



Armageddon Wore a Pink Dress

A Horror Rules Adventure Script for Terror In Tights

by Chris Weedin

Horror Rules™
The Simply Horrible Role-Playing Game



Author: Chris Weedin

Editor: Kimberly Weedin

All Cover and Interior Artwork: Chris Caprile

Horror Rules Project Team: Sarah "PB" Hoselton, Jessica Jenkins

Official Playtesters:

Special Thanks To: God, in whom all things are possible; also to Kimmy (and the rest of the family) for supporting the obsession; and finally, to all of the countless characters who have lost their lives, and continue to do so, so that the world may be safe from evil.

Copyright © 2004 Crucifixion Games, All Rights Reserved

Copyright Notice: No part of this script may be reproduced in any form or by any means without permission in writing from the publisher.

Permission to Photocopy: Any user of this script may photocopy or reproduce for personal use only any Cast or Bad Guy pages as well as any charts or tables that make play easier. In fact, we insist.

* **Author's Note:** the makers of "Horror Rules" in no way condone the worship of or even a casual night out with any of the evil creatures, demonic beings or sinister demi-gods alluded to in this game or any of its supplements. We also don't condone wanton violence or destruction (in the real world) as an effective means of solving problems. In other words, it's just a game.



Horror Rules and Horror Rules Adventure Scripts are published by
Crucifixion Games
P.O. Box 654
Selah, WA 98942

Crucifixion Games

NO PAIN, NO GAME

Table of Contents

Story	4
Setting	4
Goal	4
Character Limitations	4
Style of Play	4
Cast	5
Bad Guys	6
Mood	8
Plot Pushers	8
Event	8

Story

Trouble is brewing in Major City. Someone has taken an interest in sewing mayhem and destruction, that much is for sure - but the real question is why? Is this a sinister force bent on world conquest or just some super-powered prankster who gets a kick out of knocking holes in buildings and setting fire to entire blocks? There's only one way for a group of Super-Types to find out the truth, and that's to jump into their tights and start sleuthing. Before they're done they'll uncover government secrets, mistaken identities, mysterious clues and perhaps the most earthshaking foe of all... the Little Girl.

behind the attacks and that she's after the Device; once they've done this, the only way to stop her is to get rid of it.

Character Limits

None



Style of Play

*Terror In Tights
Supergroup*

Little Girls Love Shopping

Yes, the Little Girl has come to the big city and she's there with one purpose in mind - shopping. What she's after, however, can't be found in a toy store or fashion mall. A top-secret arm of the military has hidden a powerful and destructive new weapon, called "the Device," in a safe location in the heart of the city; and the Little Girl has come to make it her own. Unfortunately, the research team who was developing the Device was killed several weeks ago during the Little Girl's first attack (on the other side of the country), so no one really knows what the Device is or what it does - just that it's top secret and tremendously lethal. What IS perfectly clear is that the Little Girl shouldn't have it. The Device itself is a small, sinister-looking black box about the size of an answering machine. It has a few colored lights and an odd gauge or two that occasionally light up, flash and spin (causing a Scare check for anyone holding it).

Setting

Major City

It's a big one alright. Sitting fat and pretty on the East Coast, this sprawling cluster of humanity boasts one of the largest population densities and some of the tallest buildings in the lower forty-eight. A city like this is just begging to be terrorized.

Goal

Mystery

The Supers must discover that the Little Girl is

Cast 1

Name: Tamiqua Jones
Char Type: VIP
Occupation: High Profile Journalist

BLK: 2 **Morality:** Good
BRN: 4 **Health:** 6
COR: 3 **Grip:** 12
WIL: 4 **Move:** 5

Skills

Sweet Talk 4
Detection 4

Description

A beautiful African American woman in her late twenties. Tall, leggy, with long black hair, elegantly dressed.

Brief

Tamiqua has won several national awards for journalism and is a local celebrity in Major City. She writes regular pieces for nationwide publications and is featured on nightly news programs. She is driven and dedicated, but compassionate and a firm believer in truth.

Weapons & Equipment

handheld computer/phone/recorder
laptop

Cast 2

Name: Connor O'Quinn
Char Type: Regular Joe
Occupation: Freelance Photographer

BLK: 3 **Morality:** Normal
BRN: 2 **Health:** 9
COR: 3 **Grip:** 12
WIL: 4 **Move:** 6

Skills

Hand to Hand 2
Sweet Talk 1
Technical 3
Watchfulness 4

Description

20-something Irishman, short curly red hair, freckles, square jaw and bright green eyes. Wears khaki shorts, fisherman's sweater and khaki safari vest with lots of pockets.

Brief

A young up-and-coming photographer who's eager to prove himself, Connor has traveled Europe and the Middle East in search of daring and one-of-a-kind photos. He doesn't mind taking risks, is easily excitable and doesn't care much for authority.

Weapons & Equipment

expensive camera
another expensive camera
expensive digital camera
expensive camera equipment

Cast 3

Name: General Garth Ambler

Char Type: Action

Occupation: US Army General

BLK: 3

Morality: Good

BRN: 4

Health: 9

COR: 2

Grip: 15

WIL: 5

Move: 5

Skills

Gun 3

Hand to Hand 3

Melee 3

Detection 3

Description

Ramrod straight with short iron-grey hair and chiseled features, always dressed in his command uniform although it's a little rumped. He chews big black cigars but never smokes them. Although he's in his 60's, he still cuts an impressive figure.

Brief

General Ambler is a career soldier who made his way up from the trenches. His no nonsense attitude and simple practicality make him very popular with the enlisted men but not very loved by the rest of the brass. He very much admires bravery and those who struggle against heavy odds and has no love for secrets and "no good dirty liars."

Weapons & Equipment

heavy pistol

Bad Girl 1

diabolical, driven, immensely powerful and bent on the destruction and domination of all other living things. Nothing will get in her way. (Don't ask - it's best not to question it.) She never says a word or shows emotion, except when puppy is involved.

Name: The Little Girl

Grip Check: none

COR: 4

Health: 200

Fighting Skill: none

Damage: none

Move: 5

Weak Spot: 0

Powers

- *Wall of Force* - A frontal forcefield that protects the Little Girl from all harm. It is invisible, ten feet tall and completely invulnerable to all attacks (from the front).
- *Wave of Force* - A sweeping, crushing, unstoppable, invisible force, attacking with Skill 9 and causing Catastrophic damage
- *Levitation* - Can move herself in any direction with a Move 10.
- *Bad Reputation* - When first encountering the Little Girl, there is no Grip Check; once they know what she's capable of, PC's must make a Scare check *every time* they see her.
- *Playing Innocent* - One of her favorite tactics is to bat her eyes, flash an innocent smile and pretend she's not intent on enslaving the world. Anyone who has NOT seen her in action must check WIL or believe the charade, going so far as to protect this "poor innocent child" from anyone who would harm her.

Skills

Watchfulness 8

Sneak 7

Science 9

Technical 9

Vulnerabilities

Puppy Love - She will not willfully harm a puppy; if she does she will collapse in a sobbing heap and be helpless for 1 minute. Then she will be very very angry.

Description

The Little Girl appears, not surprisingly, as a little girl. She wears a pink dress complete with those adorable little shoes and knee socks and has pig tails, dimples and a cute smile. Underneath, she is

Bad Guy 2

Name: Looters

Grip Check: Startle

COR: 3

Move: 6

Health: 9

Weak Spot: 6

Fighting Skill: 6

Damage: Knife, club or light pistol

Powers

- *Mob Rule* - Looters always move in packs; whenever one is knocked out or defeated, there is a 50/50 chance (roll even on a D10) that two more will suddenly appear to take his place.

Skills

Gun 6

Hand to hand 6

Melee 6

Watchfulness 4

Sneak 4

Vulnerabilities

None

Description

Born and raised in the tough streets and back alleys of Major City, these gangbangers are mean, greedy and always ready for a scrap. Decked out in the latest street gang garb and proudly flashing their signs, they pack a variety of weaponry and know how to use it.

Bad Guy 3

body armor and riot helmets and are covered with a variety of specialised top-secret equipment. They never speak and always communicate in hand signals.

Name: Very Elite Military Troops (VEMT)

Grip Check: Startle

COR: 4

Move: 9

Health: 15

Weak Spot: 4

Fighting Skill: 8

Damage: By Assault Rifle

Powers

- *Guns Galore* - VEMT members will have all have assault rifles with unlimited ammo, plus big sidearms and other specialised weapons as you see fit. All weapons are of high quality, have laser sights and the latest advances, so VEMT troops will have +1 to hit, extended ranges, armor piercing rounds, etc.
- *High Tech Equipment* - These guys have the full power of the Federal Government behind them, so they should be ready for anything. Night vision goggles, motion sensors, stun grenades, knockout gas, etc. should be a standard part of their equipment. Also, make up any special equipment to combat the PC's super powers, such as reflective armor to absorb energy attacks, sonic guns to stun the strong guys, special helmets to block telepathy, etc.
- *Body Armor* - All VEMT troops are equipped with the latest in personal protection. Lower all damage by one full level.

Skills

Gun 8

Hand to hand 8

Melee 8

Watchfulness 8

Sneak 8

Vulnerabilities

None

Description

Decked out in black combat fatigues from head to toe, these guys are the best of the best of the best. Culled from every top military fighting group in the nation, they are the cream of that crop, a band of highly trained, extremely aggressive and efficient soldiering machines. They are intimidating in their

Mood

1. More Than Meets the Eye

Clearly, something wack is happening in Major City. Bizarre, seemingly random attacks, no sign of theft, mysterious military types crawling all over... the PC's are in the dark and they should start craving answers.

2. That Darn Military!

Whatever's happening, the military should be getting the blame for it. It will become obvious that they (except for General Ambler) are trying to cover up yet another of their experimental-weapons-gone-bad screw ups. No offense intended for real life soldiers - these fictional RPG guys are just up to no good!

3. The Mystery of the Little Girl

The real kicker to the mood of this script is the Little Girl. Her ultimate motives, origins and nature should always remain a mystery to the PC's. There are no answers, other than she must be stopped, and anyone looking for them will only find more and more questions.

4. Helpless Heroes

Part of the fun here is that the Little Girl is just SO DARN MACHO! If you play her right and really abuse the heroes, they should feel truly helpless - largely because they are. The only chance for success is NOT brute strength, but to outsmart her. Attempts at direct confrontation should always end in disaster.

Chain of Events

1. Disaster Strikes

This day dawns like any other in Major City - the sun shines down from a clear blue sky, honest, hardworking citizens pack the city streets with their comings and goings, and a large apartment building downtown suddenly explodes into flame and threatens to collapse. The PC's arrive on scene and do their best to help evacuate the people still inside. There will be a dozen or so, and the building will only remain standing for ten Rounds. During the rescue, Watchfulness will reveal that there is a large hole knocked in the wall at the rear of the building, but that debris is blown *into* the hole and not out, as would be the case in an explosion. Use of Detection afterward won't turn up too much, since the destruction from the fire and collapsing building is catastrophic, but a few important details might be uncovered:

1. Looks like someone (or something) smashed through the walls and floor trying to get into the basement.
2. There seems to have been a secret room in the basement, but it's contents have been destroyed.

2. The Looters

The PC's are visited later that day by news reporter **Tamiqua Jones** and photographer **Connor O'Quinn**. They ask for an interview with the characters regarding the disaster at the apartments, and hint that they know something. If questioned, they will reveal some interesting information. Both had been investigating a recent series of disasters in nearby states (similar to the one at the apartment building) that seemed to be leading toward Major City. They suspect something bigger and more dangerous is afoot, and that the government might somehow be involved, showing photos of "men in black" visiting the sites of previous disasters. Working with the characters they should be able to formulate the theory that someone is looking for something. The meeting is interrupted by another explosion and fire, this time in a posh downtown shopping area. This time, there is no

danger of falling or burning buildings, but the PC's must face a gang of local toughs who are looting the mall. There will be ten gangers to start, and hopefully more after the battle is joined (see the Looter power of Mob Rule). Detection afterward will show similar evidence of a secret basement hideout, but this time it is much larger (several rooms, sophisticated computer equipment, etc.). Further investigation will be halted by the arrival of the US Army under the command of **General Ambler**. He will thank the characters for their assistance and then promptly dismiss them. Ambler has been called in to take charge of the situation under the cover that it may be a "terrorist attack." He doesn't know the real story and believes what he has been told.

3. Little Girls and Guys With Guns

The next day **Tamiqua** and **Connor** visit the PC's again, this time with some interesting news. They have assembled some sketchy evidence that points to an interesting conclusion - that the attacks are being carried out by a little girl in a pink dress (the Little Girl). She has been present at several attack sites (blurry photos, security tapes, eyewitness accounts, etc.) and during yesterday's mall fracas, Connor managed to snap a digital photo of her leaving the area - floating several feet off the ground. Tamiqua has also predicted the location of the next attack, based on the pattern so far - somewhere in Major City's colorful Chinatown district. If they hurry to the area, the PC's will arrive just in time to see a large explosion rock the block, coming from a Chinese restaurant. As they rush inside to investigate, they are attacked by a crack unit of VEMT (three for each PC). The soldiers are under the impression that the PC's are attempting to steal the device and will use lethal force to stop them. Watchfulness will reveal the Little Girl making her escape during the ensuing fight. Anyone trying to stop her will be in for a rough time. This time the PC's get a clear glimpse of a rather extensive secret government-type base hidden under the restaurant (obviously the source of the guards). **General Ambler** will arrive immediately after the fight, again with the army in tow, and restore order. He again tries to warn the PC's away, but will listen to any theories that the government is involved. If this



Armageddon Wore a Pink Dress

suggestion is made, he will ask for proof and promise to help if such evidence is presented.

4. Seeing Pink

By now the PC's have enough clues to piece together what's happening, and a little thinking will put things quite in order. **Tamiqua Jones** and **Connor O'Quinn** will help fill in any gaps the characters miss. Research so far will put the Little Girl at the scene of most of the disasters, and reveal some decidedly un-little-ladylike powers and behaviors. More digging (and a little common sense) will pinpoint each of the locations as a secret base/safehouse belonging to a mysterious uber-secret black ops military organization - so secret that it doesn't even have a name. Various front companies own the properties, but Tamiqua has powerful contacts who can (anonymously) provide documentation. Armed with these two important clues, the PC's shouldn't have any trouble leaping to the conclusion that the government has something hidden that the Little Girl wants - and that she'll stop at nothing to get it. Obviously, to end her reign of terror and destruction, the PC's will have to get it first. Enough thinking. Now it's time for action!

5. What Little Girls Are Made Of

Armed with this information, the most logical course from here is to turn to **General Ambler** and call him on his promise. The PC's should have enough proof now to persuade him that the military is involved in a giant coverup, which will really chap his hide and get his patriotic juices flowing. The General will use his influence to dig up some real answers. It will only take him a few hours to uncover the truth about the Device and the Nameless Organization's ruthless and stubborn efforts to hide it from the Little Girl. He will also track down the current location of the Device (another top-secret underground military base, this time hidden under a mini-mart in a residential district) and sneak the characters inside. This is the largest facility so far, with several levels and plenty of security and VEMT's. Even so, with General Ambler's help the group should be able to make it to the high-security vault where the Device is being stored. Just as they do, however, the Little Girl arrives in full

force and the battle is joined. While fighting IS an option, it should prove not only highly painful but also highly painful, and eventually (unless a miracle occurs) the PC's should find themselves on the losing end. The only way to successfully defeat her is to destroy the Device, which is quite simple, and will cause her to pout a little and then leave the city without a backward glance.