

### Derived Stats

- **Pace (6")**: 6
- **PARRY (2+ Half Fighting)**: 5
- **TOUGHNESS (2+ Half Vigor)**: 9
- **CHARISMA**: +2

### Armor

<table>
<thead>
<tr>
<th>Type</th>
<th>Area Protected</th>
<th>Protection</th>
<th>Weight</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Silver Overalls</td>
<td>Torso, Arms, Legs</td>
<td>+2</td>
<td>Nil</td>
<td>N/A</td>
</tr>
</tbody>
</table>

### Weapon

| Ray Gun | 12/24/48 | 2d6+1 | 3      | Unlimited Ammo, AP10 |

**Total XP:**

[Skill Bars: Silver Overalls: 8/8, Ray Gun: 8/8]
**Name:** Borada  
**Setting:** Savage Features  
**Race:** Altairan  
**Rank:** Novice

### Attributes
- **Agility:** 6  
- **Smarts:** 4  
- **Spirit:** 7  
- **Strength:** 0  
- **Vigor:** 6

### Skills
- **Fighting:** 6  
- **Knowledge (Atomics):** 6  
- **Knowledge (Physics):** 6  
- **Repair:** 6  
- **Shooting:** 6  
- **Weird Science:** 6

### Edges
- **Arcane Background (Weird Science):** 6  
- **Gadgets:** 6  
- **New Power:** 6  
- **Power Points:** 6

### Wounds
- **Permanent Injuries:** 6

### Fatigue
- **-4**

### Armor

<table>
<thead>
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### Weapon

<table>
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<tr>
<th>Weapon</th>
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<th>ROF</th>
<th>Damage</th>
<th>Weight</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ray Gun</td>
<td>12/24/48</td>
<td>1</td>
<td>2d6+1</td>
<td></td>
<td>Unlimited Ammo, AP10</td>
</tr>
</tbody>
</table>

### MMM::

- **Barrier (Energy Shield):** 6  
- **Shapechange (Molecular Restabilizer):** 6  
- **Speak Language (Linguistic Translator):** 6

### Notes:
These primitive Earthlings are about to destroy themselves by trying to harness powers they cannot begin to comprehend. The knowledge you could teach them would revolutionize their world, if only they weren't so stupid. Whereas your species has long mastered space flight and atomic power, Earthlings still drive vehicles powered by burning fossil fuels. Your misunderstanding that Earth animals can talk is the unfortunate result of watching a television broadcast called "Mr Ed."

*The gizmo only allows transformation into human form and costs 4 Power Points to activate. A successful Smarts roll is required to take the form of a specific human and then only if Borada has spent at least 30 minutes in their company. Human clothes are formed as part of the transformation, but other items, such as guns, are not. The GM decides the level of detail included in the transformation.*
Description: As science officer, it is your task to study the Earthlings and how they interact with each other. Unlike your male colleagues, you have some understanding of Earth from intercepted radio and television broadcasts, and you believe the species can be redeemed. Your craving to learn more about this backward society is insatiable, and you plan on experiencing as much as possible in your short time here.

Earthlings are not a particularly advanced race and you suspect they will have trouble adapting to your existence. Violence is a likely outcome, but you have no wish to kill anyone to achieve your mission objectives.
Description: You serve the crew as a bodyguard and menial laborer. A somewhat outdated model by Altairan standards, you are slow, bulky, and clunky, though still capable of carrying out your role. By Earthling standards you are a wonder of science and are likely to attract much unwanted attention. Your programming is such that you must obey your "masters" commands to the best of your abilities, even sacrificing your life to save theirs if ordered. You do, however, have the ability to interpret their instructions and can choose whether to be literal in your interpretation or more...creative. This means you can be an incredibly frustrating "tool" for them to use as you ask for additional clarifications or carry out tasks to the letter. Have fun making the other players tell you specifically what they want you to do!

Throwing Ray Gun 12/24/48 1 2d6+1 3 Unlimited Ammo, AP10

Armored Frame All +4 Nil N/A

Weapon Range ROF Damage Weight Notes
Ray Gun 12/24/48 1 2d6+1 3 Unlimited Ammo, AP10

Ammo/Spell Point Counter

Total XP:
In the depths of the jungle, something moves for the first time in centuries. Long forgotten, the bridge has remained buried for countless years. But it has been discovered again by the imperial Japanese army. Can your band of heroes can put a stop to the enemy’s plans?

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www.legiondownloads.com - $7.50

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RUN!
DON'T WALK!
THEY CAME FROM BEYOND SPACE!

As you watch the images on the big screen before you, you realize these Earthlings are more primitive than you thought, they actually fear the visitation of their planet by superior lifeforms such as yourselves!

But you have no time now to ponder the strangeness you see about you on this unfamiliar world. You have a mission to complete—the success of which affects the life of each and every Earthling on the planet.

Beset by obstacles at every turn, you must struggle against the very souls you are trying to help. If they only knew their salvation comes from Outer Space...

This is the third in Legion Publishing's Savage Features series and includes everything you need to run a Savage Worlds game based on the B-movies of the 1950s. Only this movie has a twist—the heroes are the alien invaders! Will the Earthlings realize they come in peace? Will the visitors' superior technology amaze or frighten? Will they succeed in their mission?

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