



HOT WHEELS

A One Page Adventure for Tropicana by Mauro Longo and Giuseppe Rotondo

An introductory adventure for Tropicana, for 3-6 Novice Heroes or a Startup Agency. Prepare for brawls and wild chases in the streets of the exotic city of San.José, where the Heroes must protect a wild girl who can't stay away from danger.

INTRODUCTION

The rich lawyer Julio Hernandez is worried about his daughter Josefina, and with good

reason! A few weeks ago she destroyed her very expensive car, and... the best is yet to come!

Hired by Hernandez, the Heroes are asked to watch over her.

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GAME MASTER BACKGROUND

Josefina enjoys the illegal car races that are run every night in the city's suburbs. The night the Heroes are hired, she plans to drive in a race, but she doesn't know that among the racers is "Fury" Fiona, the driver she stole her boyfriend from, ready to take her revenge.

SCENE 1 – HIRED

Hernandez receives the Heroes in his rich flat in the city centre. He explains some of the trouble Josefina got into in the past: she was expelled from school three years ago for beating up half a dozen schoolmates, she is not studying or working now, and Hernandez is very worried, because she goes out almost every night, three weeks ago she wrecked her new car and, even though she wasn't hurt in the accident, a few days later she came back home visibly shaken and bruised, as if someone had beaten her. In short: she seems to have a tendency to cause trouble, and her father wants someone to keep an eye on her. With discretion, if possible.

He gives the Heroes a locator that indicates the position of Josefina's car (a new, flaming red sports car). The locator has a 2 mile radius.

Hernandez is willing to pay \$200 per hour for the group.

As soon as the discussion is over, the locator indicates that Josefina's car is leaving the building!

SCENE 2 – HIT THE ROAD, JO

Thanks to the locator and a bit of luck with the traffic lights, the heroes manage to catch up with her. Unfortunately, she must have noticed them, because she blows them a kiss through the rearview mirror and jumps the red light. If the Heroes don't want to lose her again, it's time to hit the gas!

CHASING JO

Josefina drives like a madwoman, ignoring all traffic laws, but she's quite good at it.

This is a standard 5 round Chase with two exceptions: the Heroes probably don't want to attack her and neither does Josephine want to

hurt them, so whenever a character receives a Clubs card, ignore the Complications column in the Chase table, and simply apply a -2 to the Driving roll for that round, representing groups of tourists, traffic jams, buses coming their way, and other inconveniences.

Josephine has Driving d8+2, and she's a (very) Wild Card.

If in any round the Heroes fail to score at least one success, they lose sight of Josephine's car, but they can still locate her the next round with the locator, with a Driving (-2) roll.

If in any round the Heroes score a Critical Failure, or if they receive a lower card than Josephine in the fifth round, they have lost her.

PIT STOP

Josefina stops at a gas station outside the city, in a towny suburb.

If the Heroes didn't lose her, she congratulates them on their skills, and invites them to enjoy a lovely night of... but the conversation is interrupted by the sudden arrival of a group of thugs, interested in the girl's car.

If the Heroes lost her, they arrive when the thugs are already around her!

THUGS (1 PER HERO+2)

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

Skills: Driving d6, Fighting d6, Notice d4, Shooting d6, Throwing d4

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

Gear: Knives or brass knuckles (Str+d4), but one has a S&W revolver (range 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1), which he will use to Intimidate the Heroes, at first.

SCENE 3 – TACOS AND TALK!

Grateful for their help, Josefina takes the Heroes to a healthy late dinner, and explains in very plain terms that she is going to take part in a race. She adds that if they try to stop her, she will tell her father that she was beaten up by the Heroes! She is, at least, willing to let them come with her, as long as they don't attract attention.