

This short adventure for the **Awfully Cheerful Engine!** is designed to be played as a one-shot. The adventure features a group of Heroes dealing with a gang of apes which has taken over a department store, *Bronson & Sons*. It is designed for a group of four starting characters, and is intended to be a fairly easy encounter.

The general 'theme' of this adventure is cartoonish mayhem. The players are Heroes who help the community of Littletown. Nobody will die!

THE HEROES

The players should each create one Hero using the core rulebook. This adventure assumes the

MONKEY BUSINESS

Heroes are being asked by the Mayor to help resolve a crisis in Littletown, although players should feel free to choose any Roles they enjoy. The "why" doesn't matter. Have fun!

THE APES

The apes comprise a small gang seeking to make a name for themselves. They consist of four chimps and one gorilla.

The chimps — **Duggie**, **Burt**, **Fredo**, and their boss, **Bob Hope** — are dressed in Prohibition-



era suits and hats, and wield tommy guns. The gorilla, **Ernie**, a massive brute, has outfitted himself in gear from the department store's sports department, and is currently wearing oversized American Football gear and wielding a massive baseball bat.

If you can manage it, the apes should be played as comedic Prohibition-era gangsters; if you can do the accents, even better!

There is one chimp on each level of the department store, except for the ground floor which is where **Ernie** is waiting. There is also one chimp (**Fredo**) on the roof of one of the adjacent buildings, and **Duggie** is on the roof of the department store itself wielding a bazooka.

BRIEFING

The Heroes are called in to City Hall. Mayor Stoll is conducting the briefing and assigning tasks. Behind him is a huge vidscreen map of this area of Littletown, with bright flashing red dots indicating emergencies in progress.

The Heroes are assigned Case #451 - a department store has been taken over by apes! The street has been evacuated, but there have been civilian casualties. Time is pressing, and the Heroes need to hurry to the scene right away!

ON OUR WAY!

The Heroes can head down to the garage level of City Hall and use cars or motorcycles, or anything which sounds fun. The crime scene is about ten minutes away. On the way, choose a random crime which the Heroes quickly resolve. This is not intended to be a combat encounter, and should be a trivial task, but it helps ease the Heroes into their roles before the main adventure begins.



Once the crime is resolved, have each Hero make a Moves roll. This determines in what order they arrive at the department store. Make a show of the slower Heroes arriving a minute or so later than the fastest, and encourage the players to have fun with that.

SCENE OF THE CRIME

When the Heroes arrive, they find themselves at the end of a street. The department store - *Bronson & Sons* - is at the other end of the street, about 100 feet away. Between the Heroes and the store, there are several crashed cars, two of which are burning.

Have the Heroes make Smarts checks. The Hero who rolls the highest hears a baby cry from one of the burning cars, about 50 feet away. The Hero who rolls the next highest spots movement on the roof of the department store, although it is unclear what is there.

There are three apes the Heroes need to worry about right now:

- ◆ **Duggie** is on the roof of the department store with a bazooka. If the Heroes get within 50' of the store, he will open fire. He has cover, as there is a wall round the top of the roof.
- ◆ **Fredo** is on the roof of the 3-story parking garage on the right side of the street with his tommy gun. He will attempt to harry the Heroes, peppering them with automatic fire. If they manage to wound him, he will flee along the rooftops back towards the department store. It's easy to get to that roof, as the parking garage is open and accessible, so a rooftop chase might ensue if one or more of the Heroes decide to head up that way.
- **Bob Hope** is on the third floor of the department store, peering down the street through a curtain. He will fire a few shots from the window, but if the Heroes return fire, he'll duck back out of sight.

The baby is in the yellow vehicle. That vehicle is on fire, and in the front seat is the baby's mother, trapped by her seatbelt. It requires a normal 10 Brawn check to pry open a car door to rescue them. The windows are made of reinforced plexiglass and should a Hero try to smash one it will need a similar roll.

CHIMPS

Health 2 Defence 12

Smarts 2

Moves 4

Charm 2

Brawn 2

Tommy gun 4 (2 damage)

Bazooka 4 (3 damage)

Chimps can climb freely. They don't need to make any kind of dice roll to climb walls, ceilings, trees, or any other surface.

GORILLA

Health 6 Defence 9

Smarts 1

Moves 3

Charm 1

Brawn 6

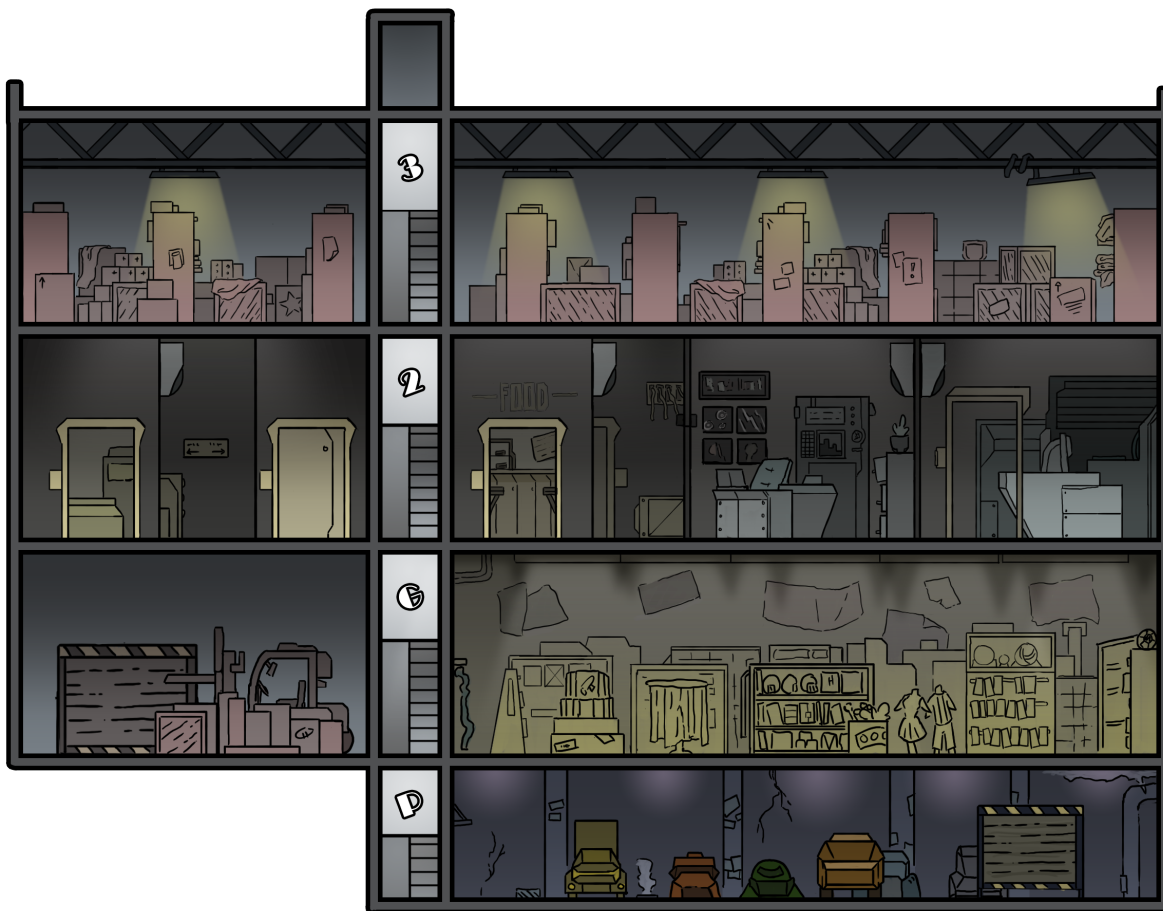
Baseball bat 6 (2 damage)

Gorillas can throw objects with great force. A chair, desk, or other object does 2 damage and uses the Gorilla's Moves Stat.

OUTSIDE THE STORE

When the Heroes get within 20 feet of the store they will be able to see an alleyway which goes down to the left of the store, round to the back, and a ramp to the right which leads down to the store's underground parking garage.

- ◆ The alleyway leads to the loading bay around the back. There's a large, wide shutter which leads to the loading area. It's
- ◆ currently down, but the lock can be shot off easily, and the shutter lifted to reveal an area filled with boxes and crates. There's a lift outside on the back wall of the



department store which goes all the way up to the roof. It requires a keycard, but the Heroes can hack it with a normal 10 Smarts check.

- ◆ The ramp leads down to the parking garage. The shutter is almost down, but there's about half a foot spare at the bottom. A peek through reveals the garage to be mostly empty with half a dozen or so vehicles. The shutter is jammed and requires a hard 20 Brawn check to lift.

BRONSON & SONS

The building is four stories in total, with big double doors at the front, and a loading bay at the back. It's an older building, lacking many of the modern conveniences you'd expect.

The Heroes are free to adopt whatever plan they wish, Go along with any good ideas and encourage creativity. They might split up, or stay together; there are various ways into the building, including the loading bay, the lift to the roof, the parking garage, or even from the roof of a nearby building.

As they move about, they may choose to be stealthy. Have them make Moves checks; their target is 10. If they fail any checks, have them make a loud noise in some comedic way -

somebody steps in a cleaning bucket, drops their daystick, sets off a toy fire truck on the main shopping floor. If they fail a check as they move from one floor to the next, the ape on that floor will be alerted, in cover, and will get a free turn on them before the fight breaks out. If they make their checks, they can catch the apes out of cover.

WHERE ARE THE APES?

Basement. Parking garage. **Burt** is here, hidden under a truck.

Ground Floor. Loading bay and main shop floor. **Ernie** is here, on the main shopping floor.

First Floor. Offices. **Bob Hope** is here, in an office, sitting in a chair like an executive, his feet up on a table, his tommy gun across his lap.

Second Floor. Warehouse and storage.

Roof. **Duggie** is stationed here with his bazooka.

Fredo, if he managed to flee previously, is on the roof with **Duggie**.

Play this fast and loose. Let the Heroes do whatever they like; it shouldn't be too difficult, and this adventure is supposed to be a fun introduction to a campaign or a fast-paced one-shot. Feel free to improvise and riff off what the players think up.

BASEMENT / PARKING GARAGE

The basement garage has half a dozen vehicles parked in it, but it is mainly empty. It smells strongly of urine. There are two sets of stairs leading from this level up to the main building.

Burt is hidden under a truck about 40 feet away from the entrance ramp. He has cover there, and he opens fire with his tommy gun once the Heroes are all inside the garage.

GROUND FLOOR / LOADING BAY & SHOP FLOOR

The loading bay contains various crates, a fork-lift truck, and metal pallets full of goods. A wide shutter, 20 feet across, leads out to the area behind the store where hover trucks pull up to unload their wares; it is locked, but the lock can be easily shot off. A 10 foot wide doorway leads to the shop floor; there's no door there, just strips of plastic sheeting. Steps go down to the parking garage and up to the higher levels of the building.

The shop floor is large, open-plan, and filled with goods of all kinds - homeware, fashion, sporting, toys, electricals, and so on. **Ernie** is in the sports department, decked out in football gear and a baseball bat.

FIRST FLOOR/OFFICES

This is a maze of offices, restrooms, staff rooms, a canteen, and so on. In one office facing the front of the building is **Bob Hope**. If he's caught unawares, he's sitting behind a desk in an office chair, his feet up on the desk, his tommy gun across his lap, eating a banana, and pretending to be an executive.

SECOND FLOOR/WAREHOUSE

This large open floor is filled with crates and goods. There's plenty of cover, and places to hide - in fact, there's a **vagrant** called Jimmy Two-Shoes (he only has one shoe) up here, camped out in one corner behind some boxes. A normal 10 Smarts check will reveal him from his stench. He can tell the Heroes where all the apes are.

ROOF

Duggie is on the roof with his bazooka. He loves using his bazooka. The stairs from below emerge in a small concrete hut, which he has barred from the outside — Hard 20 Brawn to break through from the inside.

AFTERMATH

Once the apes have been arrested, reinforcements will show up to cart any prisoners off to jail.

