

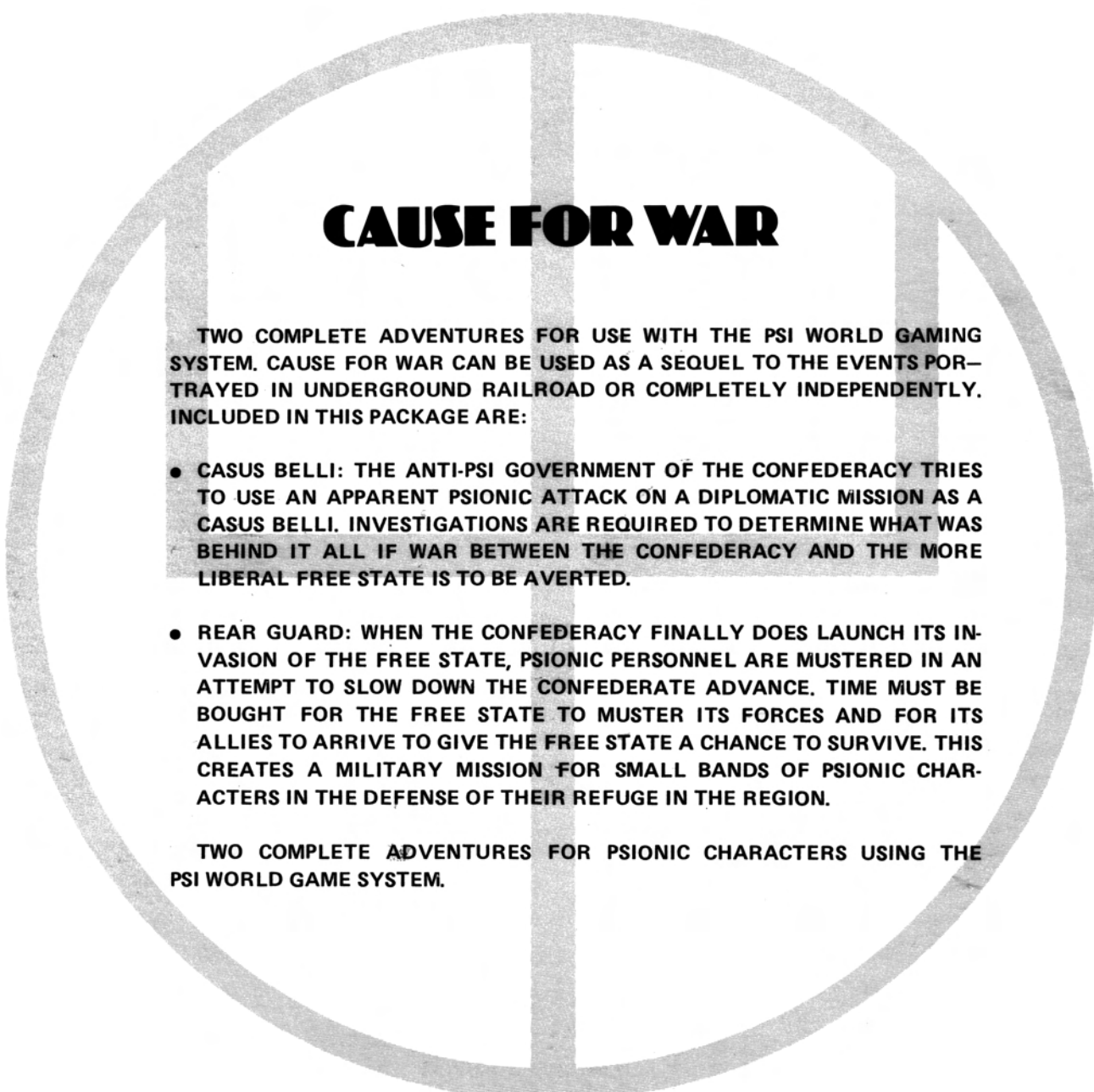
PSI WORLD™

CAUSE FOR WAR

Design: J. Andrew Keith



William H. Keith Jr.
-1985-

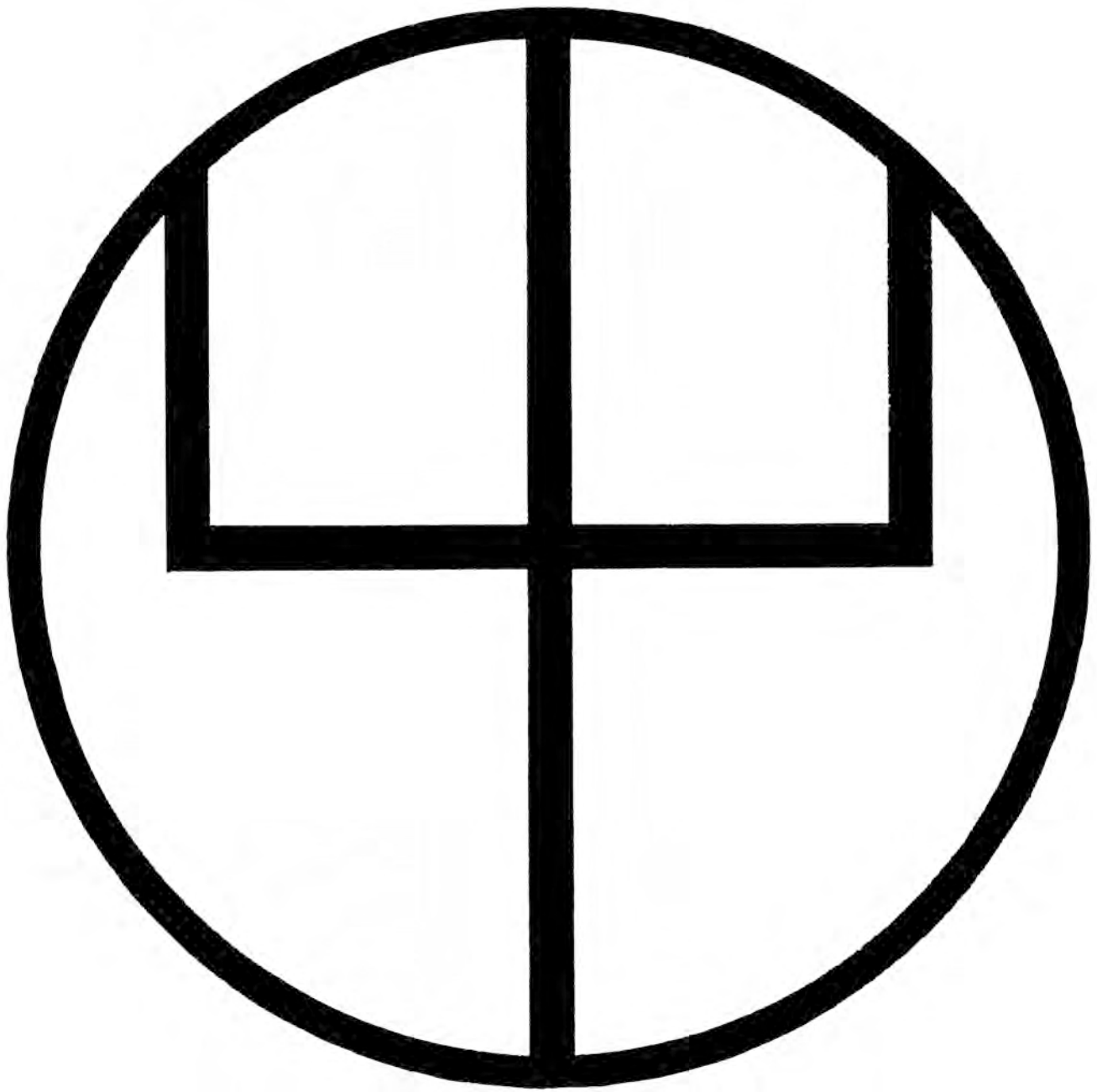


CAUSE FOR WAR

TWO COMPLETE ADVENTURES FOR USE WITH THE PSI WORLD GAMING SYSTEM. CAUSE FOR WAR CAN BE USED AS A SEQUEL TO THE EVENTS PORTRAYED IN UNDERGROUND RAILROAD OR COMPLETELY INDEPENDENTLY. INCLUDED IN THIS PACKAGE ARE:

- **CASUS BELLI:** THE ANTI-PSI GOVERNMENT OF THE CONFEDERACY TRIES TO USE AN APPARENT PSIONIC ATTACK ON A DIPLOMATIC MISSION AS A CASUS BELLI. INVESTIGATIONS ARE REQUIRED TO DETERMINE WHAT WAS BEHIND IT ALL IF WAR BETWEEN THE CONFEDERACY AND THE MORE LIBERAL FREE STATE IS TO BE AVERTED.
- **REAR GUARD:** WHEN THE CONFEDERACY FINALLY DOES LAUNCH ITS INVASION OF THE FREE STATE, PSIONIC PERSONNEL ARE MUSTERED IN AN ATTEMPT TO SLOW DOWN THE CONFEDERATE ADVANCE. TIME MUST BE BOUGHT FOR THE FREE STATE TO MUSTER ITS FORCES AND FOR ITS ALLIES TO ARRIVE TO GIVE THE FREE STATE A CHANCE TO SURVIVE. THIS CREATES A MILITARY MISSION FOR SMALL BANDS OF PSIONIC CHARACTERS IN THE DEFENSE OF THEIR REFUGE IN THE REGION.

TWO COMPLETE ADVENTURES FOR PSIONIC CHARACTERS USING THE PSI WORLD GAME SYSTEM.



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CAMPAIGN BACKGROUND

This book contains two inter-connected adventures for **Psi World**, sharing a common background. They can be played as a complete campaign, or each can be run separately as an isolated scenario. This background section, however, is common to all adventures.

The adventures use the basic rules from **Psi World**, but do not share the same background as the adventures in the original game. All information needed by the Gamemaster to set up these new adventures is presented in this section of the book, though of course, it is always possible to change any part of the background to suit an on-going home-grown campaign. Conversion of adventures from one background setting to another is always fairly straightforward.

These two scenarios are compatible with a previous **Psi World** adventure packet, **Underground Railroad**. In fact, the adventures here can continue the campaign started in that book, though neither book is required in order to play the other. All necessary information from **Underground Railroad** is repeated again here, along with new material to cover developments and locales not important in the previous situations.

BACKGROUND

As the Twentieth Century drew to a close, a mysterious disease known only as The Great Plague swept out of Eastern Europe, ultimately breaking out all over the world. There are those who claim that it was a tailored agent intended for bacteriological warfare which went out of control, while others believe it to be of extraterrestrial origin (pointing to the return of the Soviet Mars Mission only weeks before the first cases were reported in Warsaw and Prague). Certainly it was something quite outside existing medical science, and it proved devastating.

A person who caught the disease lived or died strictly according to natural immunities, and no small dose of luck, for no cure or vaccine was ever discovered. Though a large number of people never caught the Great Plague, it still wiped out over 40% of the world's population in a matter of months. Nine out of every ten victims of the Great Plague died. Only a handful of those infected lived through the ordeal.

Strangely, it seemed that those persons who did survive a bout of the disease were those with the greatest psionic potentials; the genes that controlled the individual's resistance to the Plague were evidently linked somehow to those which governed latent psionic abilities. Frequently, too, it seemed that exposure to the Plague awakened those abilities, and moreover these powers could be passed intact to children of plague survivors thereafter. The 'psi gene' became increasingly dominant, and though the number of Psis was and is small, it is steadily growing.

While the Plague remained a threat, Psis were carriers of the disease, immune to its effects, but capable of passing it on to others. It was little wonder, then, that, early on, a hatred of this new minority began to emerge. When the disease finally ran its course and faded away (as mysteriously as it had first appeared), the image of the 'dirty Psi' spreading sickness and death was too well established to be easily put aside. Prejudice was further fed by envy and hatred, as 'normals' began to resent the powers and talents of the psionic minority. Psionic persecution became commonplace world-wide, though the nature and intensity of such feelings vary from area to area.

The emergence of psionic powers among a small but significant number of people was not the only legacy of the Great Plague. The Plague Years set back world civilization, bringing about a partial collapse of society. Quarantines and travel restrictions, together with the mortality rate in many key job areas, dealt a death blow to the world's economy, and recovery was slow. Large cities were hardest hit, for these were at once the most exposed to the unchecked spread of the disease and the places most dependent on failing transportation and services. Most of the larger cities were virtually depopulated, if not by the Plague, then by the panic and bloodshed that followed. They remain today as ruined monuments to an era now dead, populated by the half-wild descendants — some psionic, some not — of those who

survived the troubles and refused to leave. Old memories weigh heavily in these desolate streets, and few now dare to visit them.

In essence, society was forced to shift away from an urban base. Centralization is now maintained by modern communications and computer technologies, and it is in medium-sized cities, towns and rural communities that the future now lies. Much technical knowhow was preserved through the bad times, and now, two generations after the Great Plague, the world is finally recovered to the point where technology and knowledge have begun to pass the pre-collapse world by.

But regionalism still prevails; what was once the United States is now a rough assortment of twenty-odd independent nations, each with its own government, goals, and way of life. This is true the world over; with the collapse of transportation, the days of distant, impersonal governments died, and people rediscovered local pride and self-determination.

Technical expertise is now largely in the hands of business, rather than government. Over the past three decades, for instance, a renewed assault on space has been led by corporate consortiums; regular space shuttle flights are again common, and the beginnings of space colonization and industrialization well under way. The first L-colony has just been completed, and will shortly be open for settlement. Multi-national businesses, more efficient than any bureaucracy, and more powerful than any regional government, are a strong factor towards stability and the growth of world technology, although their power has caused these corporations to occupy an increasingly active role in global politics.

CAMPAIGN SETTING

Each of the two adventures included here is set in the wilderness areas of the southern part of The Free State, a small, independent nation greatly overshadowed by the aggressive Central States Confederacy. A long, watchful peace between the Central States and its neighbors (including the Free State) has become tense and uncertain, and war looms close as this campaign opens.

If these adventures are played as a continuation of the campaign in **Underground Railroad**, the outcome of those scenarios (particularly *They Strike at Dawn*) will influence the conditions found in these new situations. It is assumed that *They Strike at Dawn* ended in success, and the planned Confederacy invasion of the Free State was aborted by successful espionage activities. In an ongoing campaign, however, this may not be the case. The Gamemaster may choose to omit *Casus Belli* and proceed directly to *Rear Guard*; alternatively, the background of the adventure can be modified slightly to suggest that *Casus Belli* takes place after the start of the Confederacy invasion, perhaps during truce talks rather than treaty negotiations as suggested in the text. Other alterations are possible at the Gamemaster's discretion.

If the adventure scenarios herein are played in conjunction with the previous campaign book, these adventures can (and should) reflect the events and characters of what has gone before. Thus, if Lieutenant Harmon was killed in **Underground Railroad**, he obviously cannot appear in *Casus Belli* as escort commander.

A new character (though perhaps with similar stats and skills) can be provided instead. Similarly, player-characters may continue from previous adventures (if they survived those), or new ones can be created and introduced. The Gamemaster is ultimately responsible for maintaining all aspects of continuity in the overall campaign.

THE CONFEDERACY

The Central States Confederacy is one of the most powerful remnants of the old United States, dominating the region bordered by the Mississippi and Ohio Rivers, the Great Lakes, and wilderness areas of western Pennsylvania and southern Wisconsin. It is larger than any of the splinter countries surrounding this region, and is actually an amalgamation of several smaller nations forcibly united in a series of wars over the last twenty years. Its capital is Joliet, Illinois, now one of the

larger cities in the area, with the demise of the great metropolitan areas like Chicago.

Over the years, Confederacy government has grown increasingly centralized and totalitarian. Starting with a power base in what was Illinois, an expansionistic policy of aggressive unification has built the Confederacy into what it is today. The last Governor of Illinois, Anthony Wendell, used his popularity with both the people and the remnants of military and National Guard units to establish a strong government, and used a clever strategy to annex several neighboring regions and splinter movements as the 'bad years' finally came to an end; his brother James inherited the Governorship at his death, though he governed no more than a year before passing away. The grandson of James Wendell, Steve, is the fourth Governor of that family to rule in succession, and though he is still under-age, and thus dominated by advisors and department heads, the Wendell name continues to inspire great loyalty. Other members of the family occupy many high levels of government and the military.

Much of the government's power has been built on the twin pillars of external expansion and threats to internal security. Psionics has been targeted as the object of a massive and very effective propaganda campaign, and the persecution of Psis is especially heated in the Central States (though recently the Confederacy has more often than not been forced to manufacture crises out of whole cloth to keep the threat alive as they have driven the Psis out of the country or deep underground long since). Neighboring states have been absorbed, sometimes peacefully, sometimes by force, in order to 'drive back the psionic threat,' which has forced some neighbors to adopt as hostile an attitude towards Psis as the Confederacy. Others have stayed free only as a result of Confederate fears of an alliance that would force a multi-front war; the Central States have been forced to move cautiously to avoid antagonizing too many potential opponents at once, and were further slowed down by the need to consolidate each new gain they did manage to make.

Like all totalitarian states, the Confederacy needs expansion and the internal threat of psionics to justify their tightly controlled regime. The infamous Psi Police, a secret police network with wide powers, exists to stamp out Psionics, but, in fact, functions to keep all aspects of the populace under control. They are an arm of the Confederacy Guard, the military service of the Central States, which was formed from Army, Air Force and National Guard forces after the bad years had taken their toll. Agents of the Psi Police are granted commissions as Majors in the Guard, and have great personal prestige and authority.

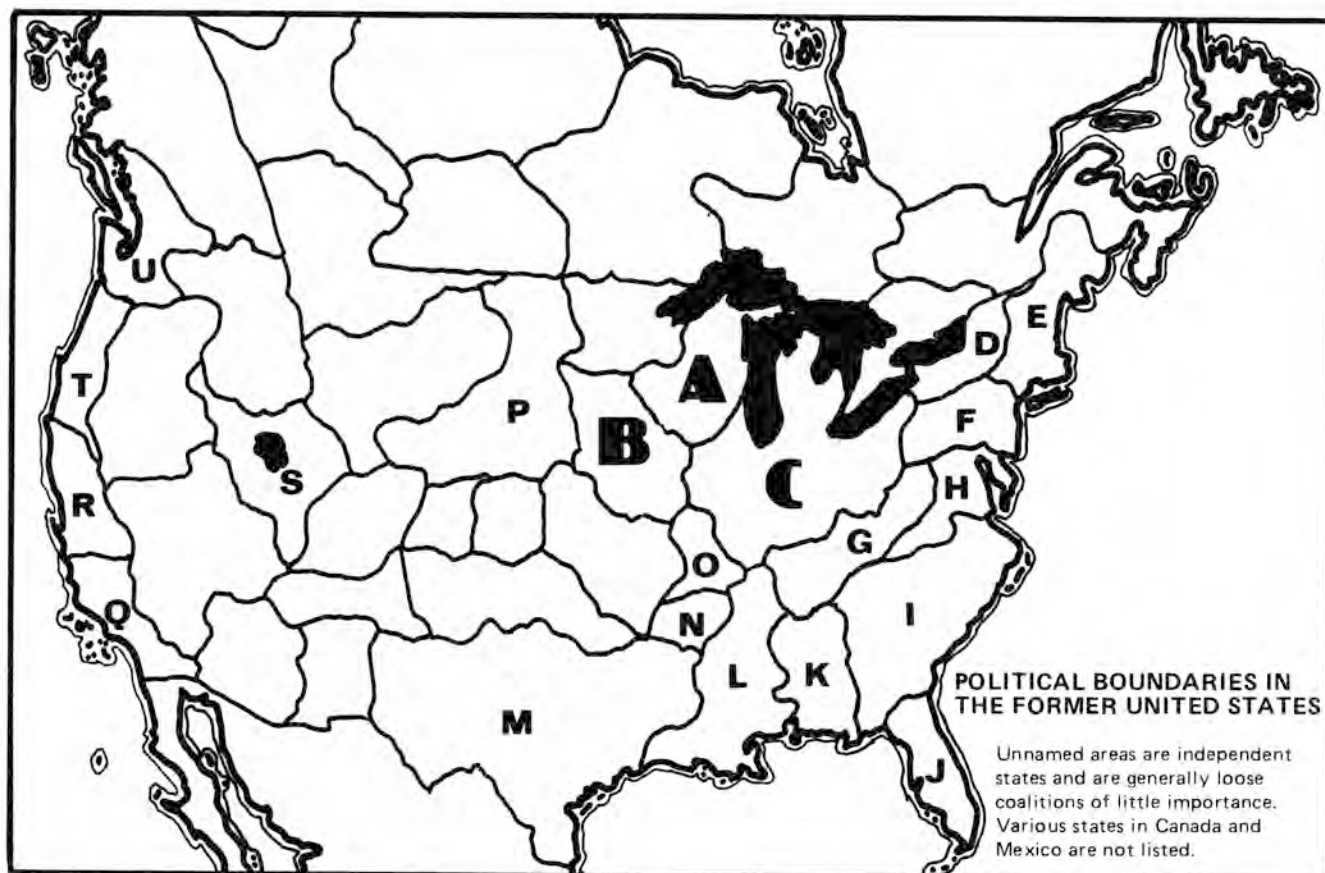
The common people within the Confederacy do not realize the extent to which they have been manipulated by the Wendells and their henchmen. They genuinely believe in the 'psionic menace,' and support the measure taken to suppress all psionic activity. Any use of psionics is illegal (though it is rumored that the Psionic Police are not above offering pardons in exchange for assistance), and the penalty for any psionic 'crime' is steep. First offenders are permitted to 'volunteer' for various types of medical experimentation; those who refuse to cooperate or repeat an offense after a (rare) pardon or survival of the experimentation are subject to psionic lobotomy and sterilization. The same penalty is visited upon any relatives who seem likely to share the psi gene with the actual offender.

After two generations of these restrictive policies, there is no such thing as an organized Psionic group within the Confederacy. Those Psis who do live in the Central States are mostly loners who hide their abilities and suppress all connections with others of their kind; sometimes, too, new Psis appear spontaneously, but those generally fall prey to sweeps by the Psionic Police. There are pockets of Psis who cooperate, usually in attempts to conceal each other, or help individuals escape government persecution by fleeing the country. The Free State, a small democracy located along the northwestern border of the Confederacy, is the only accessible nation where Psionics are not only tolerated, but actively accepted, and so is the usual destination for such escapees. The Confederacy maintains a strong presence in Lake-wood County along the Free State frontier to prevent such escapes, which are not good for propaganda purposes.

However, Psionics within the Free State established an 'underground railroad' which helped smuggle Psi fugitives across the border, avoiding border patrols and the Psionic Police to find a new life in the freedom of the Wisconsin Free State. As these adventures open, the underground railroad network lies in ruins after the Confederacy mobilized forces to invade the Free State; though the invasion was called off after espionage efforts revealed the plans for 'Operation Hunter,' a pre-emptive strike to conquer the Free State before the long-feared formal alliance of smaller nations could emerge from talks at Green Bay. Tensions still run high, and the threat of war remains strong.

THE FREE STATE

Rural areas of the world were less drastically affected by the Great Plague than were the more heavily industrialized regions; society, too, remained more stable in the wake of catastrophe and reconstruction. The Free State is typical of such areas. Comprising the bulk of old



Wisconsin, Upper Michigan, and portions of Minnesota, the Wisconsin Free State maintained democratic freedoms that vanished utterly in the 'Emergency Powers' granted to Governor Wendell and other leaders of the industrial areas. It remained far more stable and tolerant and much less prone to violence than its southern neighbor.

Though by no means universally accepted by the population of the Free State, Psis are not persecuted there, and find little discrimination on a government level (though, of course, prejudice and intolerance may still be found among individuals, as in any community). In the Free State, Psis enjoy the same freedoms as other citizens, and some government officials have given subtle encouragement to the organization of 'Psionic Freedom' groups within the bounds of Free State territory. One such group operated, until the recent troubles, the 'Underground Railroad' which smuggled refugees across the frontier from the Confederacy. These groups have no official standing, and indeed are theoretically illegal (for otherwise, the Confederacy could long since have used such 'meddling in internal affairs' as an excuse to attack); for the most part, though, the Free State has turned a blind eye to such activities, becoming the most important bastion of Psionic freedom from the Great Lakes to the Rockies. However, this very factor has also made the Free State the most prominent target of Confederacy propaganda efforts, and a key nexus for future Central States expansion efforts.

Free State policy has focused on the need to unite various border states into a strong alliance which will hold the Confederacy at bay. Recently, as this strategy began to pay off in successful negotiations at Green Bay, the Confederacy decided to risk war to bring down the Free State before a truly coordinated alliance could be organized. Operation Hunter, the Confederacy invasion plan, was supposed to knock the Free State out of action before the final Green Bay Agreements could be ratified, making maximum possible use of various propaganda gimmicks to attempt to blame the Free State for provoking the entire war. A surprise attack and a blitzkrieg-style advance would, the Confederacy reasoned, rapidly overwhelm the peaceful Free State, leaving the other border nations without a rallying point, and without time to react effectively. The plot was foiled when agents of the Free State, some of them psionic, obtained evidence of the invasion plan. The attack was called off, and the Confederacy issued denials that any such operation was ever contemplated.

The Confederacy's position was not, however, completely undermined by this espionage operation. Though the Free State was able to present a strong case to the other delegates at the Green Bay talks, the fact that no actual invasion materialized, and that some of the evidence was gained by Psis (whose motives and methods alike were popularly characterized as 'devious' and 'inscrutable'), produced a certain degree of uncertainty among the delegates. When a Central States diplomat, Joseph MacGregor, came to Green Bay with the avowed intention of ending the tensions and proving that his country had no territorial ambitions, he received a strong show of support from a significant number of the delegates. And his smooth, persuasive speeches tended to cast more suspicion than ever on agents of the 'international psionics conspiracy' for manufacturing lies to embroil the whole of mid-America in a war from which only the Psis would profit. MacGregor's charisma effectively defused the alliance, at least for a time — the first step in new Confederacy plans for dominance.

CLINTON COUNTY

The adventures in this book take place in Clinton County, a portion of the Free State which borders on the Confederacy. Map 1 shows the overall layout of the county and its relationship to the Confederacy town of Hunter's Lake (where the previous adventures in this campaign were set). Other maps included with the individual adventures detail specific areas of sites of importance in those scenarios. Locales which may figure into these situations are noted below.

CLINTON

This small town is the closest population center of any size to the Confederacy town of Hunter's Lake. It was the final stopping point of the old Underground Railroad network, and the location of the headquarters of that organization. Several homes in and around Clinton are owned by psionic families.

WOODALE

This large town on the shores of Lake Woodale was primarily a resort town before the bad years. The county seat of Clinton County was moved to Woodale some years ago. The town is defended by three companies of militia, but, like most Free State troops, these are of low quality.

MARSTEN

Marsten is a small town, important primarily as a road junction and as a link in the railway net which connects the capital at Green Bay with the southern and western portions of the Free State.

WOODALE RESORT

Standing atop a high hill on the southern shores of the lake, the Woodale Resort was a complex containing a hotel, various lodge buildings, and other entertainment facilities. The resort was converted into a headquarters for the county militia forces during the bad years, and the three companies based at Woodale are quartered and commanded from here.

MARINA

Actually a part of the Resort facilities, the marina contains docking space for fifty small boats. The militia uses these slips to berth motorboats of various sizes for use on the lakes and along the Orange River, particularly in disaster relief work.

GLOBAL CHEMICALS

This fenced compound is owned and operated by Global Chemicals Inc., one of the largest multi-national companies in the world. The compound is considered exempt from the laws and jurisdiction of the Free State, and is in effect a self-contained enclave of 'foreigners.' The power and prestige of the multi-nationals keeps their independence and other privileges intact under any conditions or dangers.

INDIAN TOWER PARK

Once a state park built around the cliff-like pinnacle of Indian Tower, this area is now hardly ever visited. The park buildings were taken over by a colony of ecology-minded idealists years ago; this commune is largely independent of the world around them and unconcerned in events outside their narrow horizons.

ROUTE 17

To the southeast, Route 17 connects Clinton to Hunters' Lake and the territory of the Confederacy; it then runs to Woodale, turning north to follow Woodale Road and then northeast to run concurrently with Route 88. In Marsten, the two highways split again, and Route 17 then winds north towards the city of Fond du Lac.

ROUTE 88

Route 88 runs from Green Bay in the northeast, through Marsten, and ultimately crosses the Mississippi into Iowa far to the west.

WOODALE ROAD

This major highway connects Woodale with the town of Algonquin Hollow to the southwest.

RAILROAD LINE

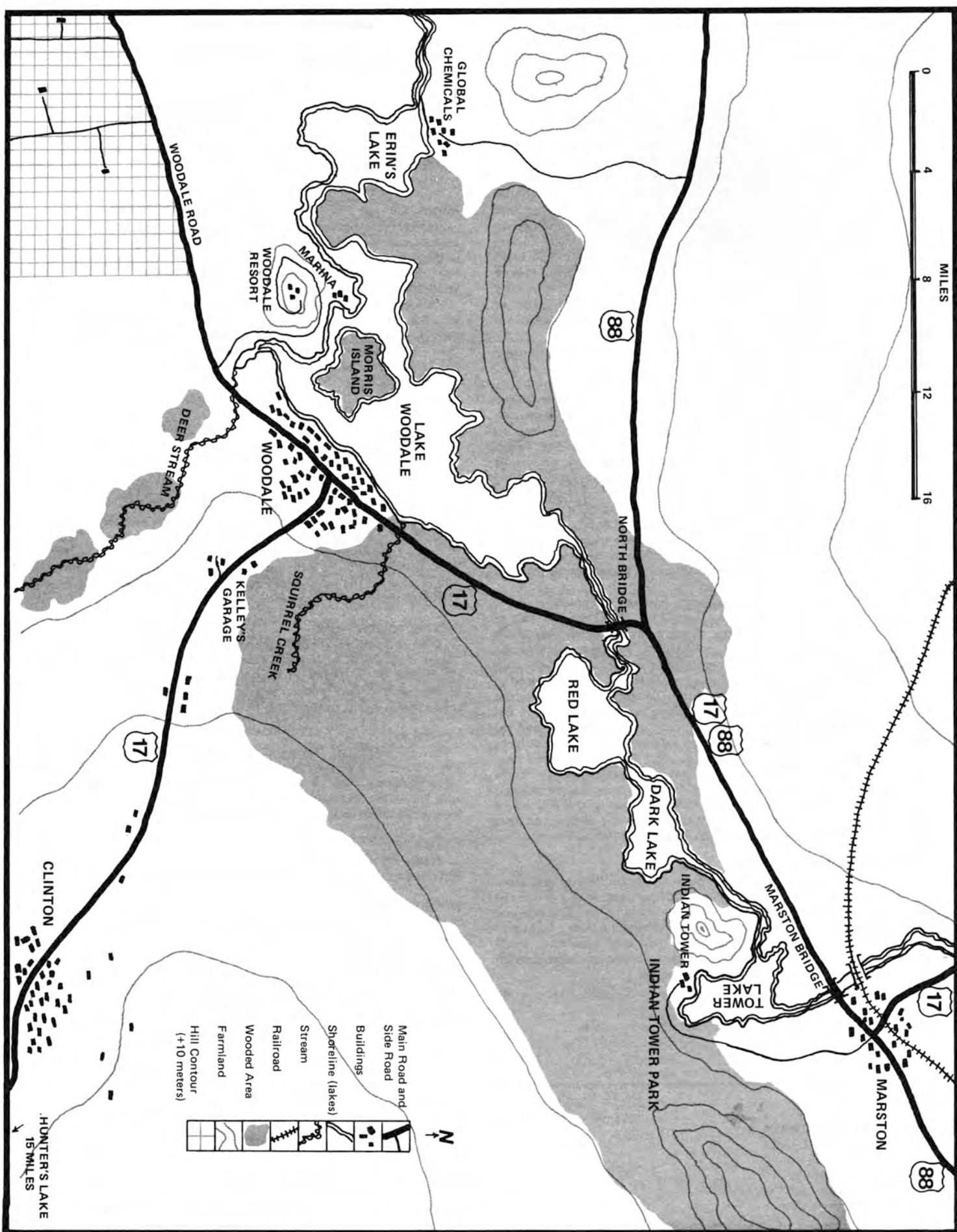
One of the few rail lines still operative in the Free State's territory, this is a vital link between the capital at Green Bay and the territory of the Plains Union on the other side of the Mississippi River.

MAP KEY:

A: THE FREE STATE
B: THE PLAINS UNION
C: THE CONFEDERACY
D: Federated Cities
E: Northeast Republic
F: Commonwealth of Pennsylvania
G: Appalachian Union

H: Columbia
I: Southeastern States
J: Greater Florida
K: Alabama
L: Mississippi Hegemony
M: Republic of Texas
N: Arkansas Federation

O: City of St. Louis
P: Dakota Free State
Q: Duchy of California
R: Fremont Confederacy
S: Mormon Commonwealth
T: Republic of Oregon
U: Union of Vancouver



CASUS BELLI

INTRODUCTION

This adventure, *Casus Belli*, is unusual for a *Psi World* scenario in that it is more oriented towards the unravelling of a mystery than it is towards the usual action-adventure side of role-playing. Though player-characters may encounter threatening situations, the primary thrust of the adventure is the use of clues and sound reasoning to uncover a dangerous plot and attempt to forestall a war. The use of psionic powers is strictly secondary to the application of powers of observation, inference, and deduction.

BRIEFING

Operation Hunter, the plan for a Confederacy invasion of the Free State was cancelled a month ago, when a band of psionic agents uncovered the secret of the attack. Before those plans could even be revealed to the delegates at Green Bay meeting to create an alliance against the Central States, the Confederacy was very carefully building up a wall of innocence. Their ambassador to the Free State, Joseph MacGregor, was quick to label the plans a fraud when they were revealed to the delegates at the Conference, and presented a very convincing case for his protestations. His claim that the Psionic Underground was responsible for forging these documents struck the old, familiar chord of psionic persecution, and several of the delegates were all too ready to believe his words. So the Free State had gained a reprieve from invasion — but the Green Bay talks came to an inconclusive end, with a strong alliance still unforged, and the Confederacy back in the position of supremacy in regional politics.

MacGregor presented preliminary plans for a nonviolent solution to the tensions, plans the delegates were eager to hear more about. The olive branch of peace made them think twice about preparing for war. One of them, the ambassador representing the Plains Union, was so intrigued that he obtained permission to accompany MacGregor back to the Confederacy to continue discussions.

But the two diplomats didn't finish their journey. Just outside the town of Woodale, their two cars, along with an escort of Confederacy Guardsmen, were attacked. Both ambassadors died, along with several soldiers; their leader, a Guards Lieutenant named Harmon, has claimed that the attackers were terrorists who used psionic powers. There are several independent witnesses, including aides to the Union ambassador, who agree with Harmon's story.

The incident led overnight to the worst crisis to face the Free State since the bad years. The Plains Union had always been an important trading partner, and sometime ally, but Union attitudes towards Psis there were far less enlightened. This attack by Psionic terrorists in Free State territory had cost the life of an important Union official, and, as everyone knew, psionic groups were tolerated, sometimes even backed, by the Free State government. The Union wanted satisfaction, and quickly; if the Free State failed to take drastic action against the Psi community fast, the ambassador's death could easily lead to war. The Free State was too weak to face one foe, but a war would surely become a three-way struggle — the Confederacy would seize the opportunity in no time at all. Like a modern-day Sarajevo, the Woodale incident could have disastrous repercussions, unless fast action was taken.

The adventurers, Psionics all, have already distinguished themselves in their work with the underground railroad network. On the morning after the attack, they are contacted by Mary Anderson, a cell leader in the Psi underground.

When they meet her, however, they find that a third party is present as well. This is 'Jonathan Smith,' a man connected with the Free State's Department of Foreign Relations; both his name and his job are sometimes said to be covers for a real association with the Free State's Bureau of State Security. 'Smith' has close connections with the Psionic groups operating in this area; it was his plan that uncovered the details of Operation Hunter a month ago.

Smith and Anderson both look grim. The news from the Plains

Union sounds bad, and the Confederacy propaganda mills have redoubled their attacks against the Free State, 'tools of the Psionic Menace in its campaign against normal men.' Yet Anderson knows of no Psi group that would be so rash as to assassinate the Confederacy's ambassador; certainly her organization, and those it works with, have all denied any involvement. Who did it, then? Some band of renegade Psis lashing out against the Central States without realizing the consequences of their act? Perhaps they were Psis persuaded or forced to cooperate with the Confederacy to set up the perfect *casus belli*? Or could there be another explanation, another party at the heart of this incident? The Psi organization has to find out if they are to keep themselves from being blamed, and Mary Anderson has chosen the player group to carry out an investigation.

The government, says Smith, is in no position to tread lightly. Democracy or not, the Free State is faced with a crisis, and scapegoats will be found to bear the blame for the terrorist attack if no real evidence is forthcoming. The Psi organization is most likely to suffer. If the Plains Union cannot be convinced otherwise, their demands will continue to focus on the punishment of the 'perpetrators' of the plot, and a general expulsion of other Psis from Free State territory. It is quite likely that the government will meet these demands, even if no hard evidence turns up.

Smith, like Anderson, wants the group to get involved. He believes that Psis in Confederate pay are involved, and that this is a plot to embroil the Free State in a war with the Plains Union . . . or at least to make a Central States attack on the Free State appear legitimate. With the alliance now more ready than ever to believe that Psis are responsible for the recent troubles, the Confederacy could be in a position to divide and conquer quite effectively.

But the investigators from the Union are arriving to examine the evidence, and Smith feels that evidence of Confederacy involvement might just be forthcoming, if someone can look in the right places. Who better than a Psi to discover renegade Psis? And, with the safety of themselves and their people at stake, Smith thinks the adventurers have every reason to help prove the innocence of the organization, quickly, quietly, and without giving the opposition a chance to cry fraud once again.

It is a thankless task, but war and peace, and the safety of an entire people, depend upon the result.

SETTING THE SCENE

Once the briefing is concluded, the adventurers are given access to more specific information regarding the situation.

The attack on the ambassadors occurred at a gas station about two miles outside Woodale. The motorcade — two motorcycles, a car carrying four Guardsmen, a second car carrying the Plains Union ambassador's personal staff, the third car with the two ambassadors inside, another car, and two more motorcycles — pulled off the road so that the vehicles could be refueled. They began to do so in order, pulling up to the single pump one by one, until, at length, the ambassadors' car was in position for refueling. It was at that point that trouble began.

According to all accounts, several armed men burst out of the woods behind the gas station, all of them carrying automatic weapons. They were dressed in camouflage outfits, and wore mask-like hoods to hide their features. Their initial fire killed several of the escort right away. Just as the Guardsmen reacted, one of the attackers is supposed to have pointed towards one of the escort cars. Fire was seen streaming from his fingers, and at once the gas tank of the car exploded. It is also said that some of the escort members had the guns wrested right out of their hands by Telekinesis.

As the fighting started, Ambassador MacGregor pushed his colleague, Robertson of the Plains Union, out of the door of their limousine, shouting for him to run for cover. Before MacGregor had a chance to follow, Robertson fell for no apparent reason — witnesses claimed he was tripped Telekinetically — and a few seconds later was hit by a



full burst of automatic weapons' fire. Another few seconds went by; just as two Guardsmen rushed towards the vehicle to help MacGregor, its gas tank suddenly exploded spontaneously, setting off a raging fire, and more explosions from the gas pump and the storage tanks. Under cover of this frightening display, the terrorists broke off their attack and melted away.

Map 2 shows the area where the fight took place, while Map 3 shows the same area as it appears now. The code numbers on Map 3 are used to key in particular clues and pieces of evidence explained in the section entitled 'Pieces of the Puzzle.' The account given above is based upon the combined testimony of the available witnesses, and stands up to cross-checking and further questioning. All the witnesses have been held for further examination by the Plains Union people who are scheduled to arrive soon; all the witnesses, Free Staters, Unionists, and Confederacy Guardsmen alike, have agreed to cooperate fully in this investigation.

THE ADVENTURE

In this adventure, the players are expected to gather information and attempt to draw their own conclusions from that information. There are two main ways by which information can be gathered — by questioning individual witnesses, and by examining specific areas of the scene. Further information might be turned up by psionic means, or by the (non-player) efforts of the Union investigators.

Basically, it is up to the players to decide how to proceed. The Gamemaster handles the development of events outside their power (which may psur them on in certain directions or suggest new possibilities to them), and determines the nature of information gleaned from each source in relation to the attributes, skills, and specified player intentions brought to bear on each area.

The object of the adventure is to persuade each of the three investigators from the Plains Union to believe the true story of the terrorist attack (once this is actually determined by the players). This can only be done by offering evidence to support the claims made, and then using powers of persuasion on the investigators to convince them.

If all three investigators are convinced, the crisis is resolved. Other factors, though, will arise to hinder the group, and their time to make the investigation and convince the Union officials is limited.

QUESTIONING

Examination of the witnesses to the attack has already produced the basic information presented previously. It is possible, however, that further questioning will produce discrepancies, clues, or other leads of importance.

There are, in all, thirteen witnesses to the attack — Lieutenant Harmon and four Confederate soldiers, Ambassador Robertson's driver, secretary, and assistant, two gas station employees, and three locals who happened to be in the neighborhood at the time. The players may choose to question any of these individuals, or all of them, as desired. All are willing to cooperate (at least, they seem to be), and 'Smith' has obtained permission for the player-characters to be extended the same courtesies and privileges as the regular police force for the duration of the investigation.

Character descriptions are provided for each of the thirteen witnesses. These give all the usual information (where necessary), including physical descriptions that the Gamemaster can use to distinguish each of these characters in the players' minds. In addition to this standard material, two further sections are provided dealing with the information that these NPCs can provide. First, information, opinions, or descriptions freely obtainable by general questioning is listed (often keyed, though to the type of question; IF ASKED indicates material which the players' characters must bring up first). After this is special material which always requires specific questioning, and may not be so readily obtainable. When asking questions which relate to the area specified by the information, the player must roll 1d100 against his Interrogation skill. If the roll is successful, the NPC may make a WILL AST at half normal value to resist divulging the information.

The Gamemaster can conduct questioning in as much, or as little, detail as he or she desires, but all witnesses should be run through interrogation with the same level of detail (i.e. don't take an hour each with the important ones and two minutes with the others!) For the most part, testimony by the witnesses will merely suggest possibilities; hard evidence will be needed to prove anything. But questioning may at least lead the player-characters to look in the right places.

GATHERING EVIDENCE

Actual, physical evidence may be gathered at the site of the attack. Map 3 (which is for the Gamemaster's eyes only) shows the places where specific clues will be found; numbers keyed to the section on 'Pieces of the Puzzle' reveal what is found at each location.

Each specific clue may be found by announcing an intention to look at that location; however, some locations have extra clues (with the notation 'On Close Examination') which are found if the player makes a 1d100 roll less than or equal to his Forensics skill, or, in the absence of the skill, less than or equal to the unmodified INT score of the searching character.

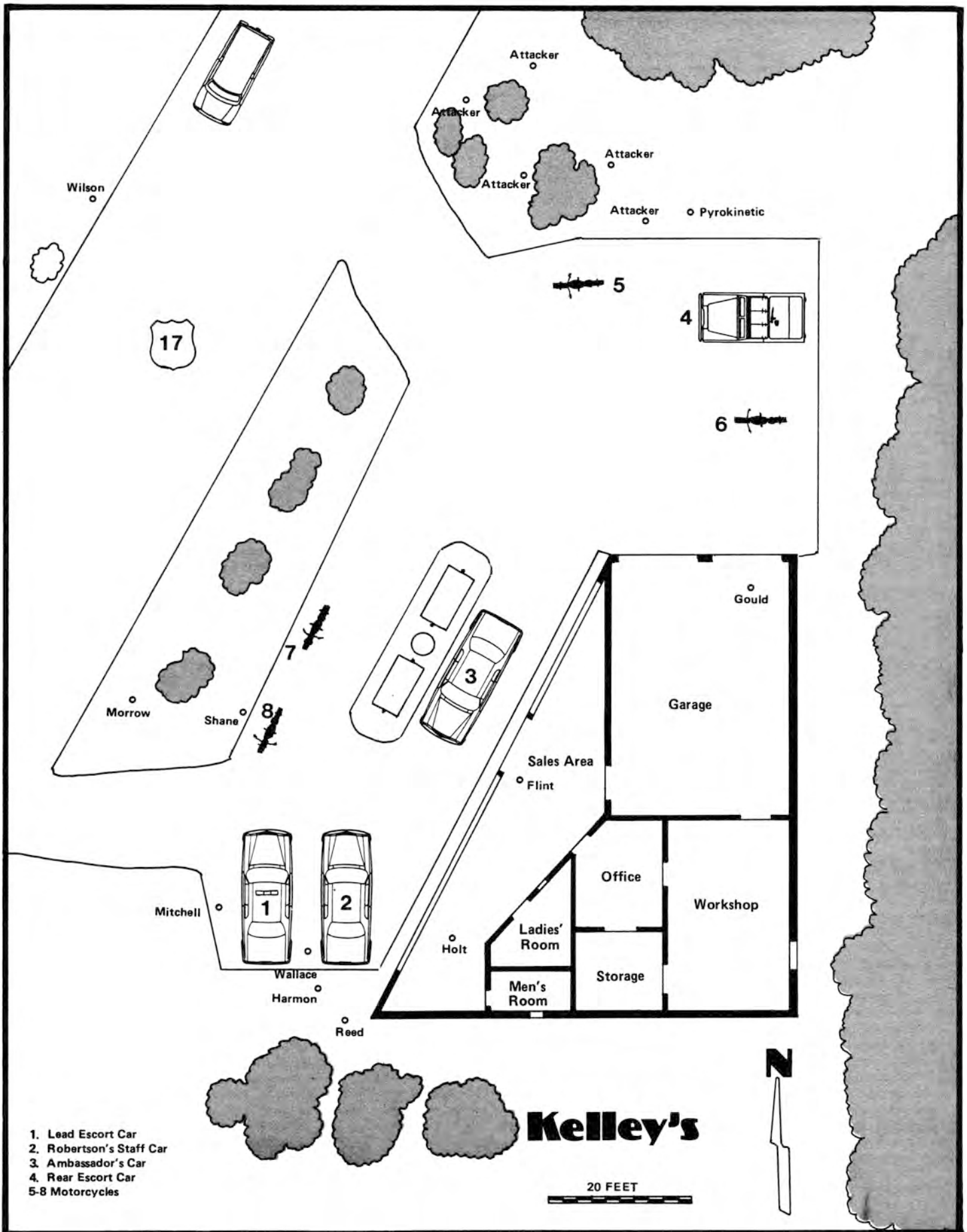
The various bits of hard evidence each provide 'Persuasion Points,' which, as they are found and presented to the Plains Union investigators in support of a theory, build toward the total needed to convince these people of the truth. Evidence supporting the theory will be absolutely necessary; without it, a theory (no matter how plausible or correct) must remain a theory.

PSIONICS

Characters with psionic powers can, of course, use some of these powers to aid them in their investigations. However, keep in mind that overt use of psionics will not help in convincing the Unionists, who may see this as another cover-up. Use of psionics should be kept confidential and cannot be substituted for real evidence. Too-obvious a use of psi powers in the discovery of clues may also be a problem, since it may lead the investigators to suspect that the clues themselves are fraudulent. The Gamemaster should apply negative Persuasion Points to the conviction process if psionics are blatantly or carelessly used.

The Confederacy officers and Psionic Police in the area have personal psi detectors. For every use of psionic powers, there is a 30% chance that a psi detector is in operation. Use of psionic powers within three hundred yards of an activated detector will cause an alarm to sound. The operator may then be able to home in on the source of the power.

Any Confederacy military personnel above the rank of Colonel, as well as all Psi Police operatives, will also have a personal psi shield which nullifies any and all psionic energy within a 'dead zone' of about two feet around the user. There is an optional alarm circuit available on most models. There is a 90% chance that the shield will be activated when dealing with a known Psionic, 45% at other times within the



Free State. If the shield is activated, there is a 50% chance that the alarm circuit is also activated.

Still, certain psi skills may prove useful. Some of these include:

Clairvoyance: For examination of areas where clues might be found, from a distance.

Clairaudience: For listening in on conversations between witnesses, or keeping track of the progress of the Investigators from the Union.

Psychometry: For tracing the origins of certain clues or pieces of evidence.

Augury: For divining information.

Suggestion: Could be used to influence the Unionists (+10 Persuasion Points per successful use; there is a strong chance that use of this power without solid evidence to back it up will produce a crisis after the investigators report back to their government, compounding the original problem). Only one suggestion is allowed per investigator.

Detect Lie: Useful in questioning witnesses.

Mind Probe: Useful in questioning witnesses, but not admissible as evidence.

Out of Phase, Astral Projector, or Ghost: Useful in locating the hidden shelter.

Time Shifter: May allow direct viewing of the attack.

Null Psi: Keeps the psi detectors from registering other uses of psionic energy.

Psi Amplifier: Can allow the use of psi powers from outside the range of any psi detectors.

Other powers may also be applicable; generally, it is up to the players to decide whether or not they feel that psi powers could become useful in the investigation. If they can make a case for it, the Gamemaster can implement any idea as desired. The Gamemaster's interpretations are, of course, considered final and absolute.

In some cases (i.e. Mind Probe, Time Shifter, etc.) the player-characters may have an opportunity to learn details of what actually happened directly, without having to sift through clues and construct theories. However, the need for tangible evidence remains the same. The Gamemaster must present the information gained from such means (using the material provided elsewhere in this text) as seems most appropriate, but from that point on, the player-characters are still responsible for proving their assertion.

PERSUASION

As the group comes up with a theory (right or wrong), they must convince the three Union representatives that it is correct, before they themselves reach some other conclusion that may prove disastrous. This is done through the Persuasion process.

'Persuasion Points' are accumulated over the course of the adventure. Some are earned by the discovery of various types of evidence that may show that something more was going on than the simple fact of an attack. Other points are earned by bits of conflicting testimony being uncovered in the questioning of some of the witnesses. There are also a series of basic facts, listed below, which can count towards the Persuasion Process, if the players point them out. Finally, the correct explanation of various specific events also earns the adventurers some points. A combination of these factors will be required to make a solid case — merely collecting evidence will not work if a workable (i.e. correct) theory is not produced, but a theory without proof is equally useless.

These Persuasion Points are acquired as witnesses are questioned, evidence is revealed, and as the players and the Gamemaster interact. Any time the player-characters wish, they may approach the investigators with their ideas, theories, and evidence. The number of Persuasion Points in their argument is compared to a number, the Persuasion Level, assigned to each investigator (see the Non-Player Character listings). If the Persuasion Level of an investigator is exceeded, the Gamemaster makes a WILL AST for the investigator. If the save is not made successfully, that investigator is convinced. Roll separately for each investigator.

Additional attempts to use Persuasion Points on the investigators may be made, if necessary, but each unsuccessful attempt will raise the investigator's Persuasion Level by 5.

If all three investigators are convinced, the adventure ends in a complete success for the players. The Plains Union will agree entirely with the solution the adventurers have advanced (even if it is the wrong one), and neither psionic persecutions or War with the Union will threaten the Free State — though the Confederacy may still seize upon the incident and declare war.

Should two of the three investigators be convinced, there is a 67% chance that the Union will accept the solution, possibly as a face-saving way of avoiding a conflict. Otherwise the Free State will find itself faced with a choice between persecuting the Psi population or fighting a war. Because the Confederacy is sure to attack anyway, and

the government cannot afford to fight a two-front war, suppression of the Psis is almost certain, at least on the surface. (Officials like Smith may, however, find ways to help the Psis, who could be a powerful weapon against the Central States.)

If only one investigator is convinced, the chance of acceptance is only 33%; other conditions are pretty much the same.

COMPLICATIONS

The adventure should be run in a manner that imposes a time limit on the group's activities. Given an unlimited amount of time to investigate, the player-characters are certain to hit upon all the evidence and all of the correct theories they need. Therefore, the adventure should, if possible, pit the group against the clock.

This is done by running the adventure in real time; in other words, the time spent by the players in speculating, investigating, and in questioning is considered to be the same amount of time experienced by their characters in the scenario. Using some sort of a timer, the Gamemaster should keep track of the passage of time. Every half hour, a roll is made on the Event Table, and the results secretly (or openly, if so directed) applied. These events will generally result in a shift of the attitudes of the Union investigators, usually for the worse; eventually all three may become impossible to convince. When this happens, the three are considered to have made up their minds that the incident really was psionic terrorism, probably with Free State connivance, and they will report this finding to their government. The adventurers will have failed utterly.

Thus, the player-characters must move quickly if their task is not to become hopeless.

Note: Characters may (and frequently will) split up to do various tasks. The Gamemaster must then make sure that all players have had their turns before rolling on the Event Table. Thus, if each of four players is interrogating a different subject, thirty minutes of game time can take up two hours of real time. But players should not be allowed to speculate and interact while their characters are separated.

THE SOLUTION

The events described to the attack were, as far as they went, true, but the reports failed to bring out certain anomalies of considerable importance.

The attack was actually staged by the Confederacy, which hoped to create conditions which would isolate the Free State from other countries, and, hopefully, embroil the nation in war with the Plains Union. To get the proper impact for propaganda purposes, the attack had to involve psionics, so the Confederacy took steps to insure that psi powers would be recognizably a part of the incident. But though the Psi Police were sometimes able to blackmail or bribe Psis into cooperation, in this case, such coercion was felt to be too risky. Instead, the Psionic Police officers in charge of the operation fell back on an old precept which dated to pre-Plague times — the claim that any 'ESP' power could, with care, be duplicated by any competent stage magician. Trickery, not Psionics, was behind the attack. But in a day and age when psionic abilities are accepted, and people are conditioned to believe in a 'psionic menace,' any manifestation of unexplained phenomena is apt to be looked upon as genuine.

The attack was set up to look real, and several Confederate Guardsmen were sacrificed. Of them all, only Lieutenant Harmon, Sgt. Reed, and Ambassador MacGregor were actually aware of the plot; the others were dupes, and considered expendable. The object of the attack was to kill Robertson (of the Plains Union, while keeping his staff alive to report back to their government), and to fake the death of MacGregor. The Confederate Ambassador was too valuable to be wasted; he will be given a new identity and put back to work after the crisis dies down. But his 'death' gives the Central States a legitimate grievance, and an excuse to declare war immediately.

Kelley's Garage, where the incident took place, has been used as a link in the Confederacy's espionage operations against the Free State. The employees there are Psionic Police operatives, planted over a year ago; the garage has been used as a drop point for agents and information being smuggled to or from the border. Naturally, Psis investigating the garage would have uncovered the espionage ring long ago, but Psionic individuals rarely 'snoop' without good reason, and there has never been reason for any Psi to examine the garage or its employees in the past. The Confederacy is counting on anti-Psi prejudice to keep the Plains Union from believing any accusations leveled by Psis as a result of this investigation, and indeed, no amount of 'psionic evidence' will sway the Unionists.

The attackers were Confederacy Guardsmen smuggled into the Free State several days before the incident. They were kept hidden until the morning of the attack in an underground room installed in the drainage system built under the gas station. A grating, located directly under the



spot where cars stop to have gas pumped, can be swung down, giving access to the drains; Confederacy vehicles used for espionage operations are provided with an 'escape hatch' under the back seat which allows people to drop through the bottom of the vehicle and into this drain. The soldiers who participated in the attack were dropped off from a van, coming out before daylight on the morning of the attack to make their preparations.

The actual attack was quite straightforward, except for the carefully staged 'psionic' phenomena. 'Telekinesis' used to send guns flying actually involved the use of wires strung from the trees on the south-east side of the garage, with hidden operators jerking the wires at a well-timed moment. One of the 'Psis' was also, supposedly, a Pyrokinetic; fire streamed from his fingers, and, when he pointed at cars, they exploded. In fact, there were bombs planted in the gas tanks of two of the cars, which were exploded electronically. The fire shooting from the man's hands came from simple chemicals ingited in tubes concealed in his palm.

Note: The Pyrokinetic ability (as outlined on page 21 of the rule book permits the creation of flame or intense heat at a given location. No known Pyro can create 'fire streaming from his fingers.' This should be a dead giveaway to most Psis that there is something fishy here.

Ambassador MacGregor pushed Robertson clear of the car on cue (the explosion of the escort vehicle); the attackers then directed their fire on Robertson to distract attention from MacGregor's car. MacGregor used the escape hatch to get into the concealed hiding place, closing the heavy hatch/door behind him.

Then the second bomb was triggered, destroying his car and igniting the gasoline in the pumps and storage tanks as well. This not only effectively ended the battle and seemed to cause the ambassador's death, but also covered all signs of the hiding place. (A second way out, leading to the woods behind the garage, allowed MacGregor to escape later.)

PERSUASION POINT AWARDS

Persuasion Points are awarded for the following factors as they are remarked upon by the players.

- A. The Confederacy escort seemed to invite a battle, rather than trying to get the ambassadors to safety (5).
- B. MacGregor had plenty of time to get clear of the car. Why didn't he do so? (5).
- C. Why did the 'Psis' making the attack start firing before using their powers? An unexplained explosion starting the attack would have been far more effective. (3).
- D. Why was the escort car attacked before the ambassadors' own vehicle? (3).
- E. How did the terrorists know to ambush the motorcade at the specific garage that they chose to refuel? (Psionics might have accounted for it, but a less complicated solution is to assume a pre-arranged plot.) (3).

Persuasion Points should also be awarded for the correct interpretation of each of the following theories.

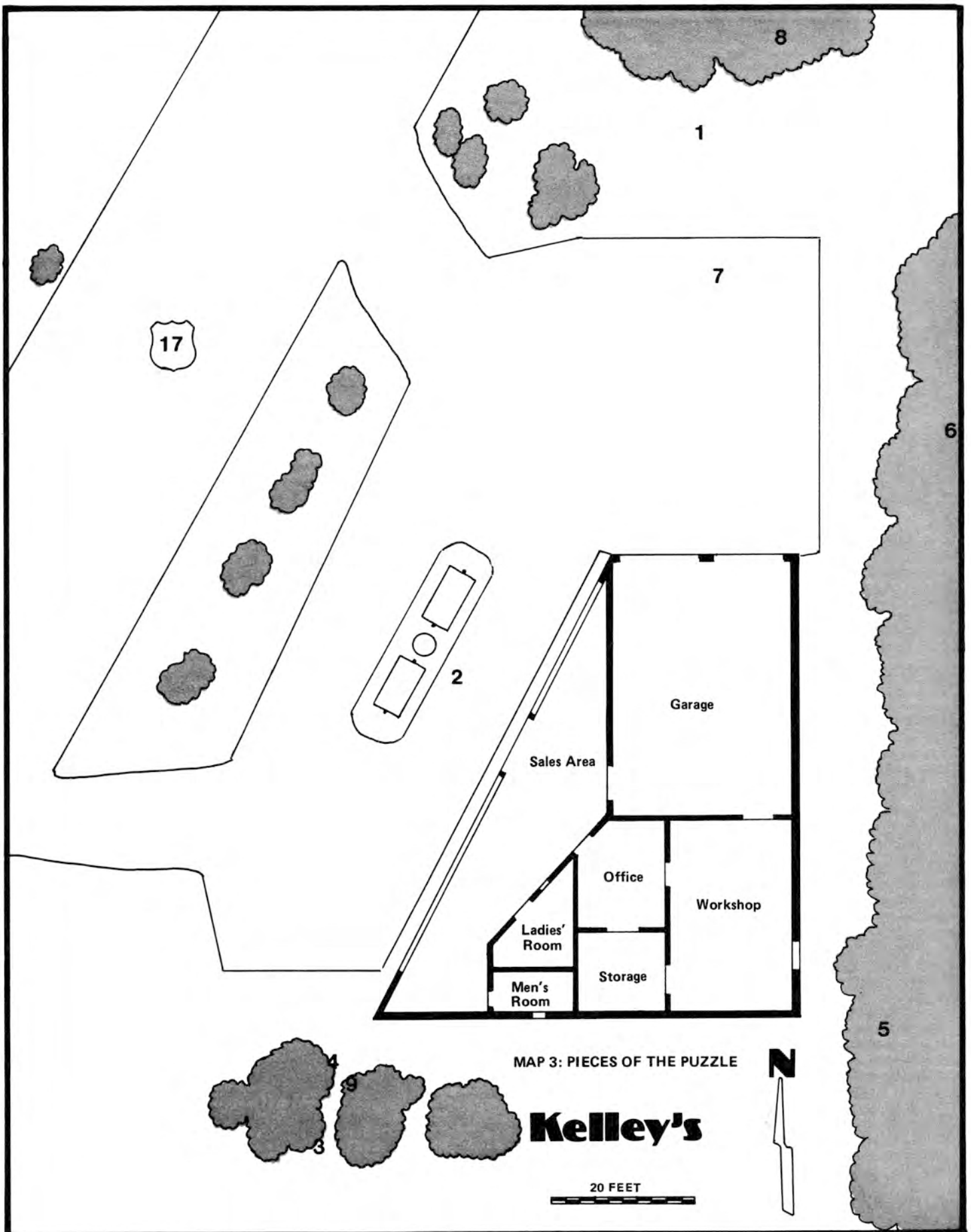
- A. The 'Telekinetic' attack was actually performed with simple wires. (15).
- B. The explosions were caused by bombs, no psionics. (10).
- C. The 'Pyrokinetic' flames were caused by chemicals and sleight-of-hand tricks. (10).
- D. Ambassador MacGregor escaped the explosion and is alive. (15).
- E. The garage is a Confederacy spy base. (10).

Points should be awarded only as these theories are presented to the investigators from the Plains Union.

PIECES OF THE PUZZLE

The following are clues keyed to the numbers found on Map 3. They are uncovered as the places containing these numbers are examined. See the section entitled 'Gathering Evidence' for details. Numbers in parentheses are Persuasion Point Awards for the production of this evidence.

1. If this area is examined, two heavy cardboard tubes, each one inch in diameter and three inches long, are found on the ground, (3) ON CLOSE EXAMINATION of these tubes, scorched remains of an inner lining are noticed, and traces of flammable chemicals are discovered. (5).
2. This is the site where the ambassadors' car exploded, followed closely by the gas pumps and the storage tank on the other side of the pump island. This whole area is a shattered, burnt ruin. Very little remains of the car. Remains identified (through dental records) as those of MacGregor's driver were found here; no sign exists of the Ambassador. ON CLOSE EXAMINATION, pieces of an iron grating will be found. (3). Psionics (only) may reveal, under the rubble, the existence of the drainage system, the secret room, and a tunnel leading under the garage and beyond.
3. Examination of this area will reveal two cigarette butts, markings in the grass where one or more people sat for some period of time, and a size 10½ footprint. (3). ON CLOSE EXAMINATION of the ground, several short snippings of a very thin kind of piano wire are found. (5). ON CLOSE EXAMINATION of the tree above, a hole and a thin cut in the bark are found. (5).
4. ON CLOSE EXAMINATION of the tree here, a hole and a cut in the bark (similar to number 3, above) are found. (5). ON CLOSE EXAMINATION of the ground below, a small pulley and a nail are discovered. (10).
5. ON CLOSE EXAMINATION (or with the aid of previous psionic reconnaissance), a concealed entrance to the secret tunnel and hidden room are found in this part of the woods. (25). Inside the tunnel, Ambassador MacGregor's wallet may be discovered, where it was accidentally dropped as he made his escape. (50).
6. In a small clearing here, a number of cigarette butts and wrappers are found. (3). ON CLOSE EXAMINATION, a cartridge case identifiable as Confederacy Guard standard issue is found. (5).
7. The remains of the rear escort car are located here. Six Confederacy troopers were killed when this car and two motorcycles were destroyed. ON CLOSE EXAMINATION, fragments of a sophisticated, electronically controlled bomb may be discovered and identified. (5).
8. In a depression behind these tree trunks, marking show that a man waited here. ON CLOSE EXAMINATION, a broken stopwatch, the hands set at 15 seconds, is found in a clump of grass. (5).
9. Under these trees, a pistol (Harmon's) and a submachinegun (Reed's) are found. ON CLOSE EXAMINATION, footprints are noticed on the ground, along with two small pieces of piano wire. (5). ON CLOSE EXAMINATION of the trees above, a hole and a thin cut in the tree bark may be found. (5).



THE WITNESSES

Lieutenant Vance Harmon

STR 10 (40)	Init. Factor 15
AGL 11 (44)	Defense: -2
DEX 11 (44)	Bonus to Hit: +2
END 11 (44)	Damage Bonus:
INT 15 (60)	Projectile +1
WIL 19 (76)	Hand-Held 0
PSI 0	Shock Resist. 70%
	Hit Points: 32



Description: 6'2", 205 lbs., light brown hair, hazel eyes, heavily built, Harmon is 28 years old. Formerly an aide to Major Marc Wendell of the Psionic Police in Hunter's Lake, Lt. Harmon's assignment to the Ambassadorial bodyguard is considered a demotion, and results from his poor showing in a previous operation (see *Underground Railroad*). He is reckless, impulsive, and eager for glory; his enthusiasm for the Guards makes him an energetic but often foolhardy officer.

Skills: Street Combat 93, Weapon (7mm HP Pistol) 76, Stealth 31, Drive Car, First Aid, Swimming.

Equipment: Wears the uniform of a Guards First Lieutenant. His 7mm HP Pistol was one of the weapons 'telekinetically' thrown clear of the battle and it has been left in place as evidence.

Notes: Harmon, with Reed, took up a position behind the cover of the corner of the garage when the attack started. He says he suddenly felt his gun being pulled from his hand just about the time MacGregor's car went up in flames.

SPECIFIC QUESTIONING may lead to inconsistencies regarding the sequence of events. (3).

Sergeant Thomas Reed

STR 11 (44)	Init. Factor: 16
AGL 14 (56)	Defense: -12
DEX 10 (40)	Bonus to Hit: +10
END 10 (40)	Damage Bonus:
INT 20 (80)	Projectile +2
WIL 18 (72)	Hand-Held +1
PSI 0	Shock Resist. 60%
	Hit Points: 30

Description: 6'1" tall, 234 lbs., blonde hair, dark brown eyes, very heavy build, thirty-six years old. Sgt. Reed is a tough, veteran soldier with a good service record and a reputation for tactical skill; in the war with the Virginia Commonwealth a few years ago, Reed was assigned to a commando unit which operated in fake Commonwealth uniforms, behind enemy lines. He is cynical, hard, and ruthless.

Skills: Demolitions 58, Weapon (7.62 Assault Rifle) 109, Stealth 68, Scout/Survival (Temperate) 57, First Aid, Swimming, Drive Car, Street Fighting, Gambling.

Equipment: Wears the uniform of a Guards Sergeant. His 7.62 Assault Rifle was one of two weapons 'telekinetically' thrown clear of the battle, and it has been left in place as evidence.



Notes: Reed and Harmon took positions near the corner of the garage when the attack started. Like Harmon, Reed says his gun was suddenly jerked from his hands a few moments before MacGregor's car exploded.

SPECIFIC QUESTIONING may lead to inconsistencies regarding the exact sequence of events. (3).

Corporal Randolph Shane

STR 20 (80)	Init. Factor: 11
AGL 12 (48)	Defense: -1
DEX 14 (56)	Bonus to Hit: +3
END 11 (44)	Damage Bonus:
INT 13 (52)	Projectile: +1
WIL 9 (36)	Hand-Held: +2
PSI 0	Shock Resist.: 50%
	Hit Points: 30



Description: 5'8" tall, 197 lbs., brown hair, blue eyes, heavy build, and twenty-six years old. A motorcycle driver in MacGregor's Guards escort, Shane is a violently anti-Psionic bigot. He speaks out constantly against Psis, which makes him an odd choice for the diplomatic mission he's been attached to. He joined MacGregor at the same time as Harmon.

Skills: Unarmed Combat 70, Stealth 60, Streetwise 40, Weapon (7mm HP Pistol) 50, Drive Car and Motorcycle, Swimming, SCUBA, First Aid, Gambling, Street Combat, Forward Observer.

Equipment: Wears the uniform of a Guards corporal. Carries a 7mm HP Pistol and six clips.

Notes: Shane fought from behind the cover of his motorcycle. His partner, Private Priest, died in the first moments of the attack; during the crucial period when the cars were exploding, he was trying to reach the private to see how badly he was injured, and so did not see anything of importance.

SPECIFIC QUESTIONING may bring to light the fact that MacGregor ordered him to have the motorcade stop for gasoline at 'the first

gas station after Woodale; Shane, driving at the head of the patrol, was responsible for signalling halts to the others (though orders could come from Harmon or from MacGregor in special cases). (5).

Private George Mitchell

STR 14 (56)	Init. Factor: 7
AGL 17 (68)	Defense: -7
DEX 10 (40)	Bonus to Hit: +2
END 8 (32)	Damage Bonus:
INT 7 (28)	Projectile: 0
WIL 10 (40)	Hand-Held: +2
PSI 0	Shock Resist.: 50%
	Hit Points: 20



Descriptions: 5'8" tall, 209 lbs., blonde hair, brown eyes, heavy build, twenty-four years old. Mitchell is a young, eager, and very patriotic Guards soldier with very little independence of mind; he gives his testimony with military precision, and sounds very much as if he is reciting it all by rote.

Skills: Weapon (7.62 Assault Rifle) 100, Weapon (9mm SMG) 50, Scout/Survival (Temperate) 60, Stealth 60, Unarmed Combat 50, Drive Car, First Aid.

Equipment: Wears the uniform of a Guards Private. Carries a 7.62 mm Assault Rifle and two clips.

Notes: Mitchell fought from behind the cover of the escort vehicle. He clearly saw the Pyrokinetic 'with fire streaming from his fingers' pointing at the ambassador's car just before it exploded.

SPECIFIC QUESTIONING will reveal Mitchell's confusion regarding the length of time between Robertson's escape from the car and the time it blew up — about ten to fifteen seconds. Why, Mitchell wondered at the time, didn't MacGregor try to get clear? (5).

Private Edward Wallace

STR 10 (40)	Init. Factor: 11
AGL 3 (12)	Defense: +4
DEX 17 (68)	Bonus to Hit: +11
END 17 (68)	Damage Bonus:
INT 13 (52)	Projectile: +2
WIL 18 (72)	Hand-Held: -1
PSI 0	Shock Resist.: 80%
	Hit Points: 38



Description: 5'6" tall, 117 lbs., brown hair, hazel eyes, light build, twenty-two years old. Wallace is young and naive, and completely convinced that the events he saw were really caused psionically.

Skills: Weapon (7.62 Assault Rifle) 60, Stealth 50, First Aid, Drive Car, Drive Motorcycle, Street Combat, Gambling, Swimming.

Equipment: Wears the uniform of a Guards Private. Carries a 7.62 mm Assault Rifle with five clips.

Notes: Wallace's position was between the two cars (escort and Union staff); he was the escort car's driver. His account of the battle follows the description given initially.

SPECIFIC QUESTIONING will reveal that he drove Harmon and Reed to Green Bay to join the ambassador's party just after the original war scare, and stopped at Kelley's garage on the way; Harmon went inside to use the Men's Room. (3).

SPECIFIC QUESTIONING will also reveal that, on the day of the attack, cars and motorcycles alike should have had plenty of fuel to reach the military base at Hunter's Lake. (5).

Lawrence Flint

STR 8 (32)	Init. Factor: 16
AGL 16 (64)	Defense: -5
DEX 11 (44)	Bonus to Hit: 0
END 10 (40)	Damage Bonus:
INT 10 (40)	Projectile: 0
WIL 15 (60)	Hand-Held: 0
PSI 0	Shock Resist.: 60%
	Hit Points: 22



Description: 5'7" tall, 127 lbs., black hair, dark brown eyes, light build, and twenty-seven years old. Flint is the owner of Kelley's Garage, having purchased it from Jonas Kelley about eighteen months ago. He is an energetic young man, well-liked in the neighborhood, with a reputation for helping people in need — his generosity is well known. No one in the Free State knows that Flint can afford to be generous because his garage is actually a front operation for a Confederacy espionage network.

Skills: General Mechanics 70, Acting 50, Streetwise 20, Weapon (2mm Mini-Needler) 30, Drive Car, First Aid.

Equipment: Carries a 2mm Mini-Needler concealed under his mechanic's coveralls.

He has a personal psi shield, and the gas station is equipped with a psi detector, which is operating 25% of the time, unless recent psi activity has cued Flint to leave it on.

Notes: Flint's account is very straightforward, covering the same ground as all the others. He was in the sales area at the time the attack started, and he saw the telekinetic attack on Harmon and Reed, and called it to Holt's attention just before the ambassador's car blew up. (In reality, this was to keep anyone from noticing MacGregor's escape through the floor of the car.)

SPECIFIC QUESTIONING will elicit little additional information, but Psionics may learn that Flint is actually a key intelligence operative and head of the Confederacy's operation in this area. Flint's mind contains details of the entire plot.

Leo Gould

STR 7 (28)	Init. Factor: 8
AGL 9 (36)	Defense: 0
DEX 12 (48)	Bonus to Hit: 0
END 11 (44)	Damage Bonus:
INT 8 (32)	Projectile: +0
WIL 6 (24)	Hand-Held: +0
PSI 0	Shock Resist.: 50%
	Hit Points: 16

Description: 6'3" tall, 245 lbs., brown hair and eyes, a very heavy build, and forty-six years old. Gould is a local mechanic, a big, slow, rather dense man who knows nothing of Flint's operations.

Skills: Gould's skills will never be significant to this adventure.

Equipment: No special equipment available.

Notes: Gould can add nothing to the story of the attack; he was working in the garage, and saw very little of what happened.

SPECIFIC QUESTIONING will confirm that Flint took over the business two years earlier. Gould doesn't know where Flint came from, but people are always leaving verbal or written messages for him, so he must have a large number of friends. His generosity is such that he often helps people out without charge, but the business always seems to have plenty of money anyway. (3).

John Krenski

Description: 5'5" tall, 183 lbs., brown hair and eyes, heavily built, forty-nine years old and bearded. Krenski was the aide to Ambassador Robertson; his voice carries considerable authority with the Plains Union.

Skills: Not significant to this adventure.

Equipment: Krenski carries a briefcase with important embassy documents.

Notes: Krenski was in the Union staff car throughout the attack. He kept his head down, and saw very little. He is angry at Lt. Harmon, who, he says, should have seen to it that all embassy people got clear of the cars right away; however, this attitude doesn't do much to offset his conviction that Free State Psionic agents are at fault.

SPECIFIC QUESTIONING may yield the information that Robertson had wanted to finish the day's ride in his own car, but that MacGregor absolutely insisted on keeping him in the Confederacy car to continue their discussions. (5).

Laura Reynier

Description: 5'8" tall, 160 lbs. black hair, dark brown eyes, average build, and twenty-seven years old. Laura was Robertson's secretary and administrative assistant. Originally from the Free State, she is skeptical of the evidence and interested in the investigation. The Gamemaster may wish to introduce suggestions, hints, clues, or red herrings through Laura Reynier's intervention. Her attempts to help need not always do the group any good.

Skills: Not significant to this adventure.

Equipment: There is no special equipment available to Laura.

Notes: Like Krenski, Laura kept her head down most of the time, and can add little to the account already given. She knows nothing of importance; the Gamemaster should keep her in reserve in case the players get bogged down, and then volunteer clues or information they may need. However, no Persuasion Points are awarded for any information received from Laura, or for questions or theories she may advance. Use Laura only when absolutely necessary, and use her only enough to give a tiny shove in the right direction.

Roger Henson

Description: 6'3" tall, 193 lbs., auburn hair, blue-grey eyes, average build, and thirty years old. Henson was Robertson's personal driver, an intensely loyal and valued family retainer of the Union Ambassador. He was severely wounded while attempting to rescue Robertson after the Ambassador was shot. Total hit points have been reduced to 8.

Skills: Henson's skills are not significant to this adventure.

Equipment: Henson carries no unusual equipment.

Notes: Roger Henson is very weak, and seems intermittently delirious. When he is questioned, roll 1d6 and apply the result shown below:

- 1-3: Unconscious; too weak to be questioned.
 - 4: Raving delirium involving the dead rising from their graves to keep him from helping 'the Boss.'
 - 5: Incoherent account; frequent repetitions of the phrase 'the Ambassador wasn't killed.'
 - 6: Very clear and coherent account; Henson claims Ambassador MacGregor got out of the car before it exploded, dropping through a hole in the floor and into another hole under the car.
- SPECIFIC QUESTIONING** of Laura Reynier or John Krenski will

reveal that Henson never called Robertson anything but 'the Boss' or 'Boss.'

No Persuasion Points are awarded for this testimony, because no one believes the injured man's ravings. Henson can be questioned any number of times.

Elizabeth Holt

Description: 5'6" tall, 121 lbs., auburn hair, green eyes, lightly built, very attractive and twenty-four years old. Elizabeth Holt's car was in the garage when the attack occurred, while she was in the service area with Flint.

Skills: Not significant to this adventure.

Equipment: No special equipment.

Notes: When the combat first broke out, Elizabeth was pushed behind a counter by Flint. She continued to watch the action, albeit intermittently, from this position of safety. Her account agrees with the others.



SPECIFIC QUESTIONING will lead her to remark on the slowness of Harmon and Reed to open fire. She saw them standing near the corner of the building doing something — she couldn't make out what — to their weapons. When she said something out loud about it, Flint swore and told her to keep her head down. But a few moments later he yelled, 'God, look at that! They've got a Psike!' and pointed at the two Guardsmen, just as their weapons were jerked away. (3).

Roderick Morrow

Description: 5'11" tall, 239 lbs., blonde hair, brown eyes, very heavily built, totally unattractive, and thirty-seven years old. Rod Morrow lives in a house just down the road from the garage. He was walking past the gas station as the attack broke out.

Skills: Not significant to this adventure.

Equipment: No special equipment available.

Notes: Morrow's account of the fight is fairly standard. However, he does claim that he saw something — or someone — moving in the grove of trees behind Harmon and Reed just before the Ambassador's car blew up.



SPECIFIC QUESTIONING may reveal that Flint bought the garage from Kelley at a time when everyone was sure it couldn't remain in business. Since then, Flint has probably done more charity work than he has paying business. (3).

Marian Wilson

Description: 5'3" tall, 98 lbs., brown hair, blue eyes, very light build, twenty-three years old. Like Morrow, Marian Wilson has lived in this area for a long time. She was coming out of the general store across the street when the attack started.

Skills: Marian's skills are not significant to this adventure.

Equipment: No special equipment is available.

Notes: Marian's account agrees with the others. She adds that she clearly saw the attackers withdraw into the stand of trees behind their firing positions, but then lost sight of them because of the wind-blown smoke from the burning cars.

SPECIFIC QUESTIONING may yield a mention of some odd noises around the garage the night before which someone reported hearing; the noises included hammering among the trees south of the garage. (3).

THE INVESTIGATORS

The three characters in this section are the investigators sent out by the Plains Union.

WILLIAM ROBERTSON

STR 20 (80)	Init. Factor: 16
AGL 13 (52)	Defense: -3
DEX 5 (20)	Bonus to Hit: -4
END 12 (48)	Damage Bonus:
INT 13 (52)	Projectile: 0
WIL 19 (76)	Hand-Held: +4
PSI 0	Shock Resist: 70%
	Hit Points: 36



Description: 6'3" tall, 239 lbs., brown hair, dark brown eyes, very heavy frame, forty-two years old. William Robertson is the younger brother of the dead ambassador, who was very close to him. Consequently, he is out for blood, and will be difficult to convince, once he becomes sure that Psionic terrorists committed the crime.

Skills: Lawyer 128, Bribery 53, Merchant 61, Streetwise 51, Drive Car, First Aid, Swimming, Gambling.

Equipment: No special equipment carried.

Persuasion Level: 128.

JANET MARLEY

STR 10 (40)	Init. Factor: 10
AGL 8 (32)	Defense: -1
DEX 10 (40)	Bonus to Hit: +1
END 10 (40)	Damage Bonus:
INT 13 (52)	Projectile: 0
WIL 11 (44)	Hand-Held: 0
PSI 0	Shock Resist.: 50%
	Hit Points: 16

Description: 5'10" tall, 123 lbs., blonde hair, brown eyes, very light build, wears glasses, twenty-seven years old. Janet Marley is officially a part of the Union's diplomatic corps, but is also an intelligence agent sent to keep tabs on the investigation. She tries to keep an open mind regarding the situation, though overall she is sympathetic to the Free State.

Skills: Acting 42, Bribery 50, Forgery (Counterfeiting) 30, Stealth

40, Streetwise 37, Weapon (2mm Mini-Needler) 65, Drive Car, First Aid, Street Combat.

Equipment: Carries a 2mm Mini-Needler concealed in her clothes.

Persuasion Level: 96.

Notes: Janet Marley can be a sort of 'U.S. Cavalry' to players who get into trouble, especially in situations which lead to violent confrontations rather than peaceful resolutions.

CHARLES DUPAGE

STR 16 (64)	Init. Factor: 15
AGL 16 (64)	Defense: -7
DEX 15 (60)	Bonus to Hit: +7
END 15 (60)	Damage Bonus:
INT 15 (60)	Projectile: +2
WIL 13 (52)	Hand-Held: +2
PSI 0	Shock Resist.: 60%
	Hit Points: 35



Description: 5'3" tall, 103 lbs., brown hair, blue eyes, lightly built and twenty-eight years old. DuPage is slated to be the next Ambassador to the Free State — if no war breaks out. A friend of the Robertson brothers, he is quite willing to believe that Psis were responsible for the attack.

Skills: Lawyer 104, Streetwise 39, Drive Car.

Equipment: No special equipment carried.

Persuasion Level: 112.

GAMEMASTER'S NOTES

As presented here, *Causis Belli* is intended to be a very cerebral scenario. The mental exercise of solving the puzzle is more important, on the whole, than any purely physical activities which might be undertaken.

However, cerebral adventures are not always satisfying to all players. Groups with a more active slant may find it more exciting to have at least the possibility of a dangerous climax. The Gamemaster may freely decide to allow the Confederacy Guardsmen to attempt to stop the investigation (killing the investigators and witnesses and again faking a 'terrorist' attack) if it seems to be getting too close to the truth. Skills for the various Confederacy troopers are provided to allow for this possibility.

EVENT TABLE

Roll 2d10 once per half hour (real time):

- | Roll | Event |
|-------|---|
| 2 | Janet Marley's Persuasion Level <i>increases</i> by 1d10 x 5 points. |
| 3 | Charles DuPage's Persuasion Level <i>increases</i> by 1d10 x 5 points. |
| 4-5 | William Robertson's Persuasion Level <i>increases</i> by 1d10 x 5 points. |
| 6-7 | Janet Marley's Persuasion Level <i>increases</i> by 1d10 points. |
| 8-9 | Charles DuPage's Persuasion Level <i>increases</i> by 1d10 points. |
| 10-12 | William Robertson's Persuasion Level <i>increases</i> by 1d10 points. |
| 13-16 | No event. |
| 17 | Players must attempt immediate Persuasion, with current evidence; if at least one person is not convinced, the investigation ends immediately and the group has failed. |
| 18 | Janet Marley's Persuasion Level <i>decreases</i> by 1d10 points. |
| 19 | Charles DuPage's Persuasion Level <i>decreases</i> by 1d10 points. |
| 20 | William Robertson's Persuasion Level <i>decreases</i> by 1d10 points. |

REAR GUARD

INTRODUCTION

This adventure for *Psi World* portrays the use of psionic powers in an active military setting. By making the most of psionic talents, Psis can become very effective 'commandos' in time of war, and in this adventure, such activities are explored thoroughly.

The adventure is part of the ongoing campaign following the fortunes of the Free State and the Confederacy, and assumes that war has finally broken out between them. It is also assumed that this war stems from the events covered in *Casus Belli*, but this can be modified if the Gamemaster's campaign has taken a different course.

BRIEFING

It had finally happened — war between the tiny Free State and the militaristic Confederacy. Although open conflict between the Plains Union and the Free State had been averted, and indeed the Unionists had decided to back the Free State in a close alliance, the Confederate deceptions had broken down the remainder of the alliance the Central States had feared so greatly. That left the Confederacy Guards forces free to launch an assault against the Free State, while militia forces watched the Union border along the Mississippi River.

The Confederate invasion began at dawn on a quiet summer's day, with troops and light vehicles pouring across the frontiers into Clinton County. Free State citizens' militia companies were already mobilized to meet them, and the fighting began within an hour of the first invasion orders.

But the leaders of the Free State knew their forces wouldn't hold the borders; they expected to have to fall back. While the frontier companies fought, a new army was assembling in the interior, an army which was to be augmented by troops from the Plains Union. If it could assemble quickly enough, the Confederacy would get a nasty surprise. But to deliver that surprise, the Free State needed time. Militia units and commando bands had to buy that time.

The adventurers, members of an underground psionics organization which has long received covert support from the Free State government, have been contacted by Jonathan Smith, a Free State minister and intelligence director. Even before the war began, there was talk of organizing Psis to contribute to the defense of the nation. Now, with war upon them, the word has come down. Psionic commandos are needed to stall the enemy advance. The adventurers are needed.

Smith and a Militia Colonel named Sykes brief the group on their task. For the next seventy-two hours, troops trains from the Plains Union will be passing by rail through Marston to an assembly point about fifty miles further north. The Confederacy is expected to push back the frontier troops and attack Woodale very quickly, and then push onwards to seize Marston. Unopposed, they could disrupt the rail movements before the new army is ready. The adventurers have orders to travel from Marston, where the meeting occurs, to Woodale; here they will help bolster the defense of the town as long as possible. When it becomes necessary to disengage, the group is to fall back towards Marston along the road — the only practicable route for the Confederacy's light armor and other vehicles — and hinder the advance of the enemy as much as possible. To this end, they are provided with a variety of explosives, tools, and other material which can be used to slow the enemy down. Exact employment of these will be left up to the group's commander. A strong backup to these methods of halting the enemy advance comes in the form of the psionic talents of the adventurers themselves, who may be able to cause havoc among the Confederacy Guards.

It is a crucial mission, with the fate of the war depending upon one small group of Psis squared off against the vanguard of an entire army.

EQUIPMENT

The exact amount of equipment available will depend upon the number of adventurers in the party; six to twelve people is ideal. If there are less than four players available, it is suggested that the Gamemaster provide several NPCs or allow each player to run two characters simultaneously.



For every four characters (round up), one four-wheel drive vehicle is received (a jeep, travel-all, or similar sort of land vehicle). The contents of each vehicle are the same.

- 3 Civilian Rifles (choose types randomly)
- 1 Civilian Shotgun (choose type randomly)
- 1 Class II Military Weapon (player choice)
- 2 Civilian Pistols (choose type randomly)
- 24 AP Frag Grenades
- 12 Smoke Grenades
- 6 Tear Gas Grenades
- 20 Satchel Charges
- 100 Gallons of Gasoline
- 4 Axes
- 1 Chain-saw
- 200 Feet of Rope
- 300 Rounds of Ammunition for each Weapon
- 2 Walkie-talkies
- 2 Shovels

The Referee may allow additional weaponry or equipment as he or she sees fit. Keep in mind that each vehicle carries the listed equipment, with one vehicle per four or fewer individuals.

BEGINNING THE ADVENTURE

This adventure is very open-ended, and can be as long or as short as desired. Much of what happens is up to the players, who are free to choose the best way to go about carrying out their orders.

As the adventure begins, the players should be given time to acquaint themselves with their characters and equipment, study the situation, and make plans. One of the group should be appointed or elected to be the leader of the mission. It should be stressed that the group is in no way under military discipline, and there is no real way of enforcing authority — save for the fact that common interests (the prevention of a Confederacy take-over) dictate a need for cooperation.

The situation at the start of the adventure is fairly straightforward. Fighting is still raging southeast of Clinton (off the map), but reports indicate that the militia is already beginning to crumble. Lead elements of the Confederacy forces can be expected to enter Clinton soon, and then drive up the road to Woodale very quickly thereafter. A battalion of militia is assembled at Woodale to contest control of the town for as long as possible.

The orders given to the group are two-fold: to cause as many delays as possible along the road from Woodale to Marston, and to support the militia in Woodale itself with their psionic talents. Unfortunately, these two sets of orders are somewhat contradictory; a quick arrival in Woodale would require the group to go straight to the town without preparing any obstacles or defensive positions along the way, while the preparation that will make it possible to slow an enemy breakthrough will delay the group's arrival at the town. It will be up to the players to decide which priority to observe (though a query to the authorities will make it clear that time must be bought for the troop trains, no matter what).

The adventure actually begins with the departure of the adventurers from Marston at 7 p.m. of Day One of the invasion. From this point on, careful track should be kept of passing time, which will grow increasingly critical as the adventure continues.

RUNNING THE ADVENTURE

Except where detailed resolution of battles or other situations is required, this scenario should be played in 'turns' of one-half hour each. Every half hour, the Gamemaster must keep track of several important factors — the movement of enemy forces, the unusual encounters or events which may affect the group, and the progress of the troop trains which are being funneled past Marston. Each of these elements is resolved in secret by the Gamemaster as each half-hour begins. Once these have been taken care of, the GM can implement events which directly affect the adventurers, and resolve any actions they may undertake during the given period. There are many long-term activities which may be performed (particularly early in the scenario); these are discussed in detail in the section entitled 'Procedures.'

When combat situations occur, the Gamemaster must remember to keep track of the number of turns and rounds which go by. Thirty combat turns (not rounds, which are only ten seconds each, while turns are one minute long) make up a half-hour game turn; when this time passes, new updates on the situation must be made.

VICTORY POINTS

Unlike most role-playing adventures, this scenario has a very clear-cut set of 'victory conditions' which show how effectively the group has accomplished their mission. These victory conditions depend upon the number of Victory Points earned, which, in turn, reflect the time

which is being bought for the assembling army beyond Marston.

For every half hour, the Gamemaster should roll 1d10 and add the resulting number to the total of Victory Points earned (which starts at 50 at 7 p.m. on Day One). At the end of the scenario, the final Victory Point total will determine the level of success achieved, in accordance with the section entitled 'Ending the Adventure.'

ENEMY ACTIVITIES

At 7 p.m., as the adventure begins on Day One, the spearhead of the Guards' attack column enters the outskirts of Clinton at the edge of the map. Every half hour thereafter, the state of the enemy advance is checked again by rolling 2d10 and consulting the Enemy Activities Tables (see pages 21 to 23). The column appropriate to the location and situation of the enemy force is used; there are several possibilities. The results show the distance covered by the enemy vanguard, from '0' (no progress due to heavy fighting) to '20' (quick travel by vehicles along uncontested roads) miles. Other, special events are also keyed to the tables; these special events can happen only once, and occur in a strict sequence noted along with the tables themselves.

Enemy forces are considered to move along the roads; other troops, lagging behind the main spearhead, cover the territory off the main highways, but this is of less concern to the adventure. It is the vanguard, moving up Route 17, which must be slowed down. Forces are slowed either by direct combat, or through the creation of obstacles by the adventurers. As the section on 'Procedures' shows, various types of obstacles produce various die modifiers which may be applied to the Enemy Activities roll, thus slowing their progress in a given half-hour period. No obstacle can block an advance for more than half an hour unless combat or other activity in the same location creates a new hazard before the original one is passed by.

The Enemy Activities Tables regulate enemy movement on a strategic level; when actual battles break out, the Gamemaster controls the movement of whatever enemy forces are directly engaged in the action. When a direct confrontation takes place (either at the behest of the Encounter/Event process, or as a result of an ambush mounted by the adventurers), the Gamemaster rolls once on the Vanguard Force Table. This gives the size of the force which will initially confront the player-characters. Once every turn (six combat rounds, or one minute), roll again on the Table to see how many additional units arrive to support the vanguard.

Obviously, a pitched battle involving more than about a squad of Confederacy Guards attacking the adventurers can become unwieldy when handled on a man-to-man level. See the section entitled 'Skirmish Combat' for various methods of handling these larger actions.

Note to the GM: It is recommended that miniatures or cardboard counters be used to represent the positions of forces engaged in combat in conjunction with maps showing the terrain around a given skirmish site. Maps can be as detailed or as rough as the Gamemaster desires, but should convey the essential facets of terrain and distances. Many commercially available wargames have suitable pieces for use for such situations. Sticklers for accuracy and completeness may wish to actually convert a boardgame or set of miniatures rules to represent engagements in this adventure; conversion procedures are not especially difficult to attempt.

ENCOUNTERS AND EVENTS

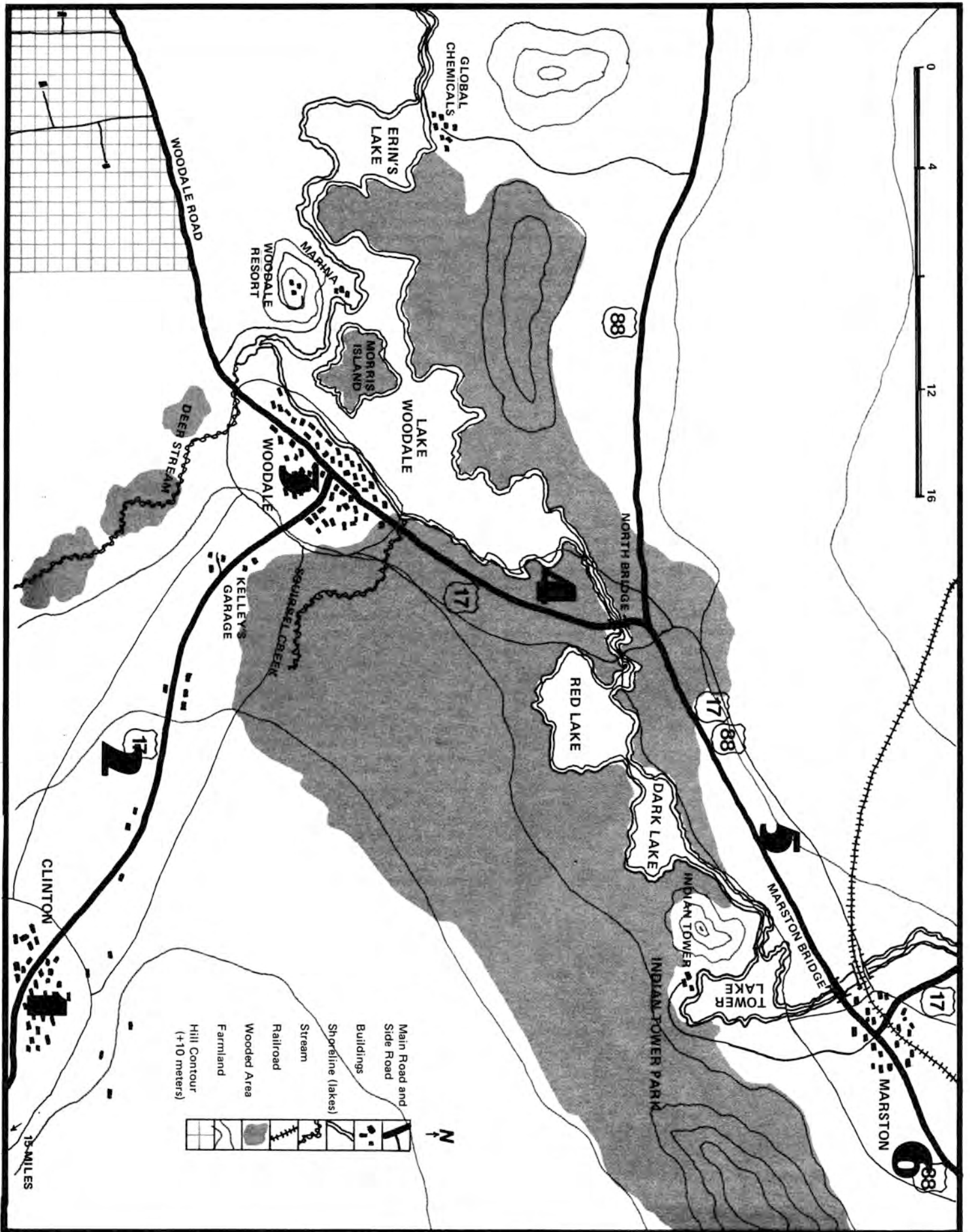
Every half hour, the characters may have an encounter or face an event important to the course of the scenario. A series of Encounter Tables (see page 28) are provided to regulate these. Roll on the Table to determine the type of encounter which takes place. The Gamemaster should then implement the encounter which was rolled up, if any, as the half-hour turn is resolved.

Some encounters can happen any number of times; others are one-time affairs. Once an encounter marked as 'Once Only' takes place, additional results of the same encounter should be treated as 'No Event' rolls on the table.

Encounters may lead to combat, or may allow the group to encounter specific characters — who may become NPCs, or, if a player has lost a character, new player-characters to join the rear guard force. Individual characters are provided in a separate section. Other encounters present specific dangers or problems which must be overcome.

ZONES

The county map has been divided into a number of 'zones.' These are used to regulate the Enemy Activities and Encounter/Event Tables. The Gamemaster should use the Zone Map to keep track of the current positions of both the characters and the enemy vanguard from one half-hour to the next; movement is given in terms of miles traveled. The distances covered by the Confederacy troops come from the Enemy Activities Table, while the adventurers have greater control



over their movement rates.

In a given half-hour, from zero to thirty miles by vehicle (on roads only; halve for off-road travel in clear terrain, or quarter the rate for travel through woods), or from zero to three miles on foot, can be traveled by the characters. They must announce their intended movement at the beginning of a half-hour turn. Use the map scale to determine distances and map locations. The section on 'Procedures' gives times required to prepare or create various obstacles along the way. In a given half-hour period, movement takes up time proportional to the distance covered (by vehicle, one mile per minute on roads; on foot, one mile per ten minutes). Obstacle preparation takes a minimum amount of time for loading and unloading, plus additional time which varies according to the number of people working. Keep track of the time spent, pausing every half hour for new updates on the situation.

REST

After every eight hours (sixteen half-hour turns), all characters suffer the loss of one point of Endurance. Sleeping for four hours restores this Endurance loss, but please note that only 25% of any Psi Power Points used are recovered after four hours of sleep/rest. Characters are considered fresh and rested at the start of the scenario. Victory Points and Enemy Activities are still checked while characters are asleep, but encounters are rolled only once per hour (two half-hour turns) if the majority of available characters are sleeping.

PROCEDURES

The object of the group's mission is to hinder the enemy advance. While events will delay the progress of the Confederacy forces to a certain extent, it is the proper use of delaying tactics and obstacles that will make the mission a successful one.

There are two types of obstacles. **Passive** barriers are simple blockages of the road — a barricade, a damaged bridge, or a hidden pit. These slow the enemy down, but only long enough for them to clear the obstacles out of the way; then they will continue once more. **Active** barriers, on the other hand, are points where the enemy is slowed down by both obstacles and an actual defense. The object of an active barrier is to force the enemy to deploy and, if possible, to create additional barriers by destroying enemy vehicles on the road.

Several types of obstacles are discussed below. Each entry describes the nature of the obstacle, the length of time needed to build it or prepare it, and the amount of delay (in terms of a negative dice modification to the next Enemy Activities die roll) created by that barrier.



Barricade

The simplest type of obstacle, this consists of felled trees, abandoned vehicles, and smaller objects placed to block the road, generally at an advantageous point where other terrain makes it difficult to circumvent the barrier. Two jeep-sized vehicles or one bus or tractor trailer can create a barrier without difficulty, but generally the only vehicles available will be the ones the characters are initially given, unless they can contrive to borrow or 'steal' civilian vehicles. A barricade can also be built in any woods area; with a chain saw, it takes fifteen minutes per man (with saw), while an ax takes thirty minutes per character (with axes) to complete. Multiple characters reduce the time factor in direct proportion to the number present (two characters take half time, etc.), but all must have the proper tools.

A simple, undefended barricade causes a dice modification of -3 to be applied to the next Enemies Activities throw. It is cleared away automatically after the turn on which the vanguard reaches it.

Obviously, a barricade will block all traffic moving along that road — friend and foe alike. For this reason, the adventurers should bear in mind that the creation of a barricade may block their own escape later. Generally, barricades should be built only on the retreat.

A barricade is already assumed to exist along the outskirts of Woodale (southeast side only).

Fire

Another type of barrier consists of setting the woodlands on either side of the road afire. Gasoline will be needed to start a blaze big enough to block progress. Such a blaze will give a dice modification of -5 the first half-hour, decreasing to -4 the next half-hour, and so on until the modification reaches zero, or the modified roll indicates enemy movement past the blockage.

Please note that this type of obstacle is as dangerous to the defenders as to the attackers. Roll 1d6 per half-hour — on a 3 or less the fire is dying down naturally; on a 4 or 5 it is staid in the same area; on a 6 it is spreading at 1d3 miles per hour.

Pits

Concealed pits, trenches, or similar obstacles can be dug to slow enemy progress; sharpened pungee sticks within can increase the hazard these pose. A pit or trench of sufficient depth to block progress of a vehicle along a blacktop road is nearly impossible to dig with hand tools. If the characters can obtain either jackhammers or other road repair equipment, they can dig a sufficient trench in thirty minutes. In soft ground, one character with a shovel can excavate a pit or trench in fifteen minutes, on a packed earth or gravel road it will take thirty minutes to excavate a sufficiently-deep pit. Multiple character (all with shovels) will directly decrease the time required. Each pit or trench creates a dice modification of -1 to the next Enemy Activities die roll. As with barricades, it is never wise to dig pits when friendly traffic may have to move along that route. Pits are automatically cleared away or filled in by the enemy vanguard on the first turn after contact.

Buried Explosives

An active defense, buried satchel charges or cans of gasoline make excellent 'land mines,' but only when the group is in the vicinity to spring the trap at the right moment. No remote control or contact plate detonators are available to the adventurers; satchel charges are set off only by a small internal timer (set for 0 to 5 minutes) or by being in the blast radius of another explosion, while gasoline is ignited by explosions, fires, or, sometimes (20% of the time), by a direct hit with small arms fire. Psionics can also be used to trigger explosives, especially Pyrokinesis and TK.

Satchel charge effects are covered in the basic rules; two gallons of gasoline in the proper packaging can produce a similar effect. Explosives of either kind attack men within their blast radius, of course, but are even more useful if they can be detonated while a vehicle is on top of them. The damage inflicted by the explosion (with a die modifier of -1 per foot of range between the vehicle and the center of the explosion) is compared to the vehicle damage rating for the vehicle; if the damage is higher than the rating, the vehicle is crippled and becomes a barricade.

The actual use of buried explosives will have to be resolved in a skirmish, rather than being abstracted. Unless psionic powers permit long-range surveillance and detonation, these explosives can be used only in conjunction with an active defense of a position. However, explosives can be prepared in advance and left behind without unduly jeopardizing the group's retreat path.

One buried explosive charge takes fifteen minutes to set by one character with a shovel; shorter times are possible with additional diggers.

There is no inherent delay created by explosives; the delay caused

depends upon the time won in the ambush plus the barrier value of any wrecked vehicles caused to block the road by the explosion.

Mined Bridges

Bridges are marked on the map. Satchel charges and gasoline can be used to mine them, in the hopes of destroying them and creating a major obstacle.

To determine success in mining a bridge, the Demolition skill of the character setting the charges is used. To this number, add 10 points per satchel charge and 5 points per gallon of gasoline used. The total number is the percentage chance of destroying the bridge (at least one satchel charge must always be used).

A bridge may be destroyed at any time, and provides a dice modifier of -5 on the next Enemy Activities Table die roll. If the enemy does not advance on this turn, the next Dice Modifier is -4, then -3, and so forth. The obstacle is eliminated when the Dice Modifier equals 0 or when the enemy vanguard is able to move on despite the new Dice Modifier, whichever comes first.

Bridges may also be destroyed as part of an active defense. Any vehicles or men on a bridge at the time it is successfully destroyed are lost.

It takes five minutes for one character to set one charge or one gallon of gasoline; additional characters speed the process. Only one person present needs to have Demolition skill to use the entire skill number, but this man must take fifteen minutes to survey the bridge and to decide how to lay the charges.

Obviously, it is not wise to destroy a bridge before the group has retreated across it. Charges can, however, be set in advance.

Weakened Bridges

Bridges can also be weakened, so that they seem intact but will actually collapse when subjected to weight. Unfortunately, for obvious reasons, this is not something that can be done ahead of the group's retreat.

One man working for one hour can weaken a bridge through the use of axes, shovels, or chain-saws. Larger numbers of characters can reduce the time required.

A weakened bridge has a 70% chance of collapsing when the vanguard attempts to cross. If it does, apply a die modifier of -5 (reducing to a die modifier of -1, as outlined for a mined bridge, above). A weakened bridge are, in essence, passive defenses, though an active defense might be operated in conjunction with weakening a bridge. In this case, each vehicle or squad of men crossing the bridge has a 10% chance of causing the bridge to collapse; where several vehicle cross at once, combine the percentages for a single throw.

Note that this delaying tactic will only be effective once. After a bridge has collapsed, the vanguard will check out other bridges as it approaches them, at almost no delay. If a weakened bridge is in their path and is detected (after the first such obstacle has collapsed), the dice modification will be only -2 to reflect time spent in shoring up the weakened areas of the bridge.

Destroyed Vehicles

When the group wishes to set up an ambush for any reason, it takes fifteen minutes to prepare properly. If that fifteen minutes is spent, the group automatically wins the Initiative (regardless of actual initiative ratings) in each of the next three combat rounds that follow. Without the prepared ambush, normal Initiative procedures apply.

Ambush positions can be surveyed and assigned in advance.

MORALE

In addition to the purely physical effects of obstacles and of barricades, active defense can have a morale impact on the enemy. After a battle, each enemy squad which suffered casualties, and each vehicle lost, cause a die modification of -1 on the next Enemy Activities roll. These are in addition to the points granted for the destruction of vehicles as barriers. If all personnel in a vanguard force are eliminated before additional forces can come up, an extra die modification of -5 is applied.

The Gamemaster should also award Morale Dice Modifications for the creative use of psionics in battle. For example, the use of Astral Projection or similar methods to create an 'unkillable' attacker ought to be worth an extra die modifier of -1 or -2, as the Gamemaster sees fit; those soldiers are going to take their time about advancing in the face of powers they cannot understand.

BARRIERS AND MOVEMENT

Enemy advances are always halted at the first obstacle encountered, regardless of the distance of the advance given on the table. If the adventurers must go around a barrier, require an extra 1d10 minutes

of travel time per barrier avoided.



USING PSIONICS

The uses of psionics in this adventure are as varied as the ingenuity of the players cares to make them. Some are obvious, while others may be quite subtle. It is up to the players to create, and the Gamemaster to adjudicate, the most effective use of psionic talents in their commando mission. A few examples are given below, but the Gamemaster is not to consider this to be an exhaustive list.

Vision: Can be used to counteract smoke or darkness in combat.

Combat Precog: Can be used in battle for attack or defense.

Luck: Always useful to have.

Suggestion: Could be used to lure an enemy into a trap.

Mental Attack: Could be used to attack enemy soldiers. The same is true for **Area Mental Attack** and **Distant Mental Attack**.

Stun: Can be used to confuse or delay an enemy, cause accidents, and so forth.

Communication: Could be used to coordinate attacks for maximum effectiveness.

Control: Can be used to take over the body of an enemy soldier or officer to create confusion in battle. Please note that the enemy must first be touched to control him/her.

Nightmare: Can be a particularly nasty form of mental attack.

Personal Teleport: Could be used to plant commandos directly among the enemy, as can **Teleport Other**. Also the ultimate means of retreat.

Teleport Object: Could allow bombs or other dangerous objects to be materialized at a given point of attack as desired.

Summon Objects: Can allow enemy weapons or equipment to be stolen in combat.

Teleport Attack: Could allow direct attacks on a specific opponent.

Out of Phase: Can be used to render a character invulnerable to attack during an escape from battle.

Move Object: Can be used to change the position of any bombs, weapons, and the like, or even to overturn entire vehicles (with enough power).

Manipulate Object: Allows remote detonation of satchel charges, or even of enemy explosives. It can also be used to steal maps, pull distributor wires, etc.

Sound: Can be used to distract an enemy, or even give false orders.

TK Missile: Used for direct attacks.

TK Shield: Used for personal defense.

Flight: Can have obvious advantages.

Heat: Can be used to damage others, or to ignite gasoline bombs or enemy fuel tanks.

Cold: Can be used to cause damage to others, or freeze the gasoline in fuel lines, etc.

Blast: Can be used to cause damage, or to trigger other explosives. This form of blast can never penetrate vehicle armor, but the TK can cause the vehicle armor itself to explode.

TK Light: Can be used to illuminate enemy positions in darkness.

Raise Attribute: Has obvious applications in battle.

Heal Self: Also obviously useful.

Change Appearance: Can aid in an infiltration attempt.

Stasis, Feign Death: Could be used to avoid capture by an enemy.

Speed, Forced March: Can increase amount of distance covered per movement turn, or otherwise aid movement.



Pyrokinetic: Can be used to detonate explosives.

Cryokinetic: Large chunks of ice materializing on/in front of jeeps cause damage and confusion.

Time Shifter: Allows checks on probable future movements of troops, and effectiveness of ambushes and barricades.

Astral Projection: Recon, lowering enemy morale, contacting other friendly forces, and the like.

Poltergeist: Can create confusion behind enemy lines.

Color Distortion, Invisibility: Enhance personal defense in combat.

Ghost: As 'Out of Phase.'

Psi Blast: Has obvious applications to combat.

Weakness Understanding: Allows enhanced effectiveness to any sort of attack.

Mind Melder, Psi Amplifier: Very useful in aiding other characters to effectively use their talents.

The new talents presented in **The Hammer Shall Strike** can also be used effectively, if they are available. They include the Radio Perceptive, to listen in on enemy communications; Perfect Balance, for surprise ambushes from above; and the Holo Psi, who can project situational maps for other characters. In addition, the Animalist, if backed up by two or three large dogs, can perform scouting and recon functions, and will add a powerful fighting force when it comes to hand-to-hand combat.

Notes: These and other possible uses of psionics should be explored during the planning stage of the adventure (that period when the players will, no doubt, be asking the question (How can we fight off an army?)). Any time a character sees a chance to apply a psionic talent, the Gamemaster should encourage him or her to do so.

Not all characters in a group need to be psionic, indeed, there is much to be said for having some non-Psis to put down covering fire for their talented companions. The Gamemaster should take care to make sure that most of the psionic powers represented in the group will, indeed, be useful; if all the characters are Healers, they should be in a field hospital, not a commando operation.

ENDING THE ADVENTURE

This scenario should be run for as long as it takes the Confederacy vanguard to exit the map north of Marston, or until the appropriate Enemy Activities special event occurs to end the game (whichever comes first).

When the adventure does finally come to an end in this manner (or sooner, if the Gamemaster so decides), the total number of Victory Points earned by the adventurers is revealed. The number of points earned will tell the group how well they carried out their mission.

51-225: Disaster: The enemy blitzkrieg brushed aside the Free State armies and made the complete collapse of their defenses inevitable. This campaign made the fall of Poland in 1939 look like a long and drawn-out affair.

226-500: Poor Showing: Confederacy forces caught the Free State army before it was fully assembled and inflicted a severe defeat. Though the campaign may last for a few more weeks, the Free State position is not a good one.

501-750: A Close-Run Thing: The issue was in doubt, with victory in the decisive clash being a matter of relative luck and skill. The Confederacy forces have a better-than-even chance of victory due to their superior equipment, training, and preparation.

751-1000: Probable Free State Victory: The army is able to fully assemble and prepare itself to deliver a fatal blow to the over-extended Confederacy forces. This is probably not the end of the war, however, and superior Confederacy resources could still be brought to bear.

1001-1500: Free State Triumph: The Confederate Guards are smashed so thoroughly that the Free State is able to negotiate a quick peace.

1500+: If the Victory Point total rises above this point before the Confederacy reaches Marston, the government of the Central States loses popular support for the war and the drive collapses. A resounding triumph indeed!

GAMEMASTER'S NOTES

This adventure is a radical departure from the usual **Psi World** adventure, in that it is set in a wartime situation where fighting, not the usual skullduggery, is the key to success. Because of the unusual setting, extra rules and other such material had to be included, making this scenario longer and more complex than is the usual.

Gamemasters will find, however, that **Rear Guard** can make a refreshing change of pace for all concerned. The players can give full rein to their more destructive impulses, while the Gamemaster, for a change, need not be overly concerned with the individual actions of NPCs (on either side). The adventure is as simple or as complex as the Gamemaster cares to make it.

There are some things the Gamemaster should keep in mind. First off, though it might seem that the players will have no trouble at all holding back armed forces of the Confederacy all by themselves, the fact is that the characters are going to be hard-pressed to stay alive. They are severely outnumbered at each encounter, and the enemy will always be fresh. (It's assumed that the lead forces are always rotated after an engagement.) And though some kinds of obstacles can be created that will slow down the Confederacy without risk to the group, the best methods for winning delays require the adventurers to risk an engagement, at least long enough to inflict some casualties and blow up some vehicles. Psionic powers or no, the adventurers are going to be at risk.

Power of the die rolls is the Gamemaster's greatest asset. Not everything in this scenario should be purely random; keep the rolls secret, and adjust the numbers to maximize the effectiveness of the adventure. This first and foremost applies to the early stages; ideally, things should be staged so that the Confederacy breaks through the town of Woodale before the adventurers reach it. For this reason, the Gamemaster should encourage the players to spend extra time preparing their defenses along the way, and he should do what he can to ensure quick movement of the Confederacy through Zone I and Zone II. After that, however, don't adjust the die rolls unless absolutely necessary, for here the progress of the Confederacy vanguard should be proportional to the success or failure of the group's plans.

Other adventure situations can be built around the primary scenario. For example, the group might be cut off by the enemy advance, and decide to seek out the militia headquarters at Woodale Resort or the neutral ground of the Global Chemicals plant. Resistance fighting after the blitzkrieg is another interesting possibility that can be explored.

Only the imagination of the Gamemaster and the creativity of the players will limit the possibilities open for adventure.

CHARACTERS

The NPCs provided in this section may appear during the course of the adventure, generally as a result to the Encounter/Event Table.

Hank Lowell

STR 9 (36)	Init. Factor: 14
AGL 19 (76)	Defense: -16
DEX 17 (68)	Bonus to Hit: +11
END 16 (64)	Damage Bonuses:
INT 14 (56)	Projectile: +2
WIL 9 (36)	Hand-Held: +1
PSI 0	Shock Resist.: 60%
	Hit Points: 27



Description: 6'3" tall, 188 lbs., brown hair and eyes, average build and twenty-six years old. Lowell is a corporal in the Free State Militia, having been involved in construction work as a civilian.

Skills: Demolitions 90, Weapon (7.62 Auto Rifle) 80, Drive Car and Single-body Truck, First Aid, Swimming, Forward Observer, Drive Construction Vehicle.

Equipment: Wears the uniform of a Militia Corporal. Drives a TravelAll. Carries a 7.62 auto rifle, ten clips, six grenades, and five satchel charges in the vehicle.

Dave Horton

STR 12 (48)	Init. Factor: 13
AGL 12 (48)	Defense: -2
DEX 16 (64)	Bonus to Hit: +7
END 12 (48)	Damage Bonuses:
INT 16 (64)	Projectile: +2
WIL 13 (52)	Hand-Held: 0
PSI 0	Shock Resist.: 60%
	Hit Points: 28



Description: 6'1" tall, 222 lbs., red hair, brown eyes, heavily built and twenty-two years old. A medic in the Free State Militia, Horton's primary concern is getting two boxes of medical supplies back to the field hospital outside Marston. However, he is not the sort of person

who could pass up the duty of tending for an injured man.

Skills: Emergency Medical Technician 90, Weapon (.45 Auto Pistol) 50, Stealth 50, Scout/Survival (Temperate) 30, First Aid, Drive Car, Swimming, Gambling, Singing.

Equipment: Wears the uniform of a Militia private. Drives a jeep containing a First Aid kit and two boxes of medical supplies (no MG on jeep, but a pintel mount is present). He carries a .45 Auto Pistol and two clips.

James Scott

STR 12 (48)	Init. Factor: 13
AGL 12 (48)	Defense: -2
DEX 16 (64)	Bonus to Hit: +7
END 12 (48)	Damage Bonuses:
INT 16 (64)	Projectile: +2
WIL 13 (52)	Hand-Held: 0
PSI 0	Shock Resist.: 60%
	Hit Points: 25



Description: 5'11" tall, 220 lbs., brown hair and eyes, very heavy build and thirty-two years old. Scott is a Captain in the Militia, a Staff Intelligence officer separated from his unit in the confusion of the Confederacy advance. Though overweight and not particularly good as a fighter, he is a very determined and resourceful officer who will not tolerate cowardice in the face of an enemy.

Skills: Stealth 60, Bribery 50, Forgery/Counterfeiting 50, Interrogation 80, Military Police Techniques 60, Weapon (9mm Auto Pistol) 50, Drive Car, First Aid.

Equipment: Drives a Machinegun Jeep (with HMG and six belts of ammo). Scott wears the uniform of a Militia Captain. He carries a 9mm Auto Pistol with two clips of ammunition.

Typical Confederacy Officer

STR 4 (16)	Init. Factor: 15
AGL 18 (72)	Defense: -11
DEX 15 (60)	Bonus to Hit: +6
END 15 (60)	Damage Bonuses:
INT 14 (56)	Projectile: +2
WIL 11 (44)	Hand-Held: 0
PSI 0	Shock Resist.: 60%
	Hit Points: 27

Description: As desired by the Gamemaster.

Skills: Weapon (9mm Auto Pistol) 70, Interrogation 50, Drive Car, Swimming, First Aid, Street Fighting, Forward Observer.

Equipment: Uniform, 9mm auto pistol and five clips or ammo.

Typical Confederacy Soldier

STR 15 (60)	Init. Factor: 15
AGL 11 (44)	Defense: 0
DEX 13 (52)	Bonus to Hit: +2
END 8 (32)	Damage Bonuses:
INT 10 (40)	Projectile: 0
WIL 11 (44)	Hand-Held: 0
PSI 0	Shock Resist.: 60%
	Hit Points: 27



Description: As desired by the Gamemaster.

Skills: Weapon (7.62 Auto Rifle) 70, Weapon (Grenade Launcher) 40, Weapon (HMG or Mortar) 20, Drive Car and Armored Vehicle, First Aid, Swimming.

Equipment: Uniform, 7.62 auto rifle and five clips, two hand grenades, support weapon if applicable.

Typical Free State Militia Trooper

STR 12 (48)	Init. Factor: 11
AGL 11 (44)	Defense: -1
DEX 15 (60)	Bonus to Hit: +6
END 15 (60)	Damage Bonuses:
INT 13 (52)	Projectile: +1
WIL 11 (44)	Hand-Held: 0
PSI 0	Shock Resist.: 60%
	Hit Points: 30

Description: As the Gamemaster desires.



Skills: Weapon (choose one Civilian/Sporting Rifle, or, 10% of the time, a 7.62 auto rifle) 60, Stealth 50, Scout/Survival 50, Drive Car, First Aid, Forward Observer.

Equipment: Militia uniform, weapon (whatever the character has skill in), five ammo reloads or clips.

SUGGESTED RULES FOR LARGE SCALE SKIRMISHES

Though the basic combat system in *Psi World* is adequate for normal fights between individuals and small groups, there is no way that it can easily be made to handle large-scale actions, as when the adventurers are faced by an entire platoon or other large unit of enemy troops. When such a situation arises, a more abstract combat system may be used to recreate these fights against larger forces.

These skirmish rules are not intended to be fully accurate, and should not be used except where streamlining is obviously necessary for playability.

Units:

Under this system, the Confederacy (and groups of Free State Militia, if present) does not field individual soldiers; instead, units confront the characters in combat (see Charts 5A-J). Units may be fire teams (four men each) or squads (eight men each). Rather than firing separately at specific targets, these units are considered to lay down Random Fire (see Chart 6); the volume of such Random Fire depends upon the size and armament of the unit, and will determine the chance that any given character or opposing unit is hit. Some units may have heavy weapons — grenade launchers, mortars, machineguns, and the like — which attack individually, but, on the whole, these units do not have to make separate attack rolls for each shot or burst fired.

In combat, units are very limited in what they can do, being limited to either movement, fire, or 'deployment' (embarking on or debarking from a vehicle, setting up or taking down heavy weapons, and so forth). Individual soldiers rarely need to worry about attributes, though 'typical' sets of stats and skills for soldiers on each side are provided in the section on characters in case the need should arise (hand-to-hand combat, or defense against psionics, etc.). Hit points also are not used. Instead, when characters fire at an enemy unit, they choose a specific target and make the attack normally, on a hit, roll on the Abstract Damage Table and read the

result. Soldiers may end up Out of Action (killed, unconscious, or severely wounded); wounded (able to fire, but not move); or Unhamed (a miss or a light wound). Players only observe the effects of their characters' attacks, and don't necessarily know if a hit was scored or not. If, later, it matters, the Gamemaster can determine the severity of the wounds taken by a soldier as desired.

Units move and fight together; a sheet of paper is used to record the current status of a unit. Conceivably, units can drop off or pick up soldiers, combine into larger units, exchange equipment, and so forth; how complicated this all gets is up to the Gamemaster's discretion. Casualties can be marked on the sheet as they occur.

The unit sheet shows the size of the unit, and space for each man in it. Weaponry is also marked, and Random Fire combat strengths for each weapon and for the total unit are noted. As casualties occur, the total combat strength is reduced accordingly. If a heavy weapon is present, this is also recorded. Heavy weapons attack separately from Random Fire. An initiative factor for the unit is also provided.

The sequence of play using this system is fairly much unchanged from *Psi World*. Units (as opposed to characters) must act in the initiative order, and can neither hold nor pre-empt an action. They can either move or fire, but not both; all movement is considered to be 'with observation.' The sequence for conducting Random Fire is discussed in a separate section below.

Characters continue to function normally, though they can, if desired, make use of Random Fire. In cases where player-characters are backed by friendly militia, each militia unit should be assigned to a player to handle its activities (within the limits already given) as desired. This frees the Gamemaster to concentrate on the Confederacy forces.

Skirmishes should be resolved using a map or other representation of terrain, and counters or miniature figures to represent the characters and units involved. If the Gamemaster prefers, a good

set of skirmish or man-to-man wargame rules (such as FGUS Merc game system) can be used instead of this abstract system for greater detail and realism.

Random Fire

In most battles, 90% of the shots fired by either side are fired blindly. They are not intended to kill enemy soldiers so much as they are meant to make the other side keep their heads down. If such shots do happen to score a hit, of course, no one's going to complain about it.

Random Fire takes this into account. Each weapon used is assigned a combat factor based on the number of shots fired in one round; automatic weapons and other multi-projectile guns thus have higher combat factors than civilian weapons. The total number of shots fired in a given turn towards a given character or unit is then totalled into one combat factor. A die roll on the Random Fire Table determines whether the character or unit in question is hit. The actual chance is comparatively small unless the fire is particularly heavy. The volume of fire may be affected by range.

Random fire is generally laid down over a 60° arc extending in front of the firing unit, up to the maximum range of the weapon being fired. Each character or unit within that zone is subject to Random Fire. Individual soldiers in a unit should be rolled for separately. Results give the number of hits actually suffered, hits which are resolved as discussed below.

Characters hit by random fire should take damage according to the standard **Psi World** combat rules. Each hit is resolved separately. Soldiers in a unit should roll once per hit on the Abstract Damage Table (Chart 6B).

The extended sentence outline for the Random Fire sequence of play is presented below.

- A. Determine the total Combat Factor being fired at the unit.
 1. For each firing character or unit, determine the number of shots fired (or Combat Factor).
 2. To each of the Combat Factors above, add the Range Modifier appropriate from the basic rules.
 3. Total all modified Combat Factors which apply. This is the total Combat Factor directed against each target.
 4. Find the column on the Random Fire Table which corresponds to the Combat Factor.
- B. Roll on the Random Fire Table.
 1. Neither skills, critical hits, or critical misses apply in Random Fire. Target situational modifiers do apply.
 2. The table result gives the number of hits suffered by the target, if any.
- C. If hits are scored:
 1. Each hit on a character is resolved according to the usual **Psi World** combat procedures.
 2. Each hit on a unit soldier is resolved by throwing 1d10 on the Abstract Damage Table (chart 6B).

In addition to the combat effects of Random Fire, characters or units which are fired upon may suffer a morale effect as well. When Random Fire takes place, the character or unit must immediately make a 2d10 roll less than or equal to WIL to continue functioning normally. Failure of the roll causes the target to either freeze (if under cover) or run for cover (if in the open); no other movement or combat is possible during the next round. Once a firefight develops, both sides will be hard-pressed to continue risking themselves. This morale check results only from Random Fire, not from normal combat procedures.

Heavy Weapons

Some units carry heavy weapons, including grenade launchers, machineguns, and mortars. Other heavy weapons may be mounted on vehicles. Most types of heavy weapons are already covered in the basic rules (all except mortars). However, some special notes are necessary.

Grenade Launchers fire one grenade per round, and can be operated by one soldier. This can be fired in addition to the Random Fire put out by the unit containing the grenade launcher. Grenade launchers need neither deployment nor reload time. They can fire either tear gas, AP (anti-personnel), smoke or signal type grenades.

Light Machineguns (LMGs) can be handled by a single person, but a second man (a loader) halves the two-round reload time. LMG fire is treated as a separate source of Random Fire from a given unit. An LMG requires one to two rounds to reload, but

does not need to be deployed.

Heavy Machineguns (HMGs) must have a crew of two to fire. They, too, are simply an additional source of Random Fire. HMGs require two rounds to reload, and take one round to set up (deploy) or take down. Vehicle mounted HMGs need not be deployed in this fashion to fire.

Mortars fire heavy shells at enemy positions; only light mortars are dealt with here. They require a crew of two men. Mortars are treated exactly like grenade launchers in all things, save for an increased range and greater damage caused. Mortar stats are:

Mortar: 50/250/1000/1500/2000 10d8

A mortar takes one round to reload, and one round to set up or take down. Mortars cannot fire at ranges of less than fifty meters.

Burst Radius: Grenades, mortars, satchel charges, and thermite charges each have a burst radius of ten meters diameter; anything within ten meters of the impact point or center of the explosion is attacked by the explosion. For every meter between the center of the burst radius and the target, subtract 1 from the damage dice, to a maximum of -10 (beyond 10 meters there is not hit).

Vehicles

Vehicles may be encountered in this adventure and each is given a brief description. All vehicles provide hard cover to passengers and crew (except as noted) from small arms fire. Explosions, however, may damage a vehicle. Vehicles are given Armor Ratings to reflect the strength of armor present; damage less than or equal to the armor factor is ignored. If an explosion (only) causes greater damage, the vehicle is considered crippled. Any explosion also has an automatic 50% chance of bursting a vehicle's tires, rendering it immobile for the duration of the combat.

VEHICLES

Mark XV Turtle

Tanks are large, cranky, hard on bridges and paved roads, and expensive to feed and care for. Within the narrowed political horizons of the **Psi World** background created for these adventures, the closest thing to tanks are Mark XV Armored Machinegun Carriers (AMGCs), sometimes called 'turtles.' Light, four-wheeled, similar to the British Daimler armored cars of WWII, the Turtle carries a small, open turret mounting twin Heavy Machineguns.

The Mark XV has a top speed of 70 kph (42 mph) on the road and 40 kph (24 mph) on smooth, non-paved surfaces. It carries a crew of three: driver, gunner-commander, and loader. The armor will protect the crew from all automatic and small-arms fire, though the heads of the gunner and loader are visible during combat, and the open-topped turret is vulnerable to grenade attacks. The belly armor is thin enough to be destroyed by a satchel charge.

The Free State also has AMGCs, and some Confederacy vehicles have reportedly been disguised with Free State markings.

HMG Combat Factor: 48
Armor Factor: 15



Machinegun Jeep

Jeeps are fast, reliable recon vehicles used extensively by military and local police forces. Military models may mount a single heavy machinegun on a 360° pintel mount between the driver and the left front seat. Machinegun jeeps provide mobile heavy automatic weapon fire for convoy defense and in combat situations where maneuverability is required.

TravelAll

Tough, reliable four-wheel drive vehicles, TravelAlls are frequently used by the Free State Militia for a variety of non-combat tasks. Such vehicles are most likely the ones given to the adventurers to carry out their mission. They are ordinary civilian vehicles, carrying up to nine people (with crowding) in three seats, or six people and a fair amount of equipment and supplies. Top speed on the highway is 100 kph (60 mph), 50 kph (30 mph) off-road. The passengers are exposed to enemy fire in their chests, heads and arms; for purposes of Random Fire, these vehicles provide occupants with a slight favorable die roll modification. TravelAlls are unarmed.

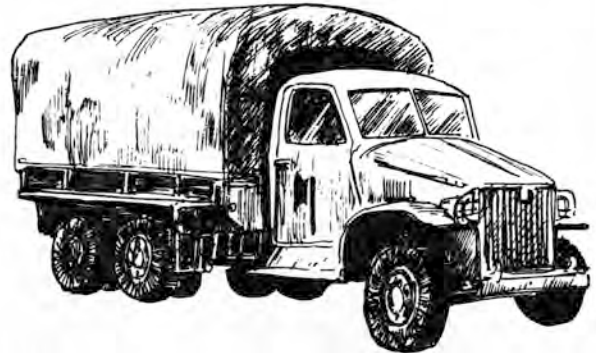
Armor Factor: 6

Two and a Half-Ton Truck

Unchanged since the days of WWII, this vehicle is used to carry troops and supplies and is generally encountered in convoys or as part of the Confederacy's mechanized platoons. The rear section is covered by a canvas top which provides concealment (but not protection) from fire. Up to sixteen troops and their equipment can be squeezed into the back (with crowding). Top speed on the

highway is 60 kph (36 mph), while movement off the road is severely limited. Both passengers and the driver and single passenger up front are exposed to small arms fire in their chests, arms, and heads. Trucks are not armed.

Armor Factor: 10

**CHART 1****ENEMY ACTIVITIES TABLES (Zones I through Zone VI)**

2d10	Zone I	Zone II	Zone III	Zone IV	Zone V	Zone VI
Below 2	No Advance	No Advance	No Advance	No Advance	No Advance	No Advance
2	Special Event*	Special Event*	Special Event*	Special Event*	Special Event*	Special Event*
3	No Advance	No Advance	No Advance	No Advance	No Advance	No Advance
4	No Advance	No Advance	No Advance	No Advance	No Advance	No Advance
5	No Advance	1 mile/obstacle	No Advance	No Advance	1 mile/obstacle	No Advance
6	No Advance	2 miles/obstacle	No Advance	No Advance	2 miles/obstacle	No Advance
7	No Advance	3 miles/obstacle	No Advance	No Advance	3 miles/obstacle	No Advance
8	No Advance	4 miles/obstacle	No Advance	No Advance	4 miles/obstacle	No Advance
9	No Advance	5 miles/obstacle	No Advance	No Advance	5 miles/obstacle	No Advance
10	1 mile/obstacle	6 miles/obstacle	1 mile/obstacle	1 mile/obstacle	6 miles/obstacle	No Advance
11	2 miles/obstacle	6 miles/obstacle	1 mile/obstacle	2 miles/obstacle	6 miles/obstacle	No Advance
12	3 miles/obstacle	7 miles/obstacle	2 miles/obstacle	3 miles/obstacle	7 miles/obstacle	No Advance
13	4 miles/obstacle	7 miles/obstacle	2 miles/obstacle	4 miles/obstacle	7 miles/obstacle	1 mile/obstacle
14	5 miles/obstacle	8 miles/obstacle	3 miles/obstacle	5 miles/obstacle	8 miles/obstacle	1 mile/obstacle
15	6 miles/obstacle	8 miles/obstacle	3 miles/obstacle	6 miles/obstacle	8 miles/obstacle	1 mile/obstacle
16	7 miles/obstacle	9 miles/obstacle	4 miles/obstacle	7 miles/obstacle	9 miles/obstacle	2 miles/obstacle
17	8 miles/obstacle	9 miles/obstacle	4 miles/obstacle	8 miles/obstacle	9 miles/obstacle	3 miles/obstacle
18	9 miles/obstacle	10 miles/obstacle	5 miles/obstacle	9 miles/obstacle	10 miles/obstacle	4 miles/obstacle
19	10 miles/obstacle	10 miles/obstacle	5 miles/obstacle	10 miles/obstacle	10 miles/obstacle	5 miles/obstacle
20+	Special Event*	Special Event*	Special Event*	Special Event*	Special Event*	Special Event*

* No Advance in addition to the special event result.

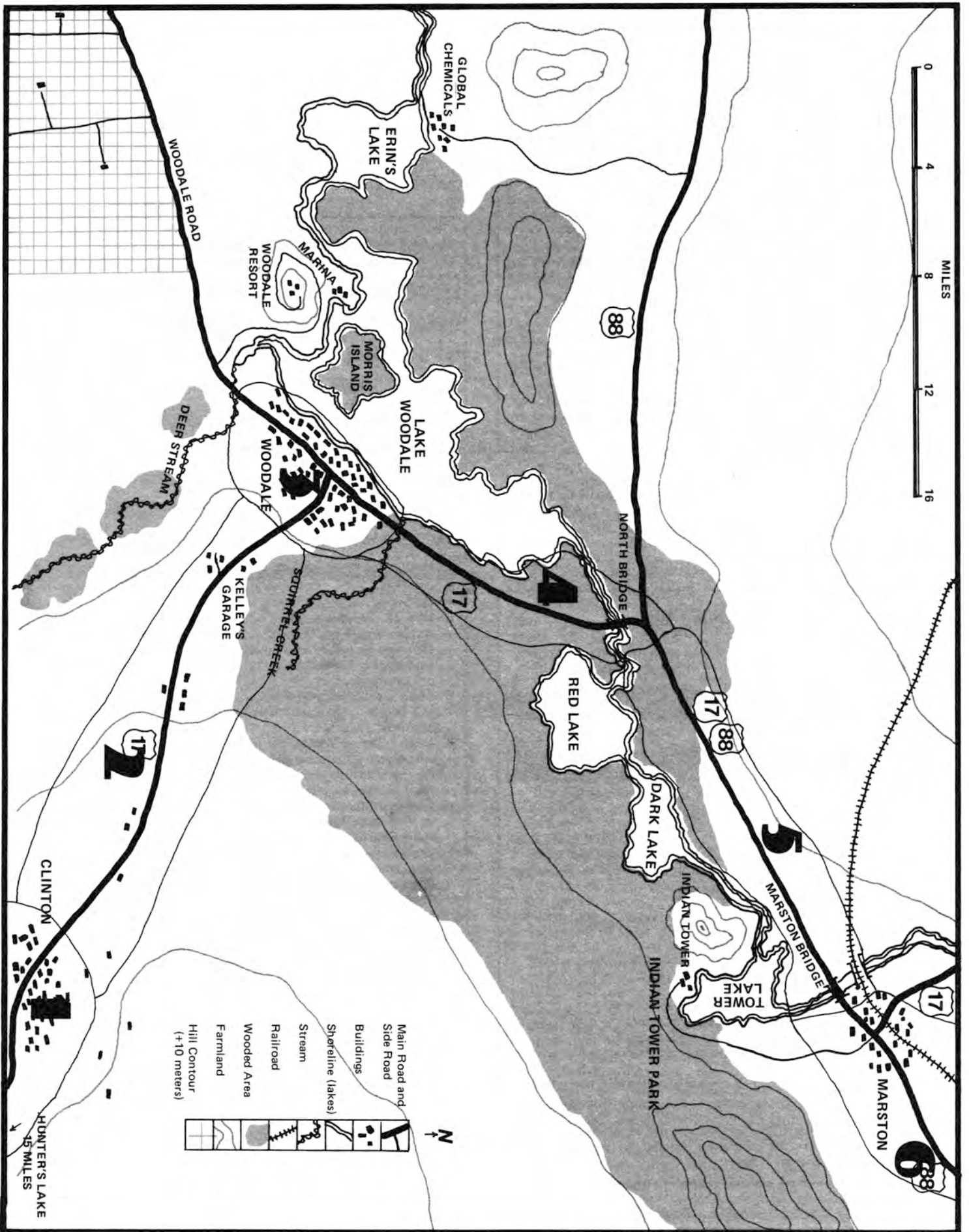


CHART 2: SPECIAL EVENTS

- Heavy fighting around Clinton. Forces in Zone I roll twice for Vanguard force and combine results. Vanguard force in Zone II rolls twice and takes the lower of the two results. This event is ignored after the Vanguard enters Zone III.
- Clinton surrenders. Forces in Zone I and II roll twice for the Vanguard force and combine the results. Event is ignored after the Vanguard enters Zone III.
- Heavy fighting around Woodale. Vanguard may not advance until the next Special Event is rolled. Add a die modifier of +1 per half hour after this event takes place, until the next Special Event occurs. This die modifier is cumulative.
- Woodale Militia withdraws to Woodale Resort. Vanguard may move again. Forces in Zones II, III, and IV roll twice for Vanguard force and take the lower of the two results. Event continues until the next Special Event occurs; a die modifier of -1 (cumulative) per half hour until the next Special Event.
- Surrender of Woodale Resort. End effects of previous Special Event.
- If the Vanguard is in Zone V or VI, artillery emplacements are set up in range of the railroad. From now until the end of the scenario, halve (rounding down) all Victory Point awards scored. Otherwise, no event.
- If the Vanguard is in Zone V or VI, forces reach the rail line and destroy the tracks. No further Victory Points are rolled for, but 1 Victory Point per turn is still scored automatically to represent additional time bought for the army. Otherwise, no event.

CHART 3: VANGUARD FORCE TABLE
(roll 1d6 twice)

Second Die Roll	First Die Roll					
	1	2	3	4	5	6
1	A	D	G	J	M	I
2	A	D	G	J	M	I
3	B	E	H	K	N	Q
4	B	E	H	K	N	Q
5	C	F	I	L	O	R
6	C	F	I	L	O	R

- A: One Infantry squad.
 B: One mechanized squad.
 C: Two mechanized squads.
 D: Two infantry squads.
 E: Three infantry squads.
 F: Three mechanized squads.
 G: One infantry platoon.
 H: One mechanized platoon.
 I: Two mechanized platoons.
 J: One armored squad.
 K: One armored squad, one mechanized squad.
 L: One armored squad, one infantry squad.
 M: One armored platoon.
 N: One armored platoon, one mechanized platoon.
 O: One armored platoon, two infantry platoons.
 P: One armored platoon, two mechanized platoons.
 Q: One armored platoon, one mechanized platoon, two infantry platoons.
 R: One armored platoon, two mechanized platoons, two infantry platoons.

Note: The Gamemaster can designate types of squads as desired, where necessary. See the section on 'Forces' for the composition of various units (Charts 5A-5J).

CHART 4: ENCOUNTER/EVENT TABLES

Die Roll 2d10	Zone					
	I	II	III	IV	V	VI
2	A	A	A	A	A	A
3	A	A	A	A	A	A
4	A	A	A	A	A	A
5	A	A	A	A	A	A
6	A	A	A	A	A	A
7	A	A	A	A	A	A
8	A	B	A	B	B	A
9	A	B	B	B	B	A
10	A	B	B	B	B	B
11	A	C	B	B	C	C
12	A	C	C	C	C	D
13	A	C	C	C	C	D
14	A	D	C	C	D	D
15	A	D	D	D	D	F
16	A	E	F	E	E	G
17	B	H	G	F	F	H
18	C	I	H	G	G	H
19	C	I	I	H	H	I
20	I	J	J	I	I	J

A: No Event.

B: Mob of civilian refugees. Refugees block road to all traffic towards enemy lines for 1d10 x 3 minutes, thus reducing mobility. If enemy Vanguard arrives, obstacles cannot be created without endangering civilians; cost is 1d10 x 10 Victory Points for creating obstacles.

C: Small group (2d10) of military refugees. This force is armed, and will attack created obstacles to get through. Resolve combat normally.

D: Military Patrol. 1d6 squads of Free State Militia. This force will cooperate with the adventurers if the enemy attacks while they are present; they will remain with the group for 1d10 half-hour turns before being recalled.

E: Enemy Infiltrators. 1d6 squads of Confederacy troops disguised as Free State Militia. They will act as above, but at some point will endeavor to capture the characters and destroy their work.

F: Character — Hank Lowell. Event cannot repeat.

G: Character — Dave Horton. Event cannot repeat.

H: Character — Free State Militia trooper.

I: Character — Militia deserter. May join group temporarily, but will run away if faced by battle or a military patrol.

J: Character — James Scott. Event cannot repeat.

FORCES

Below are the typical units which may be encountered.

CONFEDERACY UNITS

5A: Standard Infantry Squad

Initiative = 11	Will (each character) = 11
Soldier	Combat Factor
1. NCO	3
2. Rifleman	6
3. Rifleman	6
4. Rifleman	6
5. Rifleman	6
6. Rifleman	6
7. Rifleman	6
8. Grenade Launcher	0
Total Combat Factor: 39	
Heavy Weapons: 1 Grenade Launcher	

5A: Standard Infantry Squad

5B: Fire Teams (2)

1st Fire Team	
Initiative = 11	Will (each Character) = 11
Soldier	Combat Factor
1. NCO	3
2. Rifleman	6
3. Rifleman	6
4. Rifleman	6
Total Combat Factor: 21	
Heavy Weapons: None	
2nd Fire Team	
Initiative = 11	Will (each character) = 11
Soldier	Combat Factor
1. Rifleman	6
2. Rifleman	6
3. Rifleman	6
4. Grenade Launcher	0
Total Combat Factor: 18	
Heavy Weapons: 1 Grenade Launcher	

5C: Heavy Weapons Squad

Initiative = 11	Will (each character) = 11
Soldier	Combat Factor
1. NCO	3
2. HMG	0
3. HMG Loader	0
4. Rifleman	6
5. Rifleman	6
6. Mortar Gunner	0
7. Mortar Loader	0
8. Rifleman	6
Total Combat Factor: 21	
HMG Combat Factor: 24	
Heavy Weapons: 1 Mortar	

5D: Heavy Weapons Fire Teams (2)

1st Fire Team	
Initiative = 11	Will (each character) = 11
Soldier	Combat Factor
1. NCO	3
2. HMG Gunner	0
3. HMG Loader	0
4. Rifleman	6
Total Combat Factor: 9	
HMG Combat Factor: 24	
Heavy Weapons: None	
2nd Fire Team	
Initiative = 11	Will (each Character) = 11
Soldier	Combat Factor
1. Rifleman	6
2. Mortar Gunner	0
3. Mortar Loader	0
4. Rifleman	6
Total Combat Factor: 12	
Heavy Weapons: 1 Mortar	

5E: Mechanized Squads

As Standard Infantry and Heavy Weapons squads. Each squad is mounted on one 2½ Ton Truck. One rifleman acts as driver.

Armored Squads

Each armored squad consists of one Armored Machinegun Carrier.

5F: Command Fire Team

Each platoon includes a Command Fire Team.	
Initiative = 15	Will (each character) = 11
Soldier	Combat Factor
1. Platoon Officer	1
2. Platoon NCO	3
3. Rifleman	6
4. Driver (Rifleman)	6
Total Combat Factor: 16	
Heavy Weapons: None	
Command Fire Teams are mounted on jeeps.	

5G: Infantry Platoon

1 x Command Fire Team	1 x Jeep
3 x Standard Infantry Squads	
1 x Heavy Weapons Squad	

5H: Mechanized Platoon

1 x Command Fire Team	1 x Jeep
3 x Mechanized Infantry Squads	3 x 2½ Ton Trucks
1 x Mechanized Heavy Weapons Squad (+ 1 Truck)	

5I: Armored Platoon

5 x Armored Machinegun Carriers

FREE STATE UNITS

5J: Militia Squad

Initiative = 11	Will (each character) = 15
Soldier	Combat Factor
1. NCO	3
2. Rifleman	3
3. Rifleman	3
4. Rifleman	3
5. Rifleman	3
6. Rifleman	3
7. Rifleman	3
8. Rifleman	3
9. LMG Gunner	0
10. LMG Loader	0
Total Combat Factor: 24	
LMG Combat Factor: 12	
Heavy Weapons: None	

5K: Fire Teams (2)

1st Fire Team	
Initiative = 11	Will (each character) = 15
Soldier	Combat Factor
1. NCO	3
2. Rifleman	3
3. Rifleman	3
4. Rifleman	3
5. Rifleman	3
Total Combat Factor: 15	
Heavy Weapons: None	
2nd Fire Team	
Initiative = 11	Will (each character) = 15
Soldier	Combat Factor
1. Rifleman	3
2. Rifleman	3
3. Rifleman	3
4. LMG Gunner	0
5. LMG Loader	0
Total Combat Factor: 9	
LMG Combat Factor: 12	
Heavy Weapons: None	

CHART 6A: RANDOM FIRE TABLE

Die Roll	Combat Factor					
1d100	1-5	6-10	11-20	21-30	31-50	51+
01-03	1	2	3	5	6	10
04-10	0	1	2	4	5	8
11-20	0	0	1	3	4	6
21-40	0	0	0	2	3	5
41-60	0	0	0	1	2	4
61-80	0	0	0	0	1	3
81-90	0	0	0	0	0	2
91-00	0	0	0	0	0	1

Fire Modifiers

Point Blank Range	+20
Close Range	+10
Average Range.	0
Long Range	-10
Extended Range.	-20

CHART 6 B: ABSTRACT DAMAGE TABLE

Die Roll	Damage
(2d10)	Damage
2	Target Clearly dead
3	Out of Action
4	Out of Action
5	Wounded
6	Wounded
7	Wounded
8	Wounded
9	No visible effects
10.	No visible effects
11.	No visible effects
12.	No visible effects
13.	No visible effects
14.	Wounded
15.	Wounded
16.	Wounded
17.	Wounded
18.	Out of Action
19.	Out of Action
20.	Target Clearly Dead

