

PSI WORLD™

UNDERGROUND RAILROAD

Design: J. Andrew Keith and
William H. Keith Jr.



William H. Keith Jr.
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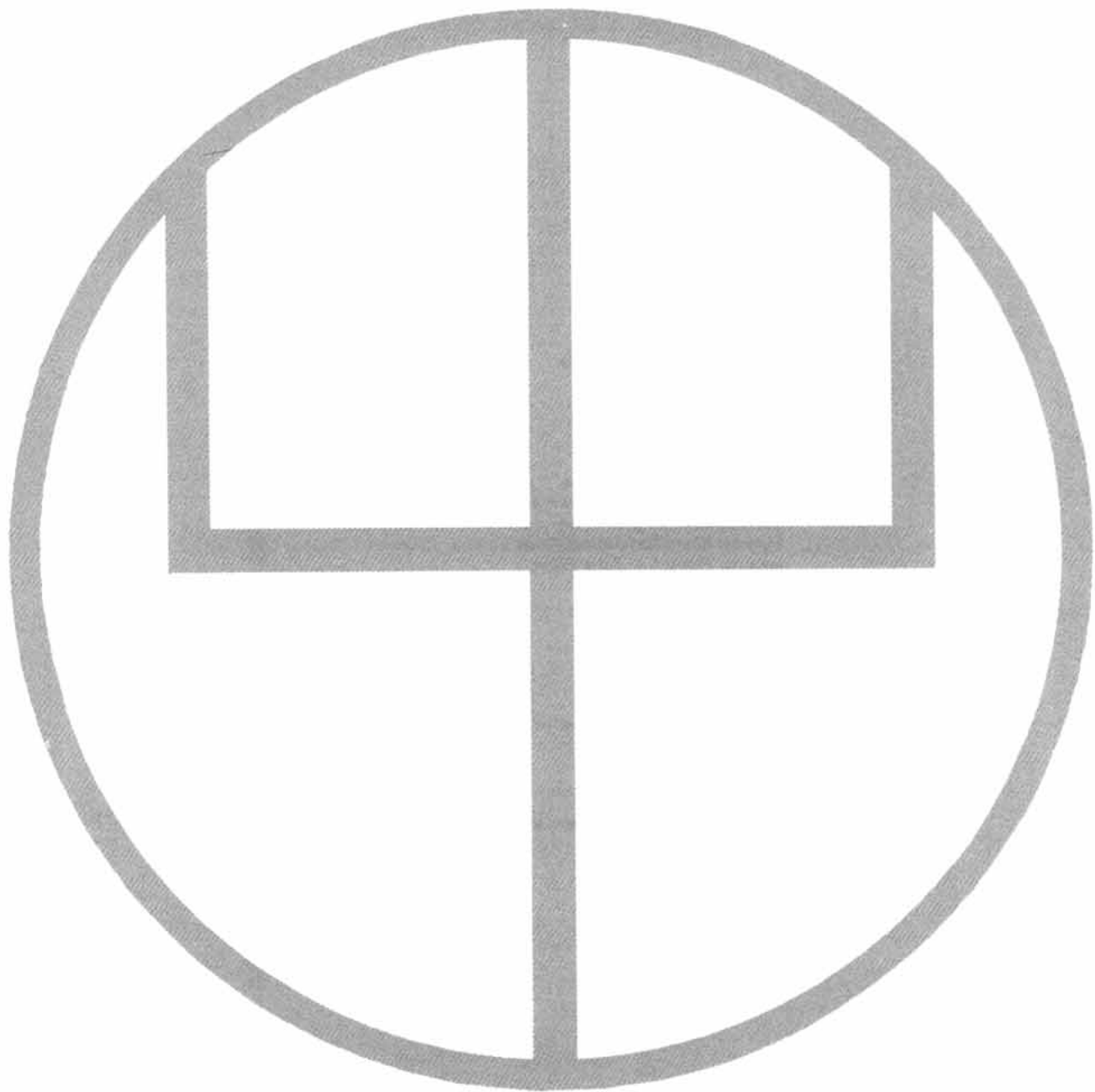
UNDERGROUND RAILROAD

THREE COMPLETE ADVENTURES FOR USE WITH PSI WORLD. ALL ARE SET IN THE SAME LOCALE WITH THE SAME BACKGROUND TO FORM AN INTER-CONNECTED CAMPAIGN. THE BACKGROUND SETTING CAN BE THE BASIS TO AN ONGOING CAMPAIGN WELL BEYOND THE THREE ADVENTURES CONTAINED IN THIS BOOK.

INCLUDED IN 'UNDERGROUND RAILROAD' ARE:

- **THE EIGERSON FACTOR:** PSIS ARE BEING ROUNDED UP BY THE AUTHORITIES AND AN IMPORTANT SCIENTIST, SYMPATHETIC TO THE PSIONIC CAUSE IS ABOUT TO ENTER THE AREA TO DEFECT TO THE FREE STATE. IT IS BEGINNING TO LOOK LIKE THE CONFEDERACY POLICE HAVE SOME SORT OF NEW METHOD FOR TRACKING DOWN PSIS. YOUR ASSIGNMENT IS TO LOCATE THIS SECRET AND TO ELIMINATE THE DANGER POSED TO ALL PSIS IN THE AREA, AND TO THE SCIENTIST IN PARTICULAR.
- **UNDERGROUND RAILROAD:** THE FREE STATE OPERATES, WITH THE AID OF A PSIONIC UNDERGROUND IN THE CONFEDERACY, A SERIES OF ESCAPE ROUTES FOR PSIS WHO WISH TO GET OUT OF THE REPRESSIVE POLICE STATE OF THE CONFEDERACY. IT IS FEARED THAT PROFESSOR JOHN LEWIS IS THE, AS YET, UNIDENTIFIED VICTIM IN AN AUTOMOBILE ACCIDENT. IF SO, IT IS VITAL THAT THIS PRO PSI SCIENTIST BE RESCUED AND SAFELY TRANSPORTED TO THE FREE STATE BEFORE HIS IDENTITY IS ESTABLISHED BY THE CONFEDERACY POLICE. YOUR ASSIGNMENT IS POSITIVE IDENTIFICATION AND RESCUE.
- **THEY STRIKE AT DAWN:** AFTER YEARS OF SABRE RATTLING, IT IS RUMORED THAT THE CONFEDERACY PLANS AN INVASION OF THE FREE STATE BEFORE AN ALLIANCE OF THE SMALL DEMOCRACIES AROUND THE CONFEDERACY CAN BE FINALIZED. IS THE RUMOR TRUE? YOUR ASSIGNMENT IS TO GATHER INFORMATION AND DEFINITE PROOF OF CONFEDERACY PLANS BEFORE AN INVASION CAN TAKE PLACE.

THREE COMPLETE ADVENTURES FOR PSIONIC CHARACTERS



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'The Eigeron Factor' and 'Underground Railroad' are written by J. Andrew Keith. 'They Strike at Dawn' is written by William H. Keith Jr., who is also the illustrator of all three adventures.

THE EIGERSON FACTOR

INTRODUCTION

The Eigerson Factor is an adventure for *Psi World* revolving around attempts by a band of psionic outlaws to thwart an effective government pogrom against their kind. This adventure uses the basic rules from *Psi World*. It presents, however, an alternate background setting which offers gamemasters and players new avenues of play. The game-master is responsible for choosing backgrounds in which *Psi World* adventures are to be set, and for any conversions necessary for shifting an adventure out of one background area into another. This responsibility should be kept in mind any time adventures are planned. The playing group must always be kept informed of the background data which shapes a given scenario, as well.

BACKGROUND

The origin of the Great Plague is a mystery. Some theorize that it was a bacteriological weapon which was released accidentally and ran out of control; others claim an extra-terrestrial origin, pointing to the fact that the Soviet Mars Mission of 1998 returned only a few weeks before the first cases were reported in Eastern Europe. No one can be certain of the origins of the disease — but none can doubt the effects.

By the time it had run its course, the Great Plague had killed over 40% of the world's population. There was no cure — a person who caught the disease lived or died according to natural resistance, and luck. Most people died. Only a handful who contracted it lived.

Those who did frequently exhibited an unusual side-effect — the development of strong psionic powers. And their descendents continued to exhibit such powers, as well. Somehow, the genes that controlled psionic talent were strongly linked to those that conferred resistance to the plague. The latent talents, once awakened, grew stronger, and the psi gene became dominant in a sizable fraction of the surviving population. Their numbers were far from large, but they grew steadily thereafter.

During the Plague Years, the appearance of the first psionics was greeted with fear and revulsion. At first, this was due to the threat of plague, for psis were known to be carriers of the plague. Later, as the danger of the plague subsided, fear turned to envy, bigotry, and other unfortunate emotional responses, and psionic persecution became common world-wide.

The other major effect of the Great Plague was a complete disruption of modern civilization. Communications and travel were curtailed, and the deaths drained manpower from key industries. The collapse was not complete, but it was a major blow to progress. It took nearly two generations to recover to pre-plague levels of technology. And there were permanent effects that the recovery did not take care of.

The large cities had been hard-hit, and never recovered. Most remain as half-ruined monuments to the past, haunted by the ghosts of old memories and half-wild descendents — some psionic, some not — of the survivors who clung to their way of life, even after things fell apart. The rest of the populace is more spread out, centralized through modern communications and computer technologies preserved fairly intact through the bad times.

Regionalism now predominates government. The large nations gave way to smaller, more loosely structured states. What was the United States now includes perhaps twenty independent nations, each with its own government, its own goals and ways of achieving them. The same is true the world over — as transportation broke down, so did central government, and the recovery did little to end the regional divisions that were found to suit people better than the impersonal and distant power of large governments.

Technical expertise rests in the hands of business, rather than government. Over the past thirty years, corporate consortiums have led a renewed assault on space, which led to the renewal of regular space shuttle flights and the beginnings of space colonization and industrial-

ization. The first L-5 colony has just been completed, and will shortly be opened for colonization.

Against this backdrop, the struggle of Psis for their rights — sometimes for their very survival — goes on.

SCENARIO SETTING

The Eigerson Factor is set in and around the town of Hunter's Lake, a small town at the edge of the Central States Confederacy, one of the larger regions of what was once the United States. Only a few miles from Hunter's Lake is the border of the Free State, a small, independent region considerably weaker than the Confederacy.

THE CONFEDERACY:

The Central States Confederacy is one of the most powerful regions of the old United States, and also one of the most belligerent. Tolerance for psis is particularly low; the totalitarian government of the region uses psionics as a focal point for hatred and as a scapegoat for all the hardships and problems suffered over the past one hundred years. As a result, repression is the rule, and pogroms are frequent. There are many who believe that the propaganda machines of the Confederacy are gearing up for the beginnings of a 'crusade' against psis that will also, just incidentally, lead to conquest of adjacent territories coveted by the Confederacy. The Free State is one of these.

THE FREE STATE:

Occupying the bulk of old Wisconsin, Upper Michigan, and parts of Minnesota, the Free State is a small region which suffered less from the Plague and its aftermath than the more heavily industrialized regions which became the Confederacy. As a result, the Free State remained more stable, less prone to violence, and more democratic and tolerant than its southern neighbor. In particular, psis were greeted with more tolerance and understanding. Many psi refugees from the pogroms of the Confederacy have escaped across the border into the Free State. Hunter's Lake, though part of the Confederacy, is an important stop on the 'underground railroad' used to smuggle such refugees out.

CONFEDERACY SOCIETY:

The Confederacy is a highly organized state, with maximum emphasis placed on the good of the state. Authority is invested in Governor Steve Wendell, the fourth member of the Wendell family to hold the office since the 'bad years'. All of the Wendells have wielded power through a solid base of armed force. Popular with the Confederacy Guard, Wendell's power is virtually absolute. He has used anti-psionic prejudice to build the strength of the Guard, and of the Psionic Police, to unprecedented levels. Persecution of psis is central to his policy.

The Psionic Police are a secret police organization dedicated to the eradication of psionic talents in the Confederacy. All psionic activity is illegal, and the penalty for using psionics is steep. First offenders are permitted to 'volunteer' for various types of medical experimentation; those who refuse cooperation or repeat an offense after a (rare) pardon are subject to psionic lobotomy and sterilization. The same penalty is visited upon any relatives who are deemed likely to share the psi gene with the offender. Psionic Police agents have wide powers in carrying out their mission of nullifying the 'psionic threat', and the Confederacy's propaganda machine gives them wide popular support.

The Confederacy Guard is an amalgamation of pre-Plague Army, Air Force, and National Guard forces, recruited to high strength levels to serve as police, armed forces, and border patrol personnel. The Guard is a highly respected career, and receives much popular support as well. Most towns support small Guard contingents, billeted at the public expense. The Psionic Police are considered an arm of the Guard, with common agents granted commissions as Guards Majors. They can thus call upon the resources of the Guard at need.



There is no organized psionic group within the Confederacy, thanks to three generations of persecution and attack. Those psis who do live in the Confederacy are loners who hide their abilities and suppress all connection with other psis, or they are new psis who appear from time to time and are quickly swept up by the Psionic Police. The Confederacy has been forced to manufacture most of the 'Psionic threat' out of whole cloth because of its very effectiveness in suppressions.

Pockets of psionic individuals do crop up within the Confederacy from time to time, and the Free State offers their one hope of refuge if they cannot continue to avoid detection. But allowing escapes to occur would not be an effective propaganda tool, and the Confederacy makes escape extremely difficult. Psionic Police and Guard activities along the Free State's boundary are especially strong.

Psionics within the Free State, however, have established an 'underground railroad' to smuggle psi fugitives across the border. Hunter's Lake was and is an important staging area in this escape line. Psis from the Free State, and others who live permanently in the small community, combine to help escapees dodge the border patrols and the Psionic Police and find a new life across the border.

LAKWOOD COUNTY:

Hunter's Lake lies in Lakewood County, formerly part of southern Wisconsin. Now it is the borderland of the Confederacy. The Map shows the county, with various specific locales being described below.

Hunter's Lake: Before the Great Plague, the town of Hunter's Lake was known primarily as a vacation/resort town. Though this is still true today, the town's resorts are now overshadowed by the presence of a small but important military base. Hunter's Lake is a key garrison town of the Confederacy border. The town population is only about five thousand, most of them employed in military-related civilian services or in a few of the remaining vacation industries. The military base houses a Guard Battalion of 294 men and a Psionic Police unit. The Guards are assigned to border patrol and garrison duties along this stretch of the border, being responsible for three border checkpoints (at Indian Bridge, Checkpoint A, and Marion Bridge), ground patrols, and water patrols.

Indian Bridge: Indian Bridge spans the narrow channel between Indian Lake and Simon's Lake, and is one of the connecting links bet-

ween the Free State and the Confederacy; Route 17, a four-lane highway, runs over this bridge. A military checkpoint staffed by a squad (eight men, armed with automatic rifles) is maintained here at all times. A jeep and a speedboat are both kept on hand for emergencies.

Smallvale: This small town (population of seventy-five) is little more than a wide place in the road. It is too small for any significant attention to be paid to it by the Confederacy government, and has long been used as a stopover on the psionic 'underground railroad'. Several psionic families and individuals live in Smallvale, and aid refugees in time of need.

Lakeview Homes: This exclusive residential area rises on a hill overlooking Hunter's Lake. The houses are fancy vacation homes, most belonging to highly placed locals or wealthy outsiders, including Major Vane, the commander of the Guards Battalion.

Davis House: This home, fronting on Wood Lake, belongs to Arthur Davis, a young loner who is a secret psi and another link on the 'underground railroad'. His home is used as a safe house to smuggle refugees across the border.

Hobe's Corners: The crossroads of Route 86 and Route 20 sport four ancient buildings, including a gas station, a general store, a dilapidated house, and a seasonal fruit stand. The filling station and the house belong to the Hobe family, and old and much-respected part of the Hunter's Lake community.

Marion Bridge: Bridging the channel between Lake Marion and Wood Lake, Marion Bridge was formerly the site of a marina. This has now been converted into a Guard's post, where two squads mount water patrols to prevent illicit boat traffic between the Free State and the Confederacy. A bar, the Marion Inn, is still open, but is generally frequented only by military types.

Wood Marina: This marina is a key part of the 'underground railroad'. When refugees are to be smuggled across the border, a speedboat leaves Wood Marina at night, picks up people hiding at the Davis House, and then attempts to smuggle them to a small landing place on the Free State side of Indian Lake. The marina is owned by Bob Richards, who is not himself psionic, but sympathies with their plight. He makes runs on an average of only once a month, and so far has been able to escape detection and suspicion entirely.

Checkpoint A: This border checkpoint is usually manned by two full squads, and checks all traffic across the North Lake Road bridge into the Free State. Unlike the other checkpoints, no boat is permanently attached to this post, but regular boat patrols out of the base on Simon's Lake pass this way roughly once an hour (more often if the Psi Police have received a tip of possible refugees, or in other cases, where trouble is expected).

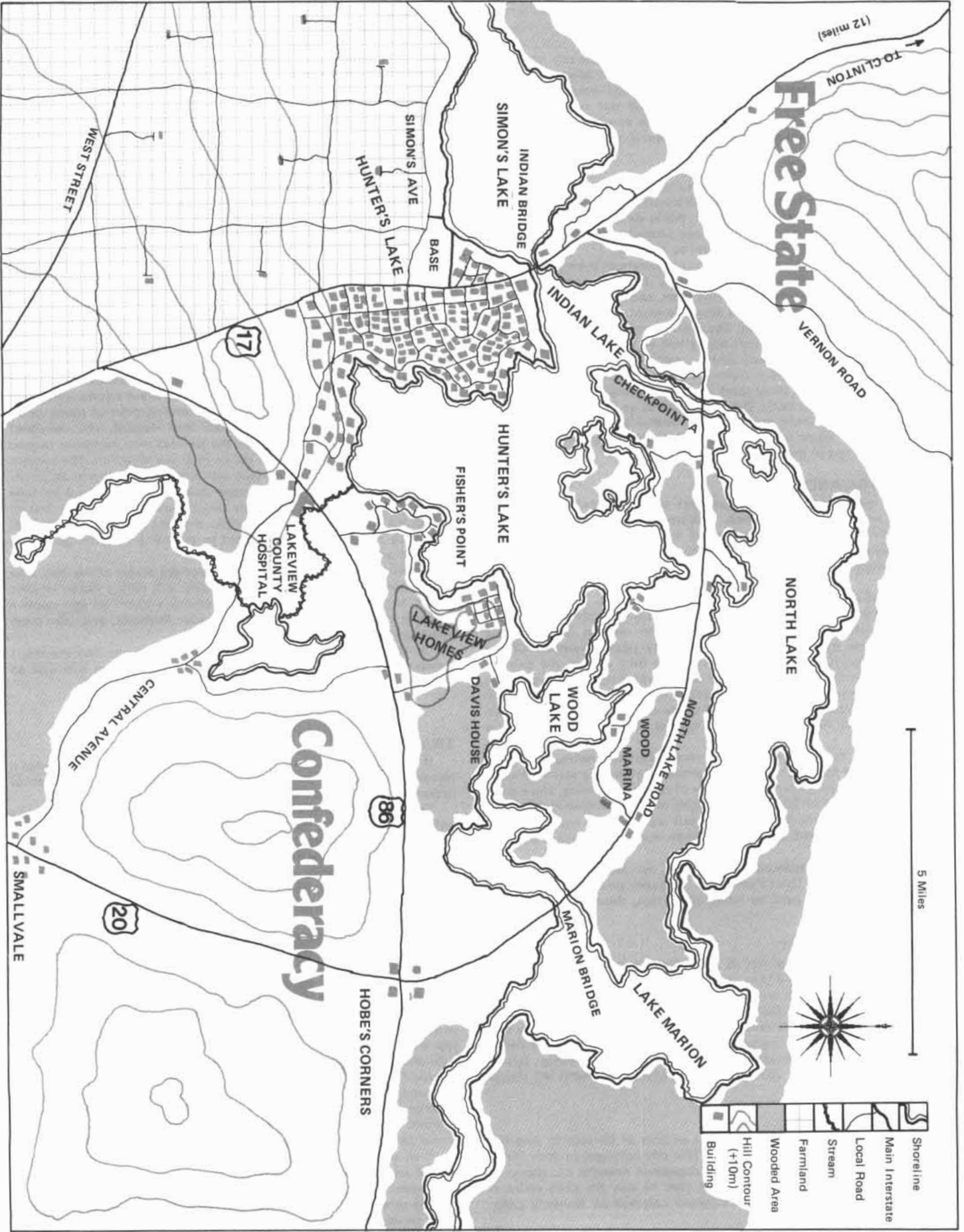
BRIEFING

The adventurers are a group of psis who have escaped in past months from the Confederacy and found sanctuary in the Free State. The 'underground railroad' generally asks those who have been aided in an escape to discharge this obligation by helping the organization at least once in return, and most psis are eager to help others in this fashion. The adventurers have not previously been approached in this fashion, but now are called in to meet a cell leader of the group, Mary Anderson. An Empath, Anderson was involved in the rescue of each of the adventurers, and, due to her powers is a very persuasive recruiting agent.

The organization is facing a crisis that threatens the whole Lakewood operation. Two out of three Smallville safe houses have suddenly been compromised, and three other psionic 'sleepers' in Hunter's Lake and Smallevalle have been taken by the Psi Police as well. It is plain that the Confederacy has acquired a new and devastatingly effective way to locate psionic individuals. Since by all reports, the sudden upsurge in arrests is happening only in the one area, Anderson and her cohorts believe that the cause is either a single device undergoing field tests, or, more likely, a renegade psi who is cooperating with the Psionic Police for one reason or another.

Anderson wants to find out for sure, and quickly. A very important refugee is due to be smuggled through Lakewood County in two weeks' time, and it is essential that the organization discover the truth before this individual is placed in danger. If the adventurers are still reluctant to commit themselves without further information, Anderson will reveal that the refugee is Professor John Lewis, a noted Confederacy scientist whose studies on psionics, carried out under the aegis of the Psionic Police, masked his own role as a powerful telepath. Lewis has done more in the last two years to uncover the secrets of psionic power and the human mind than had been accomplished for two generations before. Now, his work is being suppressed, so Lewis has at last decided to run. The Free State needs him — badly.

The organization is willing to reward the group handsomely, with permanent jobs, or with large sums of cash, if they will help. They are



to be smuggled by boat to the Davis House, and from there on are asked to carry out an on-the-spot investigation of the recent arrests. They must learn how the government located the psis — whether through a traitor, a device, or some other method — and report back. If the Psionic Police have some kind of device for tracing psis, the group needs to get a working model for study (so that counter-measures can be produced); simply sabotaging the machine would do nothing, since the basic research to reproduce it would still exist. In the case of some agency that isn't reproducible, such as a traitor, elimination or neutralization of the source of the problem is urged.

INITIAL ACTIONS

The adventurers are taken, late one night, to a clearing in the woods along the shores of Indian Lake. After about an hour, a large speedboat is beached nearby. A shielded lantern blinks three times, a rendezvous signal. The adventurers, who have been properly briefed for the meeting, return the countersign and go down to the boat.

The boat is fitted out to be an exact duplicate of the military patrol boats that keep watch over the lake traffic, but the pilot is Bob Richards. He is accompanied by another man, and both are wearing fake military uniforms. They help the adventurers into the boat, and conceal them under tarps on the deck. These are crowded and uncomfortable, but reasonably safe. They wait nearly half an hour before starting the engines and getting underway again — waiting, as Richards tells them, the proper interval before making a return appearance on 'patrol'.

After a rough but fairly short journey, the engine stops again, and the tarps are thrown back. Quickly, Richards and his companion urge the party ashore, where another man — Arthur Davis — guides them up to his isolated house on shore. This will be the group's base of operations for the rest of their mission.

LEGWORK AND CLUES

The way in which the adventurers carry out their investigations should be left up to the group. It is up to the referee to determine exactly what information is gained by any particular course of action. The actual information that is available to them over the course of the investigation is noted in the sections that follow below.

THE FIRST ARREST:

The first arrest took place in Hunter's Lake, at the Bayside Cafe. The offender was Charles Leighton, a local resident whose psionic powers were known only to a few highly placed members of the Organization. (Davis is sure that he is the only one on the Confederacy side of the border who knew about him). Leighton was a Healer, with 63 power points. He had no active involvement with the Organization, being considered a 'sleeper' to be turned to only in an emergency in which his services might be needed. He had never been used in this fashion.

Witnesses to the arrest said that the victim was having lunch at a table near the front door. Four uniformed guardsmen, a plainly dressed man who was recognized as an officer of the Psionic Police, and a sixth man, also in civilian clothes but looking distinctly uncomfortable and nervous, entered the cafe. The nervous man led the way across the room, nodded towards Leighton, and then stood back as the guardsmen arrested him.

The principal Organization informant for this incident is Billy Loomis, a friend of Davis's who is an 18 power point poltergeist. The arresting guardsmen paid no attention to him, though he was only a few feet away.

THE SECOND ARREST:

The second arrest is not as well documented. Three days after Leighton was taken, at 8 p.m., two squads of Guardsmen surrounded a house in Smallvale and arrested the occupants. Their own announcements indicated that a family of five psionics was taken in this raid. Later checking by Davis revealed that this was one of the three safe houses in Smallvale. For security reasons, Davis had no previous knowledge of the safe house location or the identity of the owner, but he was later identified as Joseph Marks, a Clairvoyant with 49 power points.

THE THIRD ARREST:

The third incident followed within an hour of the second. Another safe house in Smallvale was raided. This one belonged to Julie Mays, a telepath with 40 power points. A progaganda newsclip was shown of this arrest, and Billy Loomis claims that he saw the same nervous-looking man in the film who fingered Leighton in Hunter's Lake.

THE FOURTH ARREST:

The fourth incident took place a week later. A psionic 'sleeper'

named Evans, a 38 power point telekinetic from Smallvale, was detained by Guardsmen at Marion Bridge, who seemed to be expecting a psi to come through. Six cars in all were stopped and held; half an hour later, a staff car carrying a Psionic Police officer and another man arrived. The two walked down the line of parked cars, picking out the one Evans was in. The others were turned loose.

THE LAST ARREST:

Two days ago (and three days after the Evans incident), Davis himself had a very close call. While having drinks at the Stop Inn bar on Fisher's Point, Davis saw three jeeps and a staff car pull up outside. Soldiers piled out, and a Psionic Police officer, plus another man — who matched Billy Loomis's description of the nervous man — stepped out of the staff car. The whole group started forward, but the nervous man suddenly stopped, shook his head as if to clear it, and started talking to the officer. With another look at the bar, the officer signalled to his men, they returned to the vehicles, and sped off. Later, it was announced that a psionic was arrested near Hobe's Corners, and Davis discovered the victim to be a telepath named Joey Howard, whose psionic power rating totalled 50. Howard was driving down Route 86 towards Hunter's Lake when he was arrested. He was a stranger in town, unknown to anyone in the Organization until after his arrest.

THE SOLUTION:

From these clues, it is fairly obvious that the nervous man is at the heart of the mystery. The order in which the various victims were taken is significant; the arrests occurred in descending order of power point rating. Davis, at 36 points, was weaker than Howard, who was about ten miles away from Davis when the nervous man suddenly became confused and then pointed the police in a new direction. The nervous man can be judged to be a psionic with a previously unrecorded power — the ability to track the strongest psionic mind within a ten-mile radius. The evidence of the Evans and Howard arrests shows that he knows his target's exact movements; the fact that Loomis escaped his notice shows that he is limited to detecting the strongest single psi in the area.

Knowing this, the adventurers can judge the danger of the man, who can always home in on the powerful psis; it is only a matter of time before he tracks down every psi in Hunter's Lake. He also poses a dramatic threat to the safety of the fugitive Professor, and, even more immediately, to the adventurers themselves.

On the other hand, a study of the power also uncovers the man's greatest weakness. It would be extremely easy to draw him into an ambush, using a powerful psi as bait.

TRAP

If the decision is made to set a trap, the adventurers must plan a location (the Davis house is obviously not safe) and a course of action. The referee can map out the site chosen in detail.

The strongest psi in the group will eventually attract the quisling's notice. From the first day of the scenario, roll a 15 or higher on 2d10 once each day to have the strongest psi detected. When this happens, 1-4 jeeps, each carrying four Guards troopers, plus a staff car carrying a driver, Major Wendell, and Charles Eigerson, will set out in pursuit of that target. The exact flow of any subsequent encounter must be handled by the referee in accordance with the situation.

If the adventurers do set a trap and overcome the Guards, Eigerson may be captured or killed. Should he be killed, the group has accomplished its goal. They will not, however, be absolutely certain of this, since all they really have to go on is conjecture. This should be impressed upon them during their preparations. The only way to be sure of their conclusions is to capture the psionic collaborator, not to kill him.

Capture of Eigerson confirms their theories. He is, indeed, gifted with the ability to track a single powerful psionic mind. He was arrested two months earlier on suspicion of psionic abilities, together with his wife and young daughter. Major Wendell, an ambitious and powerful Psionic Police Officer, recognized the lever that Eigerson offered against psis, and so arranged to make use of his talents. Instead of the usual experimentation, Eigerson was turned over to Wendell. He was offered a choice between psionic lobotomy and sterilization for himself and his whole family, or, if he cooperated, ultimate freedom for all three of them to emigrate — untouched — to the L-5 colony. Just to make sure of his cooperation, Wendell has kept Eigerson's family at the military base. Eigerson does not want to work with the Psionic Police, but the safety of his family is of paramount importance to him. Now, he is certain that his family will be killed or otherwise harmed as a result of his capture. He pleads with the adventurers to help him get them out of the base and escape into the Free State.



Whether or not the adventurers agree to do this is their decision. Their mission does not require it — they could kill Eigerson outright (through such a cold-blooded choice is unlikely to win them much credit), or force him to come with them across to the Free State. In the latter case, however, there is a good chance that he will take every opportunity to betray the party in hopes that he can save his family instead. This course accomplishes the mission (unless the group is indeed caught), but Mary Anderson will be disappointed when the party reaches the Free State. Eigerson's talent is a valuable one, but he'll not be disposed to cooperate if kidnapped and forced to abandon his family to their fate.

The best course, then, is to try to help Eigerson by rescuing his family. The base is no easy nut to crack, but with ingenuity and the use of psionic powers, the task is far from impossible.

THE BASE

The accompanying map shows the military base in Hunter's Lake. The referee should use this map to help resolve any attempts to rescue Eigerson's family.

Base Buildings:

BASE BUILDINGS:

Various buildings and other points of interest inside the base are identified on the map.

Perimeter Fence: The base is surrounded by an eight foot high chain-link fence. There are three gates, each marked, a sentry post manned by two men is present at each gate. Passes are required at each gate, either military papers or a civilian work order. Security is not particularly tight, but paper checks are fairly thorough.

At night, roving, two-man patrols walk the perimeter at irregular intervals. A patrol will be at any given section of the fence at any given time on a roll of 10+ on 2d6.

Barracks: Each barracks houses one platoon (about thirty-five men), except for troops assigned to checkpoints, patrols, or other duties. In the daytime, soldiers will be present inside a barracks, cleaning, working, or off duty, on a 2d6 roll of 7+. Each barracks includes a small armory.

Motor Pool: The motor pool building is a maintenance garage with attached office and storeroom. In the daytime, troops will be present inside on duty (2d10 soldiers at any given time). At night, the building is locked and empty.

Parade Ground: The parade ground was originally intended for a much smaller detachment, and cannot hold the entire garrison at once. During the day, platoons rotate here for drill, rifle practice, and so forth.

Administration Building: This building is always guarded by sentries (two of them). Inside are offices for the base staff and the local Psionic Police, a radio room, and other important administrative facilities.

Boat Storage: Boats used by the garrison are stored and maintained in the large, barnlike metal building. A 'travellift' for launching boats stands parked outside, and two sentries are posted at the head of the boat pier nearby.

Boat Dock: There are generally 1d6 boats at the dock at any one time; these contain one or more soldiers on a roll of 10+ (each) during the day, or 12+ at night.

Officer's Housing: These are small, single dwellings for officers (and their families) assigned to the base. The house where the Eigersons are confined is marked with an 'E'.

ENCOUNTERS ON BASE:

Characters who gain access to the base by day will be seen at any given time on a 2d6 roll of 6+. No particular attention is paid to people moving about during the day, unless they are engaged in obviously illicit activities. Characters disguised as soldiers stand a good chance of being stopped and given some duty by passing officers; this is controlled by the referee.

At night, the chance of being noticed decreases to a 9+ roll, but characters (regardless of costume) are certain to be questioned if noticed. Civilians are not permitted on base at night; soldiers not on duty should not be wandering around, and will be questioned as to unit and purpose.

SOUNDING THE ALARM:

If intruders are detected, an alarm will be raised immediately. This rouses over two hundred men on base, and makes it very unlikely that the group will escape alive. Detection includes any untoward noises (shouts, gunshots, etc.), running after being challenged, or any other action that the referee deems likely to cause an uproar. Unless psionic gifts are such as to help a character or group escape, a major alarm is likely to lead to capture of the intruders; certainly the gates, the motor pool, the dock, and the Eigerson house will all become quite unreachable.

THE RAID:

A raid on the base depends entirely upon referee and player-planning and interaction. It is impossible to cover all eventualities, especially those made possible by psionic characters.

The attack will fall into the three main phases of gaining access, springing the captives, and escaping. The referee may be forced to make sketch maps of particular portions of the base to implement specific parts of the plan. An attempt to steal a boat, for instance, would require an amplified sketch of the boat storage shed and the dock.

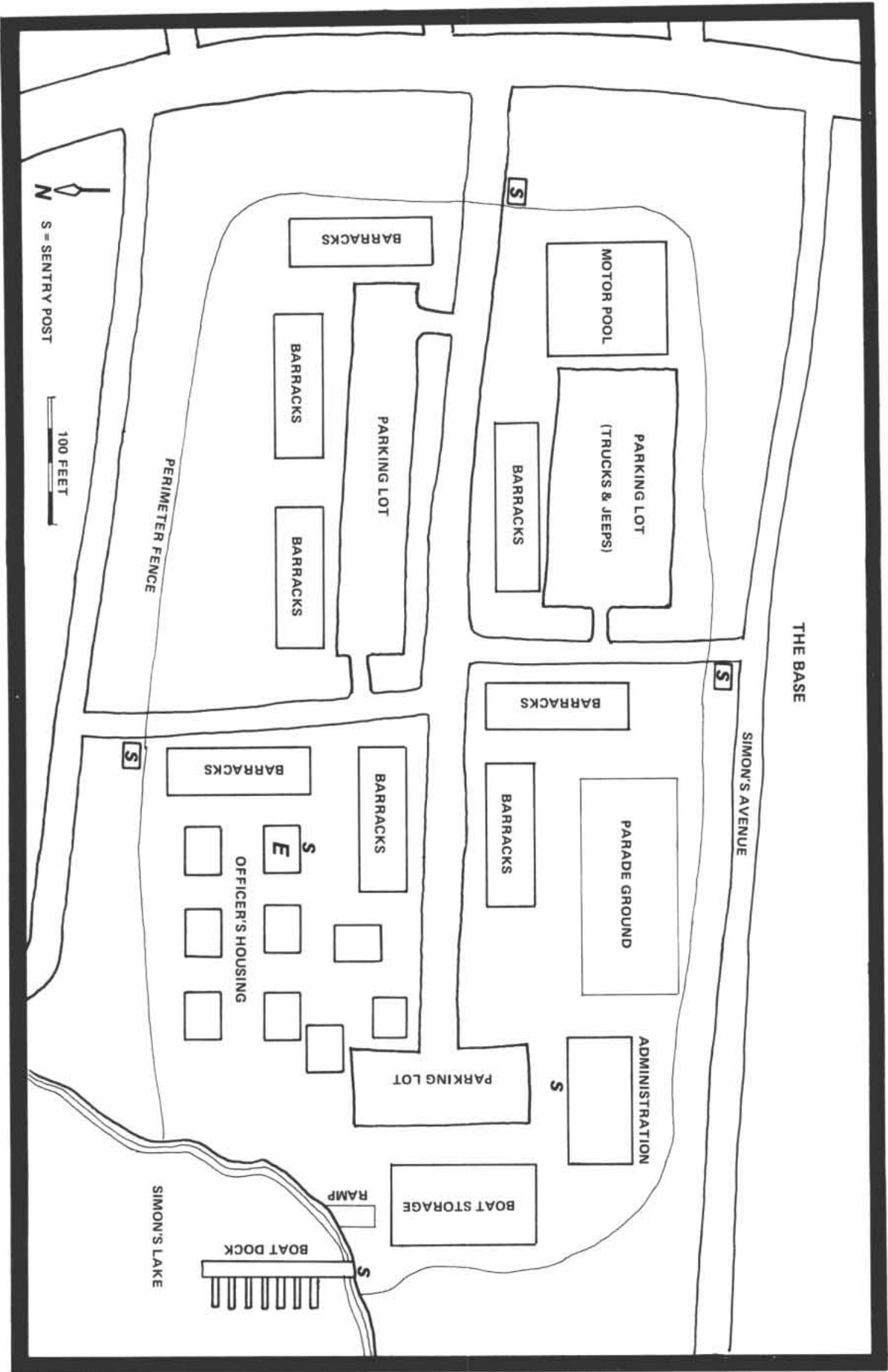
Resolution of the raid ends when the group is driven off or captured, or when they successfully escape from the base.



THE ESCAPE:

Following the raid, the Guards will be alerted to the presence of the group, and security around Hunter's Lake will be tightened while a search is carried out. Checkpoints strengths will be doubled, and any attempt to cross the lakes by boat (even in military or faked military boats) will lead to a pursuit situation on a 2d6 roll of 5+. Such a situation makes a very good climax to the adventure, as the group attempts to win free with Eigerson and his family.

To set up the pursuit, determine the initial range (one hundred to



S = SENTRY POST



PERIMETER FENCE

THE BASE

SIMON'S AVENUE

SIMON'S LAKE



RAMP

BOAT DOCK

BOAT STORAGE

PARKING LOT

ADMINISTRATION

PARADE GROUND

BARRACKS

BARRACKS

MOTOR POOL

PARKING LOT
(TRUCKS & JEEPS)

BARRACKS

BARRACKS

PARKING LOT

BARRACKS

BARRACKS

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OFFICER'S HOUSING

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six hundred yards is good), the number and crews of pursuing boats (1-4=one boat, 5-6=two boats; crews of 1d6 soldiers each), and any other special situational modifiers are determined.

Motorboat skills are used to determine the progress of the pursuit. A 1d100 roll is made every turn (minute). If the outcome is less than 250, range opens by 1d6x10 meters; if greater than 75, range closes by 1d6x10 meters. Any other result maintains distance. If a boat stops for any reason, range automatically opens or closes by 2000 meters per minute. Thus, the fugitives cannot land in Free State territory until they have eliminated their pursuit.

Combat between boats uses the boats, rather than individual characters, as targets. The chance to hit is based on the standard throw, with defense and situational modifiers as usual (firing from vehicles, both attacker and target moving, no cover). If a hit is scored, roll 1d100 for a hit location on the boat.

1d100	Location
01-50	Boat hull
51	Boat critical
52-65	Pilot distraction
66-75	Pilot
76-00	Passenger

Boat Hull: No effect on boat or passengers.

Boat Critical: The exact effect is up the referee. Results might include damage to the engine or fuel tank, controls, or other vital equipment. A critical hit renders the boat inoperative at best, and can, at the referee's option, lead to the destruction of the vessel.

Pilot Distraction: The pilot must make a skill throw to avoid an accident. Level or difficulty is set at 1d6-1. If the throw is failed, the boat suffers a catastrophic accident.

Pilot: The pilot is hit. Roll on the hit location table to determine the exact location of the hit, and inflict normal damage.

Passenger: A passenger on board the boat (chosen randomly) is hit. Treat as above.

If all pursuers are eliminated, the adventurers can steer for the Free State and safety. The referee can, of course, interject any complications that seem desirable, such as pursuer reinforcements, mechanical difficulties, and so forth. Also, of course, he must determine the effects of any psionics brought to bear on the problem.

NOTES:

This adventure is extremely open-ended, and is deliberately intended to be so. It will be up to the referee to fill in many details, since so many different approaches to the various problems in the scenario exist. The adventure is intended strictly as a situation guideline, presenting basic obstacles to be overcome and suggesting how they might be solved. But the wide variance made possible by alternate psionic solutions and differing player behavior make it essential that the gamemaster improvise a great deal of the actual adventure.

CHARACTERS

A number of specific characters can be important to the adventure.

Arthur Davis

STR 13 (52)	Init. Factor:	15	Hit Points	30
AGL 12 (48)	Defense:	-10	Head	8
DEX 8 (32)	Bonus to Hit:	+10	Chest	14
END 11 (44)	Damage Bonuses:		Abdomen	14
INT 19 (76)	Projectile	+1	R. Arm	7
WIL 17 (68)	Hand-Held	0	R. Leg	7
PSI 15	Shock Resist.	60%	L. Arm	7
			L. Leg	7



Description: 5'11", 135 lbs., twenty-four years old, with swarthy skin, brown eyes, and black hair. Davis is painfully thin, and appears frail and awkward. He is dedicated to the Organization, and has been engaged in this work for over five years now, since his parents died during a Confederacy pogrom. He changed his name and moved in with a rich uncle, who died last year and left him independently wealthy. His devotion sometimes borders on fanaticism.

Skills: Communications Systems 52, Unarmed Combat 65, Civilian Weapon (357 Magnum Revolver) 30, Swimming, Drive Car, Pilot Motorboat, First Aid.

Psionic Ability: Telepath (full use of the major power). He has 34 power points.

Equipment: 357 Magnum Revolver with twelve rounds worn under his coat. Other equipment as needed.

Notes: Davis takes a very active interest in the operation. He is keeping an eye on the characters, and if he has a chance to do so he will prevent any unnecessary waste of life — except where Guards and Psionic Police are concerned.

Billy Loomis

STR 16 (64)	Init. Factor:	11	Hit Points	28
AGL 15 (60)	Defense:	-5	Head	8
DEX 15 (60)	Bonus to Hit:	+5	Chest	13
END 15 (60)	Damage Bonuses:		Abdomen	13
INT 9 (36)	Projectile	0	R. Arm	7
WIL 6 (24)	Hand-Held	+2	R. Leg	7
PSI 6	Shock Resist.	50%	L. Arm	7
			L. Leg	7



Description: 6'0", 163 lbs., twenty-three years old, blonde hair and blue eyes. Loomis works as a handyman around the Davis house, and uses his comings and goings as a way of bringing information, and sometimes refugees, to Davis. He is not overly bright, but faithful and dogged in his service of the Organization.

Skills: Plumbing 83, Bribery 56, Unarmed Combat 68, Gambling, First Aid, Drive Car and Truck.

Psionic Abilities: Marginal — Poltergeist. Under moments of extreme stress, when afraid or otherwise concerned, he cause the poltergeist effect spontaneously. Loomis has 18 power points.

Equipment: Loomis drives a panel truck, which includes compartments where 1-4 people can be concealed from anything but an intensive search.

Notes: Loomis is very frustrated and embarrassed over his marginal power. He avoids situations where it might accidentally be triggered, and so has a reputation as a coward.

Bob Richards

STR 18 (72)	Init. Factor:	15	Hit Points	40
AGL 13 (52)	Defense:	-3	Head	9
DEX 12 (48)	Bonus to hit:	+1	Chest	16
END 18 (72)	Damage Bonuses:		Abdomen	16
INT 13 (52)	Projectile	+1	R. Arm	8
WIL 16 (64)	Hand-Held	+2	R. Leg	8
PSI 0	Shock Resist	80%	L. Arm	8
			L. Leg	8



Description: 5'8", 220 lbs., thirty-seven years old, brown hair with grey-streaked beard, black eyes, stocky, muscular build. Richards owns the Wood Marina, and lives in a small house on the marina grounds with his wife and two sons. He was a close friend of Arthur Davis's uncle, and has carried on that friendship with Arthur. As a result, he is aware of Arthur's psionic powers, but does not hold a prejudice against them. He works with Arthur and the rest of the Organization, smuggling people by boat into the Free State.

Skills: General Mechanic 105, Pilot Motorboat, Unarmed

Combat 78, Forgery/Counterfeiting 15, Bribery 80, Weapon (.30 HP Rifle) 86.

Equipment: Owns several motorboats, including one painted to resemble a military boat (which is concealed in a shed in the marina when not in use. Carries a .30 HP rifle on runs or in other emergencies. Also owns several different sets of forged military papers for use with the boat, several false uniforms, and other props.

Notes: Richards is a supremely competent commando type, good at deceptions and fast-talking. He prefers, however, to stay out of any sort of unnecessary danger, since he does have a family to think of. Thus, he's glad to keep on smuggling people out of the Confederacy, but he won't take kindly to the suggestion that he should join in a raid or a pitched battle against the military.

Major Marc Wendell

STR 13 (52)	Init. Factor:	18	Hit Points:	34
AGL 15 (60)	Defense:	-7	Head	9
DEX 15 (60)	Bonus to Hit:	+7	Chest	15
END 13 (52)	Damage Bonuses:		Abdomen	15
INT 16 (64)	Projectile	+2	R. Arm	8
WIL 20 (80)	Hand-Held	+1	R. Leg	8
PSI 0	Shock Resist.	80%	L. Arm	8
			L. Leg	8



Description: 5'6", 148 lbs., black hair, brown eyes, thirty-six years old. He is an officer of the Psionic Police, and so wears civilian clothing, despite his military rank. His rabbit appearance belies a tough, able, fanatic approach to his duty.

Skills: Interrogation 118, Military Police Techniques 66, Street Combat 26, Weapon (9mm Auto Pistol) 66.

Equipment: Always carries a 9mm Auto Pistol with four clips and personal psi shield with five hour battery life.

Notes: Major Wendell is ruthless, ambitious, and very talented. The referee is urged to find ways to keep the major alive for ongoing campaign situations.

Soldiers

For the sake of convenience, all Guard soldiers are assumed to use the same stats.

STR 11 (44)	Init. Factor:	11	Hit Points:	34
AGL 12 (48)	Defense:	0	Head	9
DEX 14 (56)	Bonus to Hit:	+2	Chest	15
END 18 (72)	Damage Bonuses:		Abdomen	15
INT 9 (36)	Projectile:	0	R. Arm	8
WIL 10 (40)	Hand-Held	0	R. Leg	8
PSI 0	Shock Resist.	60%	L. Arm	8
			L. Leg	8

Skills: Weapon (7.62 Auto Rifle) 69, Weapon (7.62 Auto Rifle) 69, Weapon (Grenade Launcher) 40, Military Police Techniques 16, Swimming, First Aid. Some characters have Motorboat Pilot skill, as needed.

Equipment: Most soldiers carry 7.62mm Auto Rifles. One member of each squad carries a Grenade Launcher.

Notes: Stats and skills can be varied for specific individuals as desired.

Charles Eigerson

STR 8 (32)	Init. Factor:	13	Hit Points: 25
AGL 10 (40)	Defense:	+1	Head 8
DEX 13 (52)	Bonus to hit:	+1	Chest 8
END 12 (48)	Damage Bonus:		Abdomen 13
INT 6 (24)	Projectile	0	R. Arm 7
WIL 15 (60)	Hand-Held	0	R. Leg 7
PSI 11 (44)	Shock Resist.	60%	L. Arm 7
			L. Leg 7



Description: 5'5", 138 lbs., forty-two years old, red hair, green eyes. Eigerson is a small, furtive, nervous man. He hates his involvement with the Psionic Police, but his devotion to wife and daughter (and a strong degree of physical cowardice) keep him from rebelling. He can be quite stubborn, but generally this is only when his family is involved. Other times he is weak, vacillating, and afraid.

Skills: Electrical Systems 93, Drive Car, Swimming, Gambling, First Aid, Singing, Streetwise 32, Hunting 51, Merchant 81.

Psionic Abilities: Capable of 'Psionic Tracking' — locating and homing in on the single most powerful source of psionic power in a ten-mile radius. This costs 1 power point per turn; he has 62 power points available. The power also enables him to locate the source and determine if it is moving or stationary, which means that he need not exert himself constantly.

Equipment: Eigerson has no unusual equipment.

Notes: Charles Eigerson is always drawn to the most powerful psionic mind; two of equal power in the same radius confuse him, while the arrival of a more powerful mind within his radius would cause him to drop a mind already located and 'lock on' to the new arrival.

Nancy Eigerson

STR 6 (24)	Init. Factor:	15	Hit Points: 20
AGL 12 (48)	Defense:	0	Head 7
DEX 12 (48)	Bonus to Hit:	0	Chest 11
END 6 (24)	Damage Bonuses:		Abdomen 11
INT 10 (40)	Projectile	0	R. Arm 6
WIL 18 (72)	Hand-Held	0	R. Leg 6
PSI 5	Shock Resist.	50%	L. Arm 6
			L. Leg 6

Description: 5'8", 132 lbs., thirty-eight years old, blonde hair, blue eyes. An attractive woman, Nancy Eigerson is devoted to her husband and daughter. She is very much afraid for the whole family (herself included), hating and fearing Major Wendell.

Skills: Art-Painting, Dancing, First Aid, Drive Car, Swimming, EMT 83.



Psionic Abilities: One fully developed minor talent — pyrokinetic. She has 18 power points.

Equipment: She carries no unusual equipment.

Notes: Nancy Eigerson, if rescued, will be confused, uncertain, and willing to take orders without question. She will not, however, be willing to leave either her daughter or her husband if either is killed or injured.

Sue Eigerson

STR 7 (28)	Init. Factor:	14	Hit Points 18
AGL 13 (52)	Defense:	-1	Head 7
DEX 12 (48)	Bonus to Hit:	-1	Chest 11
END 9 (36)	Damage Bonuses:		Abdomen 11
INT 7 (28)	Projectile	0	R. Arm 7
WIL 14 (56)	Hand-Held	0	R. Leg 7
PSI 19	Shock Resist.	50%	L. Arm 7
			L. Leg 7



Description: 5'3", 112 lbs., fifteen years old, blonde hair, grey-green eyes. Sue is an attractive teenager, but rebellious and recalcitrant in nature. She is just undergoing the onset of transition; she is only beginning to experience some elements of her latent psionic powers. She has considerable potential power, but, as yet, no control or clear talent in any area.

Skills: No unusual skills.

Psionic Abilities: None have been manifested so far.

Equipment: She carries no special equipment.

Notes: Sue can be very willful, and could easily jeopardize the party by not realizing the seriousness of the situation.

NOTE TO THE GAMEMASTER

Due to the 'get in and back out' nature of these adventures, the referee is urged to limit Teleporter characters to one per party, and not more than 40 power points. If there is a Teleporter, the presence of a Psi Amp should not be allowed.

Del Carr and Cheron

UNDERGROUND RAILROAD

INTRODUCTION

Underground Railroad is an adventure for **Psi World** involving a mission by Psionic outlaws to rescue an injured Psi scientist from hostile government agents. It may be played as a follow-up to **The Eigerson Factor** in an ongoing campaign setting, or as an independent adventure. Like **The Eigerson Factor**, it makes use of the rules to **Psi World** and the background presented in this booklet. Characters used in this adventure may be retained from **The Eigerson Factor**, or may be new characters for a mix of the two, if desired.

BRIEFING

Following the resolution of the Eigerson affair (see the first adventure for details), plans were set in motion within the structure of the psionic 'Underground Railroad' network to receive Professor Lewis, an extremely important Confederacy scientist now seeking asylum in the Free State. John Lewis, a very powerful Telepath, has successfully hidden his powers for many years while studying psionics talents under government auspices. Recently, however, suppression of his work and increased scrutiny of his professional and private life has made the Professor's position difficult. He contacted the Underground Railroad, and has arranged to have himself smuggled through Lakewood County and into the Free State. The valuable research he has been doing into the nature of psionics makes him a vital prize in the ongoing struggle for psionic freedom.

But John Lewis never made it to the final rendezvous.

The adventurers, a band of Psionically talented individuals who have been working with the Underground Railroad network, are called to meet Mary Anderson, the Empathic leader of the network's Free State operations. Anderson outlines the facts available to the organization quickly and precisely.

Lewis was scheduled to be transported from the Confederacy capital straight to a rendezvous point at Hobe's Corners, bypassing the organization's usual chain of 'safe houses' in Smallvale. This change in procedure was made necessary by the crisis engendered by Eigerson, the psionic collaborator, who betrayed a large portion of the Smallvale operation to the Psionic Police.

The rendezvous was supposed to see the transfer of Lewis from a car which had brought him from the capital to a panel truck belonging to Billy Loomis, an Underground Railroad operative. Loomis was to take the Professor to the last link of the network, the home belonging to Arthur Davis, where a boat would pick him up and carry him across the lakes to Free State territory.

The car carrying Lewis never showed up at Hobe's Corners, and Loomis did not linger past the final rendezvous time. He reported back to Davis, who passed on word of the problem to Anderson's people and began looking into the matter on his end at once. Davis's second report contained important news.

The night of the rendezvous, an automobile carrying three men was run off the road and into a tree by a drunk driver on Route 17 near the Route 86 turnoff. Two of the three passengers were killed in the wreck. The third was thrown clear, knocked out, and brought to the Lakewood County Hospital by paramedics. This man, according to news reports, carried no identification, but his description, says Davis, matches Professor Lewis fairly closely. And, Davis added in his report, local authorities are taking steps to identify the victim, who at last report, is still in a deep coma in the hospital.

If the injured man is indeed the Professor, Anderson tells the adventurers, the organization has to act fast. Davis can obtain only scant information about him through his sources, but fears that the man's condition is very serious indeed. Added to that is the fact of the identity check already in progress; Confederacy records of all notable citizens are thorough, and it will be only a matter of hours — a day or so at the outside — before the identification is made (if the victim

really is Lewis). The Professor's disappearance from the capital will be known by now, and a suspicious Confederacy will be quick to surmise that he is attempting a defection. It will not be long before the Guards make Lewis unapproachable, and so remove the only chance the organization has of smuggling him out of the Confederacy.

Anderson, using all of her abilities as an Empath to lend strength to her arguments, comes to the point of the meeting. She needs the adventurers to cross into Confederacy territory and contact Arthur Davis, who will, in turn, put them in touch with other organization sympathizers who can get the group into the hospital. They are to escort a powerful Healer, Lisa Wilkens, who must heal the victim and establish his identity. Then, if it is indeed Lewis, they must get him out again. . . . at any cost. Vitally needed by the Free State, Lewis's safety comes ahead of anything else, and the adventurers who get him out can expect ample rewards, both monetary and in terms of advancement in the ranks of the organization.

INITIAL ACTIONS

Increased security in the wake of the Eigerson affair has made it more difficult to get in and out of the Confederacy. The party, together with Lisa Wilkens, is taken into the woods between North Lake and Lake Merion. Here, concealed on the shore of the channels between these two lakes, they find two small rowboats, each capable of carrying three persons. These boats can be used to cross — if they can evade the border patrols that venture out over land and water alike.

The group has been ordered to wait in concealment until signalled from the opposite shore by four flashes of light. This will be a friendly contact, who will make the signal at a time when the area seems clear of foot patrols in the woods on the Confederacy shore. Only when this signal is received are the members of the group to begin crossing.

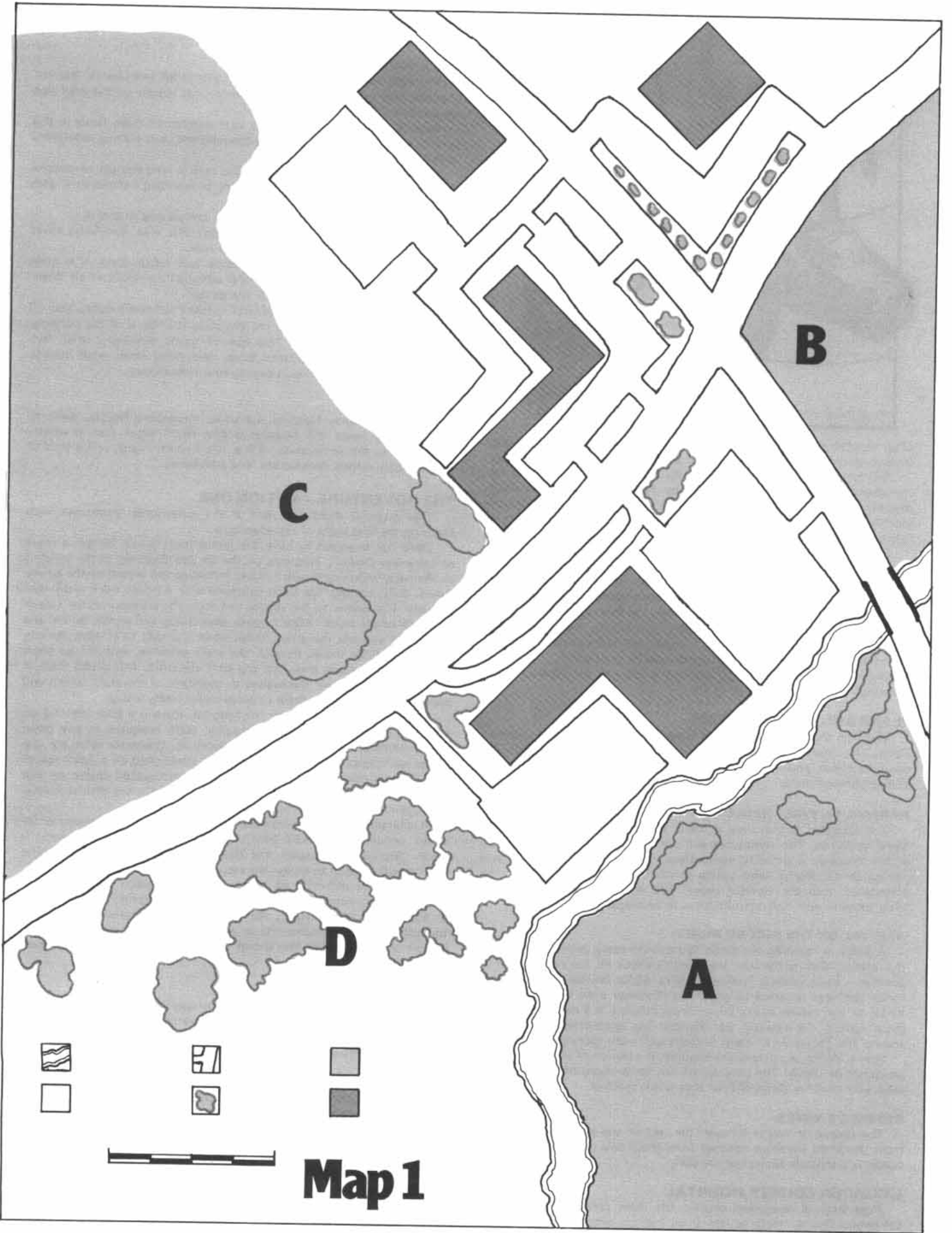
INFILTRATION

Shortly after 11 p.m., the signal is made. Members of the group must cross as quickly as possible. It takes five minutes to get the two boats in the water, and ten more minutes to embark, cross the channel, and disembark. It may be necessary, if more than six people make up the group, to make more than one trip, in which case ten minutes are needed for each crossing (in either direction). The referee should establish, in secret, the time remaining before a patrol boat arrives, moving from North Lake towards Lake Marion. Roll 1d10; this gives the number of five-minute periods that elapse before the sound of the boat's engines becomes audible. Five minutes later, the boat will arrive at the crossing point.

If any of the adventurers are visible (in the boats, or in the open on shore) when the boat arrives, the boat's crew will challenge them at once, and will want to arrest anyone they meet for purposes of interrogation. If they meet resistance, they will call for a patrol on foot to reinforce them. If members of the party are caught in this way, their only hope of avoiding a major incident is to cooperate long enough to spring a trap on the patrol.

The boat crew numbers four, all armed with 7.62 mm auto rifles. If attacked, all must be silenced within one minute of the initial attack to avoid raising the alarm. However, failure of the boat to report in on time will cause a general alarm to be raised in 1d10 x 5 minutes, regardless.

If the alarm is, indeed, given, the adventurers will have a constant danger of encountering Guards patrols on land. Every thirty minutes, there is a 25% chance of patrols on foot or in vehicles coming close enough to spot the adventurers, who must make successful Stealth rolls to avoid being spotted and attacked*. Patrols are each of squad size, seven men with auto rifles and one with a grenade launcher. Rolls for patrols will continue for eight hours after the initial alarm, and will not only cover open ground but also will do spot checks of homes and





other structures on the same 25% per half-hour basis. *Note also that certain psionic abilities may make these Stealth rolls unnecessary.

Assuming that they avoid or elude Confederacy border patrols, the adventurers are met on the shore by Tom Hellier, an organization member who works for Bob Richards. He conducts them to temporary sanctuary in Richards' Wood Marina, where boltholes are available to ride out most searches.

Once the patrols, if any, have stopped checking the area, Richards can assist the adventurers on the next phase of their mission. Using one of his boats, Richards can run the group across Wood Lake to the Davis house. This must be done at night, to prevent comment or scrutiny, so it cannot be done immediately if an alarm has been raised. If the group makes it to the Marina without triggering a search, they can make it to Davis the night of the crossing; a search will cause postponement to the next night, a delay that could prove fatal to their plans.

Once united with Arthur Davis, the group can get down to hard planning.

PLANS AND PREPARATIONS

Much of the situation depends upon the group's speed in reaching Davis. The referee should choose the section below that matches the conditions that prevail, and run the scenario according to the information presented there.

ARRIVAL ON FIRST NIGHT:

The situation at this time is much as presented in the briefing by Mary Anderson. The victim has still not been identified, and security at the hospital is virtually nonexistent. Davis has a contact, a nurse named Sylvia Martin who works at the hospital, who can get the adventurers into the victim's room. The whole operation should be fairly smooth, with few complications to be overcome.

ARRIVAL ON THE SECOND NIGHT:

A delay in reaching the Davis house could easily prove disastrous to the mission. During the day, the identity check on the victim came up positive — he is, indeed, Professor Lewis. Major Wendell of the Psionic Police has been assigned to guard the Professor until he can be transferred to the capital again. Since Lewis remains in a deep coma, he is being kept at the hospital, but Wendell has established tight security around the Professor to keep 'subversives' from getting close to him.

Sylvia Martin, a nurse at the hospital, is a source of information and assistance for Davis. The adventurers can be dropped off near the hospital, and meet her there; she can then guide them in.

REFEREE'S NOTES:

The course of events through the rest of the adventure will stem from the basic situation selected from these two choices. Each is discussed in a separate section of the text.

LAKEVIEW COUNTY HOSPITAL

Regardless of the option chosen, the main scene of the action is Lakewood County Hospital, the small medical center serving Hunter's

Lake, Smallvale, and several other towns in the area. The hospital lies at the junction of Route 86 and Central Avenue; the hospital grounds and approaches are shown on Map 1.

THE APPROACHES:

The hospital lies at the juncture of Route 86 and Central Avenue, near the edge of Hunter's Lake. Features that appear on the area map are discussed briefly below.

Area A: An open field dotted with patches of trees. Grass in this field is long and tangled, offering concealment, but cutting movement in half.

Area B: Another field. Grass in this area is long enough to conceal a prone character, but not a crouching or standing individual; it does not affect movement.

Area C: Another field. Conditions are comparable to area A.

Area D: Several patches of trees dot this area, providing cover and/or concealment to characters in this area.

Garage: This is a corner gas station and repair shop. It is open twenty-four hours, with at least one attendant on duty at all times. Mechanic's tools are stored within the garage.

Hardware Store: A small, general purpose hardware store, open 10 a.m. — 8 p.m. daily. Parking for the store is in back of the building.

Strip Shopping Center: This row of shops includes a small fast-food restaurant, a convenience store, and other small retail outlets. The convenience store is open twenty-four hours a day.

THE HOSPITAL:

Lakeview County Hospital is a small, three-story facility. Built before the bad years, the hospital is now much larger than is strictly necessary for the community. It has two hundred beds, and a staff of fifty doctors, nurses, technicians, and attendants.

THE ADVENTURE — OPTION ONE

This material should be used if the adventures rendezvous with Davis on the first night of the adventure.

Davis has arranged to have the group meet Sylvia Martin, a nurse at Lakeview Country Hospital, by the Service Entrance to the building in the early morning (6 a.m.) hours following the arrival of the adventurers. Billy Loomis has been equipped with a bogus work order that will gain him access to the service entrance; the adventurers can ride in the back of his truck. After Loomis goes inside and signals Sylvia, she comes out and lets the group know when it is safe to emerge. She can then guide them inside through the staff entrance, and can get them into the locker room areas and the staff elevators. This allows them, if they wish, to disguise themselves as members of the staff, which will make it much easier for them to move about freely inside.

When moving about inside the hospital, there is a 20% (roll 1-2 on 1d10) chance of encountering hospital staff members in any given room, corridor, elevator, or other location. Character who are disguised as hospital staff members will be questioned on a 1d10 roll of 1-3, if encountering other staff members; undisguised characters will always be questioned, and so will any group of more than three disguised characters traveling together.

A character who is questioned will be detected as an imposter or intruder unless an INT AST (DM: ¼ of Acting or EMT skill levels) is made. Should this happen, the police will be alerted, and hospital staffers will attempt to detain the suspicious characters.

The group's object in all this is to get the healer, Lisa, up to the victim's room, where she can make use of her talents. By making use of the psionic talent 'Heal', the victim can be restored to full health and revived from his coma. He is, indeed, Professor John Lewis, and it is then necessary to get him out of the hospital and smuggle him across the border.

COMPLICATIONS:

As the adventurers are making their way into the hospital, events over which they have no control are threatening to end their mission before they can accomplish it. There is a strong possibility that Lewis will be identified before the group can even reach him, much less get him out.

Every five minutes, starting with the arrival of the truck at the hospital at 6 a.m., the referee should roll 1d10. On a roll of 1, exactly, a message comes to the hospital identifying Lewis and order a watch kept until the arrival of a contingent of Psionic Police and guardsmen to place him under close guard. This group will arrive thirty minutes after the first message comes in.

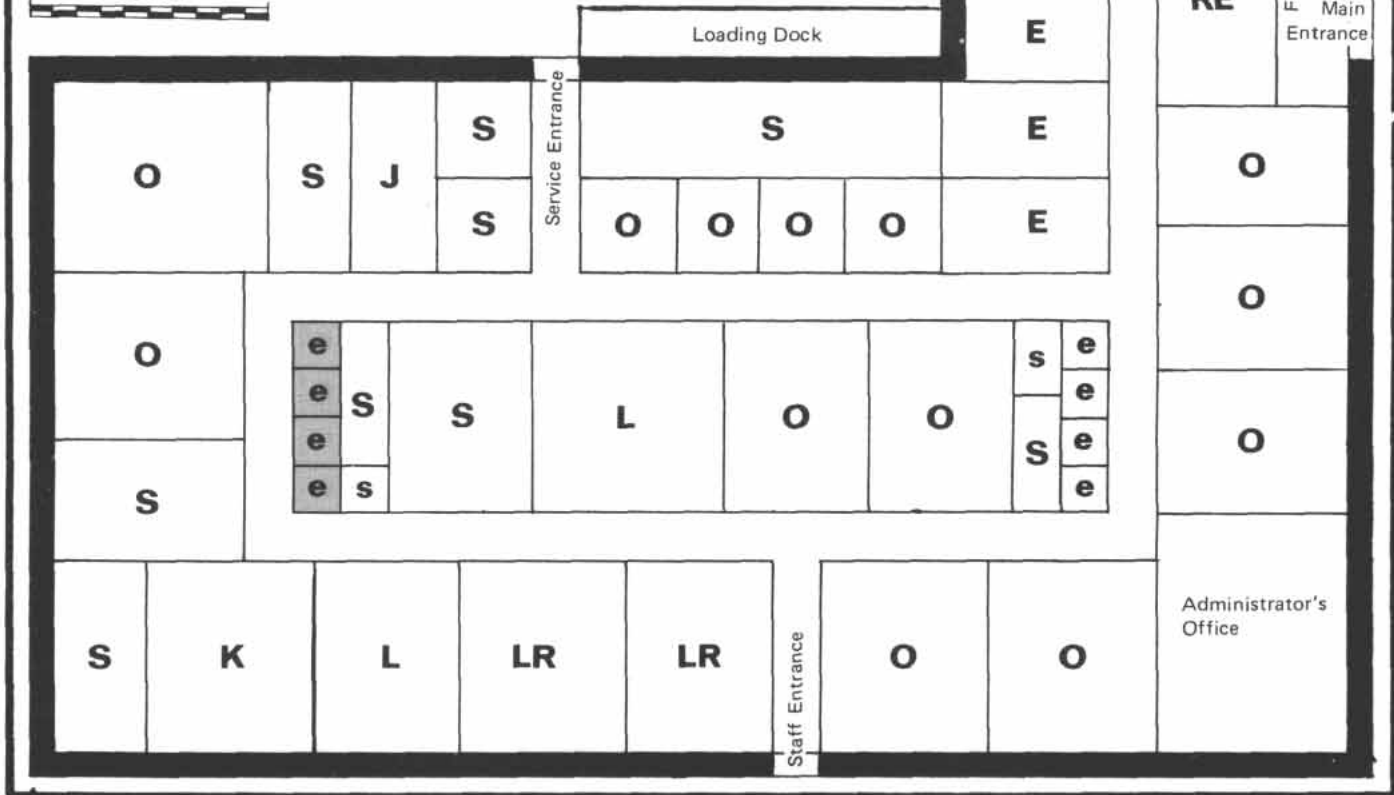
The referee must track times very carefully. It is his responsibility to determine how long various phases of the operation take, and to implement results accordingly. The adventurers, in the ordinary course of events, will remain unaware of the possibility of identification. If,

First Floor: The ground floor of the hospital holds administrative and emergency medical facilities. There are four entrances; the main entrance (used by non-emergency patients and visitors) opens into a reception and waiting room. The staff entrance is used by hospital staff members only, and requires a key to use. The service entrance is also locked; a buzzer outside is used to alert staff members when a delivery awaits attention. Supplies of all kinds come in through this door, or through a large loading dock leading into the adjacent storage area. Finally, the fourth and final entrance is the Emergency entrance, where ambulances unload into the ER facilities inside.

On the map, 'E' represents an elevator; 'ER' represents an emergency room. 'S' is used to show stairs.

Storage areas can hold linen, clothing, equipment, food, pharmaceuticals, and the like. Locker rooms hold hospital clothing, showers, and personal lockers for staff members. Each lounge and waiting room holds tables, chairs, vending machines, bathroom facilities, and so forth.

e . . . Elevator	R . . . Private or Semi-private Room
E . . . Examination Room	RA . . Radiology (x-ray)
ER . . Emergency Room	RE . . Reception Area
ICU . . Intensive Care Unit	s . . . Stairway
J . . . Janitorial	S . . . Storage
K . . . Kitchen	SU . . Surgery
L . . . Lounge	W . . . Ward
LA . . Lab	WR . . Waiting Room
LR . . Locker Room	Note: Shaded elevators are for staff use only.
N . . . Nurses' Station	
O . . . Office	
P . . . Pathology	



however, Lewis is identified, the characters will be informed of it the next time they encounter hospital staff members and avoid being questioned (as a result of the gossip).

Once the identification comes in, a hospital orderly will be dispatched to Lewis's room, there to watch over him. This orderly will question anyone who attempts to gain access to Lewis, being under orders to admit only a handful of individuals. Thus, he must be eliminated in order to carry on with the mission. If he arrives after the adventurers, the orderly will sound the alarm upon finding them in the room, unless he can be silenced immediately.

Hospital staff members are incapable of putting up much of a fight, and are unarmed. They can, however, shut down the elevators and barricade the first-floor stairways. This will delay the group's escape, if nothing else. The arrival of the Guards contingent will add an effective fighting force to the opposition. This contingent consists of Major Marc

Wendell, a Guards Lieutenant named Harmon, and a full squad of troopers. If the adventurers are still in the building, they will besiege them there; if the adventurers have already made good an escape, they will call for reinforcements and begin a search.

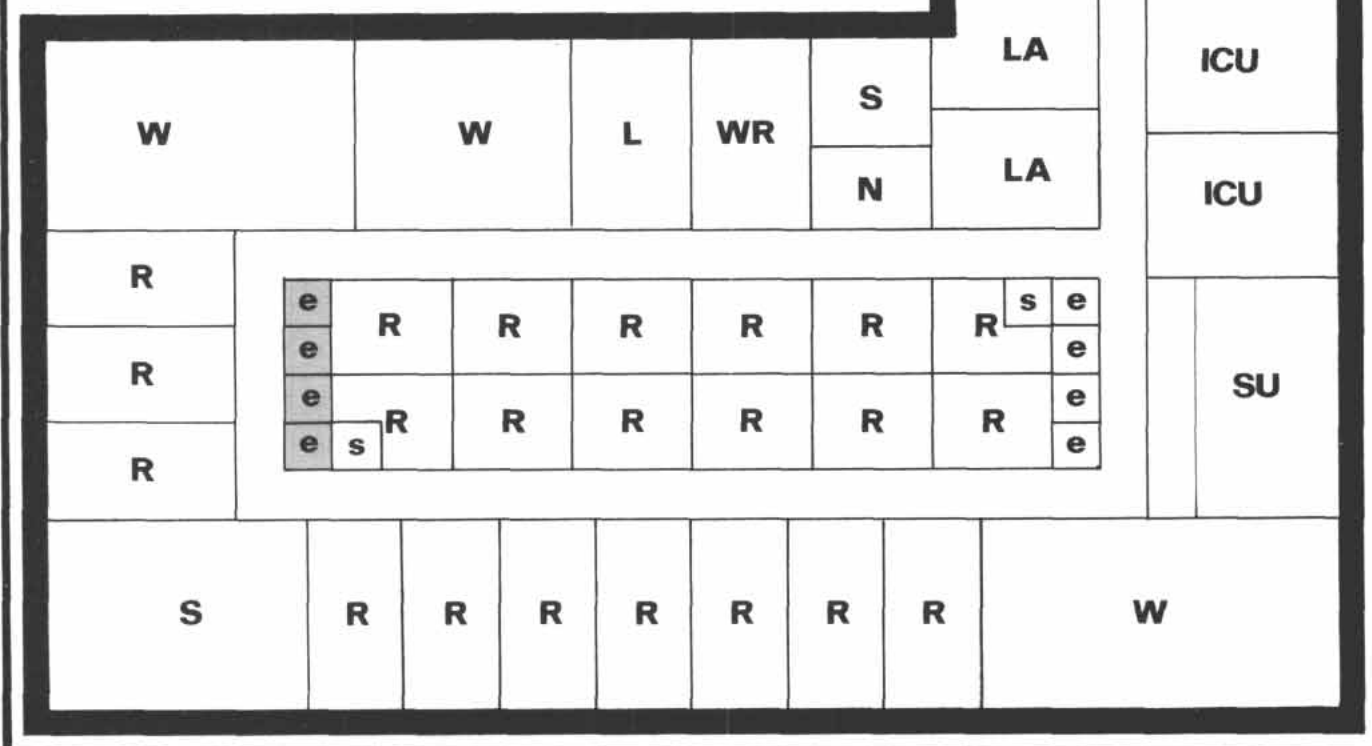
REFEREE'S NOTES:

There are, naturally, a great many variables in the possible course of events described here. It will be the referee's task to adapt these general events to the specific situation that develops from the actions of the adventurers. Thus, the group might be in and out again so quickly that they are never detected, or, on the other hand, they might find themselves trapped in the hospital and surrounded by a growing contingent of Guardsmen. As the story develops, possible solutions become too variable to detail here. This will be further complicated by the possibilities inherent in pisonics. The adventure, then, will vary considerably

Second Floor: The second floor is divided between hospital facilities and recovery areas. Rooms hold one or two beds, while ward areas hold twenty-five or more beds. The nurse's station is constantly manned by one or more nurses. Labs and surgery theaters hold equipment appropriate to their functions.

Note: With a hospital staff of fifty, only ten to fifteen would be on the midnight to 8 a.m. shift. Anyone coming in disguised as a doctor or nurse would have a much greater chance of being spotted than on other shifts. Much safer is a maintenance type coverall, which would back up a work order. The 'staff' disguises should increase the chances of being spotted as out of place.

A man in such a serious coma (1 H.P.) would be on life support monitors at a minimum. These would sound beepers in the nurses' station if turned off or disconnected. Also, Intensive Care Units are visible via glass walls or closed-circuit monitors from the Nurses' Station which will require distracting the nurses or working around these monitors and visual safeguards.



according to a number of different options and variables which the referee must oversee, using this material as a general outline.

THE ADVENTURE – OPTION TWO

This material should be used if the adventurers do not make their rendezvous with Davis until the second night of the mission.

Davis has received word from his contact at the hospital, Sylvia Martin, that the accident victim has been positively identified as Professor Lewis. As a result, the Psionic Police have ordered him guarded closely until an ambulance can arrive from the capital to transport him back to the city under heavy guard. Major Marc Wendell has been placed in charge of the Professor in the meantime, and has posted eight troopers and a Guards officer in the hospital to keep watch over the unconscious fugitive.

Guards have been posted at several points in the hospital. One trooper is located at each entrance to the hospital, with special orders to screen closely anyone attempting to enter. Staff members are subjected to close ID checks, while the papers of anyone approaching the service entrance are rigorously checked. Visitors to the hospital are denied entry entirely. Only patients are admitted without any extensive identification checks, but patients must genuinely be in distress. Fraud will be quickly discovered, and anyone who attempts to gain entrance by faking a medical problem will find himself in the hands of the Major.

An additional guard is posted at the nurse's station on the third floor, with two more outside the room occupied by Lewis. The last trooper, Lieutenant Harmon, and Major Wendell occupy the Third Floor Lounge, which has been converted into a temporary security office. Wendell and Harmon have cots in the lounge; the troopers are relieved every eight hours by a fresh squad from the Hunter's Lake Base.



ESCAPE

Getting Lewis out of the hospital does not end the adventure. It is still necessary to smuggle Lewis over the border, and this must be done in the face of extremely tight security measures enacted as soon as the Professor turns up missing.

Checkpoint strengths are doubled everywhere, and patrols are sent out to search all along the border and in every likely hiding place. These patrols are handled as discussed previously (during the infiltration phase); a roll of 25 or less on 1d100 is sufficient to encounter a patrol anywhere on land once each half hour. Boat patrols are also increased, so that any particular section of the lakes will be checked once every fifteen minutes by a four-man patrol boat. The rules for motorboat pursuits presented in *The Eigerson Factor* can be used in this adventure, as well, should the situation arise.

Under these restrictions and conditions, it is up to the players to determine a method of escape. The organization's orders require them to get Lewis out 'at any cost', which means that any risk, even one which puts the Underground Railroad network out of action entirely, is allowed, so long as Lewis gets out. (But, a failure which costs the network would be viewed with extreme displeasure). Any number of adventurers or NPCs can also be sacrificed to ensure the escape of the Professor.

In setting up the escape situation, the referee is urged to provide a maximum of excitement and danger; the escape should not, however, be completely impossible. The actual resolution of the situation will, of course, depend on the plans, talents, skills, and actions of the players.

CHARACTERS

A number of NPCs are provided below. Many of these individuals appeared previously, in *The Eigerson Factor*; their descriptions here are basically unchanged except where circumstances have changed since that adventure.

Arthur Davis

STR 13 (52)	Init. Factor:	15	Hit Points 30
AGL 12 (48)	Defense:	-10	Head 8
DEX 8 (32)	Bonus to Hit:	+10	Chest 14
END 11 (44)	Damage Bonuses:		Abdomen 14
INT 19 (76)	Projectile	+1	R. Arm 7
WIL 17 (68)	Hand-Held	0	R. Leg 7
PSI 15	Shock-Resist.	60%	L. Arm 7
			L. Leg 7

Description: 5'11", 135 lbs., twenty-four years old, with swarthy skin, brown eyes, and black hair. Davis is painfully thin, and appears frail and awkward. He is dedicated to the Organization, and has been engaged in this work for over five years now, ever since the death of his parents in a Confederacy pogrom. He changed his name and moved in with a rich uncle at that time; the uncle died last year and left him independently wealthy. His devotion to the cause sometimes borders on fanaticism.

Skills: Communications Systems 52, Unarmed Combat 65, Civilian Weapon (357 Magnam Revolver) 30, Swimming, Drive Car, Pilot Motorboat, First Aid.

Psionic Ability: Telepath (full use of the major power). He has 34 power points.

Equipment: 357 Magnam Revolver with twelve rounds worn under his coat. Other equipment as needed.

Notes: Davis is ready to make any sacrifice required of himself to save Lewis, but he is concerned over any sacrifice of his close friends such as Loomis, Richards, or Hellier.

Billy Loomis

STR 16 (64)	Init. Factor:	11	Hit Points 28
AGL 15 (60)	Defense:	-5	Head 8
DEX 15 (60)	Bonus to Hit:	+5	Chest 13
END 15 (60)	Damage Bonuses:		Abdomen 13
INT 9 (36)	Projectile	0	R. Arm 7
WIL 6 (24)	Hand-Held	2	R. Leg 7
PSI 6	Shock-Resist.:	50%	L. Arm 7
			L. Leg 7

Description: 6'0", 163 lbs., twenty-three years old, blonde hair and blue eyes. Loomis works as a handyman around the Davis house, and uses his comings and goings as a way of bringing information, and sometimes refugees, to Davis. He is not overly bright, but faithful and doggedly loyal to the Organization.

Skills: Plumbing 83, Bribery 56, Unarmed Combat 68, Gambling, First Aid, Drive Car and Truck.

Psionic Abilities: Marginal — Poltergeist. Under moments of extreme stress, when afraid or otherwise concerned, he causes the poltergeist effect spontaneously. Loomis has 18 power points.

Equipment: Loomis drives a panel truck, which includes compartments where one to four people can be concealed from anything but an intensive search.

Notes: Long embarrassed over his inability to control his power, Loomis has always made a habit of avoiding situations where it might be triggered accidentally. As a result, he has the reputation of cowardice. Recently (since the Eigerson affair), Loomis has been brooding about his failure to play an active part in things, and so is apt to nerve himself into heroic action at any time. However, this may also trigger the power at almost any time, or lead to a burst of unnecessary heroism at an inopportune time. Thus, Loomis could be a savior . . . or a disaster . . . to the group and the mission.

Bob Richards

STR 18 (72)	Init. Factor:	15	Hit Points 40
AGL 13 (52)	Defense:	-3	Head 9
DEX 12 (48)	Bonus to Hit:	+1	Chest 16
END 18 (72)	Damage Bonuses:		Abdomen 16
INT 13 (52)	Projectile	+1	R. Arm 8
WIL 16 (64)	Hand-Held	+2	R. Leg 8
PSI 0	Shock-Resist.	80%	L. Arm 8
			L. Leg 8

Description: 5'8", 220 lbs., thirty-seven years old, brown hair with grey-streaked beard, black eyes, stocky, muscular build. Richards owns the Wood Marina, and lives in a small house on the

marina grounds with his wife and two sons. He was a close friend of Arthur Davis's uncle, and has carried on that friendship with Arthur. As a result, he is aware of Arthur's psionic powers, but does not hold a prejudice against them. He works with Arthur and the rest of the Organization, smuggling people by boat into the Free State.

Skills: General Mechanic 105, Pilot, Motorboat, Unarmed Combat 78, Forgery/Counterfeiting 15, Bribery 80, Weapon (.30 HP Rifle) 86.

Equipment: Owns several motorboats, including one painted to resemble a military boat (which is concealed in a shed in the marina when not in use). Carries a .30 HP rifle on runs or in other emergencies. Also owns several different sets of forged military papers for use with the boat, several false uniforms, and other props.

Notes: Since the Eigerson mission, Richards has been growing increasingly nervous over the prospect of discovery. The near escape of the Organization network during Eigerson's work with the Psionic Police has led Richards to fear for himself and his family. He wants out, and will do his utmost to convince the group to let him and his family accompany them on their escape to the Free State. If rebuffed, or if put in a position where he or his family risk capture, Richards may betray the mission in hopes of amnesty.

Tom Hellier

STR 19 (76)	Init. Factor:	11	Hit Points	35
AGL 10 (40)	Defense:	-1	Head	9
DEX 16 (64)	Bonus to Hit:	+6	Chest	15
END 15 (60)	Damage Bonuses:		Abdomen	15
INT 14 (56)	Projectile	+2	R. Arm	8
WIL 11 (44)	Hand-Held	+2	R. Leg	8
PSI 0	Shock-Resist.	60%	L. Arm	8
			L. Leg	8



Description: 5'8", 192 lbs., brown hair, grey eyes, overweight, twenty-six years old, Hellier is one of the mechanics employed by Richards at the Wood Marina, and is heavily involved in Organization activities. Though not in the best physical shape, Hellier is surprisingly strong, and is very effective in combat situations.

Skills: General Mechanics 86, Civilian Weapon (44 automag pistol) 60, Unarmed Combat 20, Drive Car, Pilot Motorboat, First Aid, Swimming, Scuba.

Equipment: Carries a 44 automag pistol and two clips when on missions for Richards. Also has access to the marina's stock of phony uniforms, false papers, and other props.

Notes: Hellier is engaged to be married to Sylvia Martin. He originally agreed — with some reluctance — to using her as a source of information regarding the hospital. He is much less enamored of her active participation in the mission, and is very vocal in protesting it. His outspoken opposition to her involvement in the whole operation may lead some of the characters to suspect Hellier of being a potential traitor, particularly if there really is a betrayal by Richards. Hellier, however, is ultimately loyal to the goals of the Organization, and though he will do whatever he can to save Sylvia from disaster, he will not turn the others in.

Sylvia Martin

STR 10 (40)	Init. Factor:	14	Hit Points	31
AGL 17 (68)	Defense:	-12	Head	8
DEX 18 (72)	Bonus to Hit:	+12	Chest	14
END 13 (52)	Damage Bonuses:		Abdomen	14
INT 16 (64)	Projectile	+3	R. Arm	7
WIL 10 (40)	Hand-Held	+1	R. Leg	7
PSI 0	Shock-Resist.	50%	L. Arm	7
			L. Leg	7



Description: 5'5", 120 lbs., blonde hair, blue eyes, twenty-seven years old, very attractive. Sylvia Martin is a nurse at the Lakeview County Hospital. She is engaged to be married to Tom Hellier, and for his sake has cooperated with the Organization in times past. Mostly, this work has been limited to stealing copies of requisition forms or telling regular Organization members where needed medical supplies are stored to enable them to break in and steal them. She is dedicated to her profession, and deeply in love with Hellier.

Skills: Nurse 100, Briber 64, Streetwise 40, Unarmed Combat 50, Civilian Weapon (.22 Target Pistol) 30, Dancing, Drive Car, First Aid, Singing, Swimming.

Equipment: Owns (but rarely carries) a .22 Target Pistol. Carries a small first aid kit in her car, and usually wears a nurse's uniform on work days.

Notes: Although she cooperates with the Organization, the use of psionics makes Sylvia very nervous and uncertain. She has no real stake in the mission other than Hellier's involvement, and, if he comes out against it, or is killed, will refuse to cooperate further. Sylvia hates violence; she is a healer first and foremost, and will act rashly, if, in doing so, she can save a life.

Professor John Lewis

STR 4 (16)	Init. Factor:	12	Hit Points	20
AGL 8 (32)	Defense:	-10	Head	7
DEX 9 (36)	Bonus to Hit:	+10	Chest	11
END 7 (28)	Damage Bonuses:		Abdomen	11
INT 20 (80)	Projectile	+2	R. Arm	6
WIL 16 (64)	Hand-Held	-1	R. Leg	6
PSI 17	Shock-Resist.:	50%	L. Arm	6
			L. Leg	6



Description: 5'6", 143 lbs., grey hair and beard, light build, fifty-four years old. Professor Lewis is an extremely intelligent man, but somewhat vague and lacking in ordinary common sense or practicality. Though he has led a double life for years, Lewis is not really cut out for life on the run. He is petulant, arrogant, and demanding, factors complicated by a lack of physical stamina and a virtually complete lack of practical skills.

Skills: Psionic Research 149, Teacher 94, Bribery 53, Psychology 39, Streetwise 37, Acting 37, Stealth 26, First Aid.

Psionic Abilities: Telepathy (full use of the major power) and Psi Amplifier (full use of the minor power). The Professor has 119 power points.

Equipment: Lewis has no equipment, not even his original clothing. He wears a hospital gown.

Notes: Prior to being healed, Lewis has 1 hit point (total), and hit points in the head area have been reduced to a level of zero. Under medical treatment, he is slowly recovering, but to fully recover for participation in the adventure, psionic healing is necessary.

Lisa Wilkens

STR 5 (20)	Init. Factor:	11	Hit Points	9
AGL 13 (52)	Defense:	-3	Head	6
DEX 13 (52)	Bonus to Hit:	+3	Chest	8
END 4 (16)	Damage Bonuses:		Abdomen	8
INT 13 (52)	Projectile	+1	R. Arm	5
WIL 9 (36)	Hand-Held	0	R. Leg	5
PSI 18	Shock Resist.:	33%	L. Arm	5
			L. Leg	5



Description: 5'3", 100 lbs., brown hair and eyes, twenty-two years old. Lisa Wilkens is a frail, fragile young woman, awkward and gawky in appearance. She is decidedly a second choice for this mission, but the healer who would normally have been used, a resident of Hunter's Lake by the name of Charles Leighton, was arrested during the Eigerson affair, and is now in prison in the capital awaiting psionic lobotomy and sterilization. Lisa, a reclusive young woman who has never before been outside the Free State, was brought in as the only Healer available on the spot.

Skills: Emergency Medical Technician 50, Stealth 60, First Aid, Swimming, Drive Car, Play Guitar, Singing, Painting.

Psionic Abilities: Healer (full use of the major power). Lisa Wilkens has 60 power points.

Equipment: No special equipment is carried.

Notes: Lisa has led a sheltered life, and is quite unprepared for the hazards of this mission. Though willing to do her best, she has to be protected and guided at every stage. Left on her own, Lisa will give way to indecision or panic. Moreover, her frailty makes strenuous activities difficult. Finally, Lisa finds death and violence of all kinds distressing to the point of incapacitation, so that she is often impaired in the use of her talents and helpless in the face of catastrophe.

Major Marc Wendell

STR 13 (52)	Init. Factor:	18	Hit Points:	34
AGL 15 (60)	Defense:	-7	Head	9
DEX 15 (60)	Bonus to Hit:	+7	Chest	15
END 13 (52)	Damage Bonuses:		Abdomen	15
INT 16 (64)	Projectile	+2	R. Arm	8
WIL 20 (80)	Hand-Held	+1	R. Leg	8
PSI 0	Shock Resist.:	80%	L. Arm	8
			L. Leg	8

Description: 5'6", 148 lbs., black hair, brown eyes, thirty-six years old. An officer of the Psionic Police, Wendell wears civilian clothing despite his military rank. His rabbit-like appearance belies his true character, tough, able and fanatic in his approach to his duty.

Skills: Interrogation 118, Military Police Techniques 66, Street Combat 26, Weapon (9mm Auto Pistol) 66.

Equipment: Always carries a 9mm Auto Pistol with four clips.

Notes: Major Wendell is ruthless, ambitious, and very talented. His poor showing in the Eigerson matter humiliated him both personally and professionally, and he is determined to reverse the blot on his record at any cost. This reinforces his natural fanaticism to make him a very dangerous opponent in this adventure. He will

react to the slightest threat or problem by calling in massive reinforcements. The referee is urged to keep the major alive for ongoing campaign situations.

Lieutenant Vance Harmon

STR 10 (40)	Init. Factor:	15	Hit Points:	32
AGL 11 (44)	Defense:	-2	Head	8
DEX 11 (44)	Bonus to Hit:	+2	Chest	14
END 11 (44)	Damage Bonuses:		Abdomen	14
INT 15 (60)	Projectile	+1	R. Arm	7
WIL 19 (76)	Hand-Held	0	R. Leg	7
PSI 0	Shock Resist.:	70%	L. Arm	7
			L. Leg	7



Description: 6'2", 205 lbs., light brown hair, hazel eyes, heavy build, twenty-eight years old. Lt. Harmon is an officer in the Confederacy Guards, temporarily assigned to Major Wendell's command. Harmon is hot-blooded, enthusiastic, and eager to serve the guards; this makes him an impulsive and often reckless leader. He is uncomfortable in a military police role, preferring a direct approach to the solution of problems. As a result, he tends to disregard niceties such as the safety of civilian lives when caught up in the heat of battle. Wendell thinks him a fool and an oaf, while he regards his superior as a cold fish who is too concerned with politics to be a good 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, and carries a 7mm HP pistol and five clips.

Notes: Left on his own, Harmon isn't much of an opponent, but Wendell is careful to supervise him closely. But Harmon's eagerness to show his own superiority could lead the Guards to be placed in a position which can be exploited by clever players. The referee should keep in mind the rivalry between the two enemy leaders when running the adventure. Should the Professor escape, Harmon is liable to end up the scapegoat in the affair.

Soldiers

For the sake of convenience, all Guards soldiers are assumed to use the same stats.

STR 11 (44)	Init. Factor:	11	Hit Points	34
AGL 12 (48)	Defense:	0	Head	9
DEX 14 (56)	Bonus to Hit:	+2	Chest	15
END 18 (72)	Damage Bonuses:		Abdomen	15
INT 9 (36)	Projectile	0	R. Arm	8
WIL 10 (40)	Hand-Held	0	R. Leg	8
PSI 0	Shock Resist.:	60%	L. Arm	8
			L. Leg	8

Skills: Weapon (7.62 Auto Rifle) 69, Weapon (Grenade Launcher) 40, Military Police Techniques 16, Swimming, First Aid. Some characters have Drive Car Skill, as required.

Equipment: Most soldiers carry 7.62mm Auto Rifles. One member of each squad carries a grenade launcher.

Notes: Stats and skills can be varied for specific individuals, as required.

Hospital Orderlies

For the sake of convenience, any orderly encountered uses the same stats and skills.

STR 16 (64)	Init. Factor:	12	Hit Points: 28
AGL 12 (48)	Defense:	0	Head 8
DEX 10 (40)	Bonus to Hit:	0	Chest 13
END 17 (68)	Damage Bonuses:		Abdomen 13
INT 9 (36)	Projectile	0	R. Arm 7
WIL 12 (48)	Hand-Held	+1	R. Leg 7
PSI 0	Shock Resist.:	70%	L. Arm 7
			L. Leg 7

Skills: Streetwise 59, Unarmed Combat 52, Bribery 51, Drive Car, Drive Single-body truck, First Aid, Swimming.

Equipment: Orderlies wear hospital uniforms, but carry nothing in the way of special equipment.

Notes: Category includes janitors, orderlies, workers, and ambulance drivers who might be encountered in the hospital.

Nurses

For the sake of convenience, any nurse encountered uses the same stats and skills.

STR 10 (40)	Init. Factor:	14	Hit Points: 25
AGL 13 (52)	Defenses:	-3	Head 8
DEX 15 (60)	Bonus to Hit:	+6	Chest 8
END 12 (48)	Damage Bonuses:		Abdomen 12
INT 13 (52)	Projectile	+1	R. Arm 7
WIL 14 (56)	Hand-Held	0	R. Leg 7
PSI 0	Shock Resist.:	60%	L. Arm 7
			L. Leg 7

Skills: Nurse 95, Streetwise 73, First Aid, Drive Car, Swimming, Unarmed Combat 30.

Equipment: Nurses wear hospital uniforms, but carry no special equipment.

Doctors

For the sake of convenience, any doctor encountered uses the same stats and skills.

STR 13 (52)	Init. Factor:	12	Hit Points: 29
AGL 12 (48)	Defense:	-5	Head 8
DEX 16 (64)	Bonus to Hit:	+10	Chest 14
END 10 (40)	Damage Bonuses:		Abdomen 14
INT 18 (72)	Projectile	+3	R. Arm 7
WIL 12 (48)	Hand-Held	+1	R. Leg 7
PSI 0	Shock Resist.:	50%	L. Arm 7
			L. Leg 7

Skills: Physician 121, Acting 33, Bribery 40, Streetwise 28, First Aid, Drive Car, Swimming.

Equipment: Doctors will wear hospital uniforms (coats), but will rarely be found carrying special equipment.



THEY STRIKE AT DAWN

INTRODUCTION

They Strike at Dawn is an adventure for *Psi World* involving a mission by a psionic underground to learn of an invasion of a free country by a ruthless dictatorship. It may be played as a follow-up to the two previous *Psi World* adventures, *The Eigerson Factor* and *The Underground Railroad*, as part of a continuing campaign, or it may be developed as an independent adventure. Like the previous adventures, it makes use of the rules to *Psi World*, but uses as background the material presented in this booklet. Characters for this adventure may be retained from *The Eigerson Factor* and *The Underground Railroad*, or new characters may be developed.

BRIEFING

The first hint of trouble came during the pre-dawn chill when the boat which was the last link in the underground railroad ferrying refugees out of the Confederacy and across Hunter's Lake failed to show up at the appointed time. The people waiting to meet the boat could see a glow against the sky off to the south, as though buildings were afire.

That morning reports began trickling through across the border that a powerful Confederacy military force was in the area, that troops and heavy equipment could be seen moving through the streets of the town of Hunter's Lake.

Something big was happening — but what?

The adventurers are a band of psionically talented people who have been working with the underground railroad out of the Confederacy, and who operate from a small base in the Free State north of the chain of lakes on the border between the two countries. They are called together for an early morning meeting at one of their farmhouse assembly points by a man who calls himself Jonathan Smith. Smith, who represents the Free State Department of Foreign Relations, briefs the characters on the current political situation.

The Free State is democratic but very small, one of a number of small nations along the north, west and northwest borders of the powerful and aggressive Confederacy police state. The Free State government, though publically trying to play down the tension which exists between the Confederacy and its smaller neighbors, is concerned that the Confederacy may be about to launch an invasion. For many years, the Confederacy has pursued an anti-psionic policy, using psionic individuals as scapegoats to justify the government's ruthless exploitation and subjugation of its own citizenry. Now, the Free State government fears, the Confederacy may be about to use psionics as an issue to force a punitive raid or even all-out war on its weaker neighbors.

The overall political situation at the moment is extremely delicate. The Confederacy could, of course, easily and quickly devour any one of the small democracies along its border with little trouble. An alliance of small countries would be more difficult to take on.

For several months, now, talks have been proceeding among these countries at the city of Green Bay, seeking to form an alliance which would insure the continued freedom of all of them. The Confederacy could never hope to face all of these countries at once, not without a very long and costly war which the Confederacy cannot afford.

The Confederacy's strategy has been to work secretly to prevent such a union and to threaten those countries which seem about to form an alliance with immediate invasion. So far they have not gone so far as to actually invade anyone, fearing that an attack on any one border country would trigger the immediate alliance among all the rest which they fear. So far, threats and bluster on the Confederacy's part have served to keep the border states separated, while the constant threat of a military alliance among the border states has kept the Confederate monster at bay.

The Confederacy's anti-psionism has been an additional destabilizing factor to this delicate balance. Every suppressive regime needs both internal and external enemies to justify the activities of a secret

police dedicated to maintaining the government in power. Psionic individuals provide this threat for the Confederate leaders. They are portrayed as shadowy monsters who threaten the security, the lives, and the sanity of decent, normal humans. The border nations are known to encourage these psionic enemies, are even known to harbor refugee camps of psionics escaped from Confederate justice and underground bases dedicated to the overthrow of the Confederate government. So successful has this propaganda effort been that few of the Confederacy's 'normal' citizens realize that the special powers of search, seizure, and enforcement granted to the Confederacy's Psionic Police and military have stolen away their own rights as well.

The Confederacy's leaders know that this artificial war hysteria cannot long be maintained. They must find a way to invade one of their neighbors without triggering the formation of an anti-Confederate alliance. The country first on their list is the Free State.

This was a logical choice, carefully discussed and carefully thought out. Free State is one of the more powerful of the Confederacy's neighbors, and is also a leading voice among those minor countries agitating for an alliance. They are also the most active supporters of Psionics, serving as a willing (if unofficial) base for underground psionic activity in the Confederacy. If the Confederacy can make it appear that their attack on the Free State was justified — 'legal' retaliation against severe provocation — perhaps Free State can be gobbled up before any of the other countries can do more than protest. Then, after Free State has been made secure, a new victim can be chosen. With every democracy absorbed, the remainder will be that much less willing to provoke the giant, that much less likely to struggle against their own demise.

Smith says that the Free State government believes attack is imminent. Unfortunately, there is no way to convince the other democracies that this is so. The Confederacy has engaged in noisy saberrattling before, and the democracies are fearful of irritating the giant. Many of these states fear one another as much as they fear the Confederates, and reject any notion that one democracy should speak for the rest. By adroit maneuvering, threats, and promises, the Confederacy has been able to prevent any two of the border states from completing an alliance, and it now appears that their strategy has been successful. They cannot take on the border states united, but with the victims divided they will be able to take each in turn.

If, somehow, concrete proof of the Confederacy's intentions could be captured and made public at Green Bay, the threat can be revealed and the alliance might be brought into being before Confederate forces cross the border. If the proof included the Confederacy's military plans, an invasion might be forestalled simply by letting the Confederacy know its security had been compromised.

Mr. Smith ends with a plea to the psionic characters for help. Their special mental talents offer his government their only hope of learning the Confederacy's plans in time to do something constructive. The Free State government will offer them all the help they can unofficially, of course — if they will cross to the Confederacy and learn what they can of the enemy's plans.

TIMETABLE

The day the characters are called together and briefed is identified throughout this adventure as Day 1. They will spend the day preparing, and slip across the border after dark. Days 2 and 3 will be spent gathering information.

There is a definite time restriction on the adventure. Although they can't know it yet, the Confederacy Guard will attack at dawn on Day 4. The adventurers will have to learn something of the enemy's plans and get word of them back to the Free State before then . . . preferably before sunset of Day 3.

After sunrise on Day 4 it will be too late.

ADVENTURE FRAMEWORK

In both *The Eigerson Factor* and *Underground Railroad*, the *Psi World* players and referee were presented with specific task which had to be carried out — the rescue of psionic NPCs held within Confederacy territory. *They Strike At Dawn* follows a different approach.

In this adventure, the player-characters must come up with their own plan to gather information in Confederacy territory. They may elect to capture prisoners and interrogate them, pretend to be civilians or Confederacy troops and strike up conversations with talkative civilians or soldiers, or try to use psionic powers to pick up useful information.

Very little of the information they gather will be directly useful as evidence of Confederacy plans. The other democracies will need more tangible proof than hearsay and rumor to stampede them into an alliance with the Free State. It is possible that some of this intelligence information, if confirmed by two or more sources, may achieve the desired result, but hard evidence — photographs, documents, or maps — would be far better. Much of the information the player-characters are likely to uncover will lead them to such hard evidence — but they are going to have to make up their plan of operation as they go along.

INTELLIGENCE SOURCES

The following general NPC types may be encountered during the course of the adventure. Information may be won from them by questioning (simply asking them for information), through interrogation (the use of Interrogations skill), or through Psionics (such as Mind Probe).

The player characters determine how they intend to elicit information from the subject. In most cases, the referee will role play the part of the subject, answering questions and giving information according to the situation and the players' actions. The referee makes the die rolls described for the method they choose and adds appropriate die roll modifications.

A Muddled result means either the subject thinks he knows but gives a confused or garbled answer. The referee decides whether or not to give the questioners false or partially false information. The players may realize the information they've received is confused, but will not know what is true, and what is fiction. The referee may prefer to interpret Muddled as Failure instead.

A Failure result simply means the subject cannot or will not answer the questions. He either does not know, or for some reason does not want to answer.

A Catastrophic Failure means the subject has become suspicious of the questioner. Whether he pretends to cooperate with the questioner and calls for help later, tells lies, or attacks immediately is up to the referee and the situation he has created. The players will not know whether the answers they get are lies, or truths or half truths given to buy time.

The referee should not reveal the results of these die rolls to the players. The players should not be told that their questions have resulted in Failure, Catastrophic Failure, or Muddled information. The results of the die rolls should be played out by the referee, allowing the players to sort things out for themselves.

If the result is Success, one or more letters will be listed, or the referee will be directed to roll d100 against the table giving one or more letters. These refer to the list of Intelligence Information given below. They indicate what information is available from the subject — but Only If The Players Ask The Right Questions, or if the situation suggests the subject might naturally volunteer such information. Psionics may be able to pick up answers to unasked questions, depending on the nature of their talents, but even they will be unable to pick up more than two or three related paragraphs at a time.

In some cases, an individual may know a very great deal. He will not reveal everything as a single answer to a single question, however — particularly if he is being interrogated and his captors are having to fight him for every bit of data won. In general, each lettered paragraph counts as the answer to one question. Which answers the subject gives depends on the player character's questions. The referee should be patient and leak only small amounts of information at a time, to avoid making the players' task too easy.

NPC INTELLIGENCE SOURCES

Civilian (Friendly)

The intelligence source is a civilian who does not know the questioners are spies for the Free State. Questions must be presented in such a way that the civilian does not become suspicious. Information may also be taken from the subject's mind. Friendly civilians cannot be interrogated without turning them into unfriendly civilians.

Questioning: Roll percentile dice + INT of questioner.

01 - 30: Catastrophic Failure
31 - 65: Failure
66 - 75: Muddled
76 - 85: Success: A
86 - 90: Success: T
91-100: Success: J
101+ : Success: I, J

Psionics: With Success, roll percentile dice.

01 - 15: A
16 - 24: C
25 - 30: D
31 - 36: E
37 - 42: C, E
43 - 50: C, E, G
51 - 60: M, N
61 - 75: M, N, P
76 - 84: R
85+ : S

Civilian (Hostile)

The intelligence source is a civilian who knows the characters are spies — or is at least suspicious of them. Note that the players may not necessarily know that the NPC is hostile. He may pretend to be friendly in order to buy time.

Questioning: Roll percentile dice + INT of questioner.

01 - 50: Catastrophic Failure.
51 - 90: Failure
91+ : Success

Interrogations: If result is Success, roll 1d100.

01 - 25: A
26 - 50: P
51 - 60: S
61 - 70: I
71 - 75: J
76 - 80: L
81 - 85: M
86 - 88: N
89 - 92: P
93 - 95: T
96+ : S, J

Psionics: If result is Success, roll 1d100.

00 - 10: A
11 - 20: C
21 - 30: D
31 - 40: E
41 - 50: C, E
51 - 60: G, I
61 - 70: M, N
71 - 75: P
76 - 80: M, N, P
81 - 85: R
86+ : S

Drunken Soldier

Subject is an enlisted soldier accosted in town. He may be questioned, taken somewhere for interrogation, or subjected to psionic questioning. Whatever the method of questioning, the quality of his answers is likely to be poor.

Questioning: Roll percentile dice + INT of questioner.

01 - 30: Catastrophic Failure
31 - 60: Failure
61 - 90: Muddled
91 - 95: Success: A
96+ : Success: S

Interrogations: If result is Success, roll 1d100.

01 - 45: Muddled
46 - 65: A
66 - 75: B
76 - 85: C
86 - 90: C, E
90+ : F, G, H, I

Psionics: If result is Success, roll 1d100.

01 - 75: Muddled
76 - 80: A
80+ : F, G, H, I

Off-Duty Soldier

Subject is an enlisted soldier encountered in town or on a military base in a relaxed and informal manner. The subject has no reason to suspect the questioner. However, there is a possibility that the characters' questions or actions will make the soldier suspicious. Interrogating a soldier automatically puts the soldier on duty; the atmosphere will no longer be relaxed and informal, and in all probability the subject will become suspicious.

Questioning: Roll percentile dice + INT of questioner.

01 - 39: Catastrophic Failure
40 - 60: Failure
61 - 84: Muddled
85+ : Success

If result is success, roll 1d100 on table below.

Psionics: If result is Success, roll 1d100.

01 - 10: A, F
11 - 15: B, F
16 - 20: B, C, F
21 - 35: B, C, E, F
36 - 50: C, E, F, G
51 - 65: F, G, H, I, J
66 - 75: C, E, F, G, H, I, J
76 - 85: F, L, M, N, P, R
86 - 95: C, D, E, F, L, M
96+ : C, D, E, F, L, M, N, S

On-Duty Soldier (Friendly)

Subject is an enlisted soldier encountered while on duty — possibly a sentry on patrol or a vehicle driver waiting with his jeep. It is assumed the questioner is pretending to be another soldier, or a civilian with reason to approach and speak with the soldier. While the soldier has no reason to suspect the questioner, he will be more alert than an off-duty soldier, and can easily be made suspicious. Interrogation is not included, since this category assumes the soldier does not immediately suspect the questioner. Interrogating the fellow would be a dead give-away.

Questioning: Roll percentile dice + INT of questioner

01 - 59: Catastrophic Failure
60 - 75: Failure
76 - 89: Muddled
90+ : Success

If result is Success, roll 1d100 on table below.

Psionics: If result is Success, roll percentile dice.

01 - 10: A, F
11 - 15: B, F
16 - 20: B, C, E, F
21 - 40: B, C, E, F, G
41 - 60: C, E, F, G, H, I, J
61 - 75: C, E, F, G, H, J, M, R
76 - 95: C, E, F, G, H, J, M, R, U, V
96+ : C, E, F, G, H, J, M, O, Q, R, S, U, V

Captured Soldier

The subject is an enlisted soldier captured by the characters for the purposes of interrogation. Using Psionics to get information from the subject will be the same as for a friend on-duty soldier.

Interrogation: If result is Success, roll 1d100.

01 - 10: F
11 - 15: A, F
16 - 30: C, E, F
31 - 45: C, E, F, G
46 - 60: C, E, F, G, I, J
61 - 75: C, E, F, G, H, I, J, L, M
76 - 89: C, E, F, G, H, J, M, R, U, V
90+ : C, E, F, G, H, J, M, O, Q, R, S, U, V

Junior Officer

The subject is a military officer with a rank of Captain or below. Since the circumstances of a meeting with an officer are likely to be different than a meeting with a soldier, all three possible approaches are included here — questioning the man in an informal setting, interrogating a captured officer, and using Psionics on either an unsuspecting or a captured individual.

Questioning: Roll percentile dice + INT of questioner.

01 - 49: Catastrophic Failure
50 - 60 : Failure
61 - 74 : Muddled
75+ : Success

If result is Success, roll 1d100 on table below.

Interrogation: If result is Success, roll 1d100 on table below.

Psionics: If result is Success, roll 1d100 on table below.

01 - 15: C, E, F
16 - 30: C, D, E, F, G
31 - 45: C, E, F, G, H, I, J
46 - 60: C, D, E, F, M, R, T, U, V
61 - 80: C, E, F, G, H, I, J, M, R, S, T, U, V
81 - 95: C, D, E, F, G, H, I, J, L, M, P, R, S, T, U, V
96+ : C, D, E, F, G, H, I, J, L, M, O, P, R, S, T, U, V

Senior Officer

The subject is a military officer with the rank of Major or above. He will be unlikely to yield much information during casual conversation, but he may provide a great deal of important intelligence if interrogated or questioned psionically. A single table of available information is provided for all three approaches.

Questioning: Roll 1d100 + INT of questioner.

01 - 59: Catastrophic Failure
60 - 79: Failure
80 - 89: Muddled
90+ : Success

If result is Success, roll 1d100 on table below.

Interrogation: If result is Success, roll 1d100 on table below.

Psionics: If result is Success, roll 1d100 on table below.

01 - 25: C, E, F, G, I, J, L, M, N, R, S, T, U, V
26 - 50: C, D, E, F, G, I, J, L, M, N, P, R, S, T, U, V
51 - 75: F, G, H, I, J, K, M, O, Q, R, S, T, U, V
76+ : C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W

SPECIAL SUBJECTS

Some subjects encountered by the characters will have information, but they are handled differently.

Underground Agent

The subject is a member of an underground network working against the Confederacy government. He may be a Free State agent, or a member of a psionic or other native Confederacy resistance group.

An agent will know 1d10 of the facts listed under Intelligence Information. Which 1 to 10 facts he knows is up to the referee, and may be altered to suit the current game situation.

There should be chosen carefully. For example, choice 'O' — definite information that the Confederacy is about to invade — should be revealed to the players Only if it seems they will get that crucial bit of information no other way; if, for example, the players have drawn erroneous conclusions from misinformation and made up their minds that there is no threat of invasion at all. The referee may reveal certain items in order to direct the players into a certain course of action. For example, the referee might reveal through an agent Major Vane's disgrace (item 'H'), his second chance ('K'), and the location of his home ('I') in order to lead the characters into a raid on the Major's villa in search of secret plans.

Major Vane

Formerly the local defense force commander, Vane has recently been sidelined by General Simms. He is under a cloud at the moment, threatened with investigation by the Inspector General's office on charges of corruption, privateering and inefficiency. He is, however, loved by his men, and Simms has offered him a chance to redeem himself with the general staff by leading the initial attack on Indian Bridge.

Vane knows everything given in the list of information except 'W'. He also knows exactly when and where the first attacks will be carried out.

Vane is eager to win favor in the eyes of the staff. He is not, however, particularly security conscious, and there are a number of copies of the invasion plans and maps in his luxurious Lakeview villa where he has been going over the plan ever since his meeting with



Simms several days ago. More information is given on the layout of his villa and the security forces there later in this scenario.

Major Vane is a vulnerable target. He is weak, and will yield what he knows under interrogation. 'W' in the list of intelligence information suggests that Confederacy security forces are aware of this, and willing to sacrifice the Major to trap psionic agents. If confronted with proof of this, Vane will willingly change sides.

General Simms

Simms is a superb military commander, well-trained and battle-tested. The plan to invade the Free State designated 'Operation Hunter' is his, so, understandably, he knows everything on the list of intelligence information, and quite a bit more besides.

He knows when and where the attack will be carried out. He has concocted a plan, together with the Psionic Police, called 'Operation Harrier' to fake a Free State attack on Confederacy territory. Vehicles with Free State markings will be burned at various points on the road south of North Lake. To add a convincing touch, prisoners dressed in Free State and Confederacy uniforms will be shot and their bodies left for press correspondants and Confederacy propagandists to photograph — 'proof' that the devious Free Staters have taken advantage of the Confederacy's problems with dissident groups and attacked without provocation. Subsequent Confederacy military operations will be entirely acts of self-defense.

The Confederacy 5th and 7th Guard Regiments will overrun all of Free State. Elite units of Psionic Police under Major Wendell will move with the armies, identifying and destroying bases and camps of Psionics.

By the time Operation Hunter is complete, Free State military and political power will be broken, the Psionics will no longer be a menace to the Confederacy government, and none of the border democracies will dare unite, or even protest, in the face of the Confederacy coup.

General Simms is generally in his headquarters in the Hobe's house near the military base at Hobe's Corners.

INTELLIGENCE INFORMATION

The following paragraphs give bits of information which the player-characters may be able to pick up during the course of the adventure. They may gather them through the interrogation of prisoners, by questioning civilians, during discussions with local intelligence operatives or fifth columnists, or through the use of various Psionic talents such as Telepathy. Each is identified by a letter which corresponds to information revealed through the intelligence tables used in this adventure.

Note that some of these paragraphs compliment one another, while others are contradictory. Some information gathered by the character can be expected to be misinformation deliberately spread by untrained or misled observers. If a particular piece of information turns up twice from two separate sources, it is considered to be Confirmed. If it turns up three or more times, it is Solidly Confirmed.

Some information will be valuable in proving the Free State's case at Green Bay, and will contribute towards the success of the mission. Other information may not be politically useful, but may be used by the adventurers to complete their mission.

For example, information that the Confederacy plans to invade the Free State would be politically useful if it were confirmed or solidly confirmed. The location of General Simm's Command Headquarters has no value at all politically, but the characters might act upon the information to gain copies of the General's plan — which would be precisely what the Free State government is looking for.

- A. The 5th and 7th Guard Regiments — over 2000 men — have been ordered north to the Hunter's Lake area. They are here for maneuvers and training, no invasion is planned.
- B. The area south of Hunter's Lake is a hotbed of fifth column subversives, psionic nests, and safe houses for the underground railroad. The military activity has something to do with this.
- C. The psionic police has brought in the military to help sweep the area and end the psionic threat in the area south of Hunter's Lake once and for all. All suspected Psionics or Psionic sympathizers are to be rounded up and their homes burned. The sweep has already begun with the burning of the Davis House in Lakeview.
- D. Operation Harrier has begun. A number of underground railroad supporters have been rounded up in a military and police sweep of the area which began before dawn on Day 1. They include Arthur Davis, Billy Loomis, Bob Richards, Tom Hellier, and many others. (Note: these characters are drawn from **The Eigerson Factor** and **Underground Railroad**. They should be introduced only if they survived these earlier adventures!)
- E. A field command post for the 5th and 7th Guard Regiments has been set up in Hobe's Corners. Prisoners — Confederacy civilians caught by a military sweep of the area — have been taken to a compound there for interrogation.
- F. One of the Confederacy's best military leaders, General Willard K. Simms, has arrived to take command from the local military district commander. Simms, graduate of the Erie Military Academy, victor of the Battle of Wheeling, and the man who crushed the Detroit uprising two years ago, has a reputation of being hard, savage fighter, a man feared but respected by both his own men and the enemy.
- G. There's been a shake-up in the local military command structure. The military district commander, Major Barnard Vane, has had to yield his authority to General Simms, and is not pleased at the rearrangement.
- H. Major Vane may be under a cloud at the moment. There have been rumors that he is under investigation by the Confederacy Inspector General's Office for suspicion of inefficiency, corruption and profiteering.
- I. Major Vane's headquarters is in his stylish, Lakeview Homes villa overlooking Hunter's Lake. It is always guarded by at least one squad of his personal troops.
- J. General Simms has set up his headquarters in a house in Hobe's Corners, close to the command post for the 5th and 7th Guard Regiments.
- K. Major Vane has been given one last chance to redeem himself in the eyes of the Confederacy high command. He is being given an important role in an upcoming military operation. It is known that General Simms had a long planning session with Vane two days

ago at his Lakeview villa, and that the meeting concerned something called 'Operation Hunter'...

- L. Confederacy officers of the Engineering Corps have been surveying crossings of the channels east and west of Lake Marion, and west of Simon's Lake.
- M. There has been a dramatic increase in the number of patrols along the border lakes, both on foot and in boats.
- N. Road crews have been at work on the south end of Indian Bridge and at Marion Bridge north of Hobe's Corners. Road workers have been seen talking on walkie talkies, and may be disguised army engineers.
- O. The Confederacy definitely plans to invade the Free State. The attack will begin with regular army forces storming the bridges at Indian Lake and Checkpoint A, while elite units slip across the channels east and west of Lake Marion. Some of these units will be wearing Free State border patrol uniforms, or civilian clothing.
- P. Confederacy security forces have been requisitioning every boat on Hunter's Lake. Even rowboats have been taken.
- Q. A big military convoy is due to arrive at Hobe's Corners around midday of Day 3. It will be coming north along Rte 17, then turn east along Rte 86.
- R. A number of political prisoners have been transferred to an internment camp near Hobe's Corners. What's odd is that many are wearing Free State army fatigues.
- S. Trucks and armored cars with Free State markings have been reported in the Hobe's Corners area. Many of the civilian residents have been gossiping about this 'invasion', but no one seems to know what is really going on. The official explanation is that war games are being conducted in the area.
- T. War games are to be held south of Hobe's Corners, beginning on Day 3 and lasting through Day 8. Civilians have been advised to stay away from army encampments and facilities. Many civilians have been rounded up and detained in work camps.
- U. All troops have been issued field rations for one week. All troops and vehicles have been issued live ammunition.
- V. All units have been informed that they will be moving out within two days. Vane's 23rd Guard Battalion at the Hunters' Lake base is alert.
- W. A highly secret plan exists to use Major Vane as bait to trap Psi operatives in the area. His death will be blamed on Free State terrorists and used as an excuse to launch Operation Hunter.

PUTTING THE ADVENTURE TOGETHER

Before play begins, the referee should have read this scenario and formed a general idea of what he wants the players to try to accomplish. He can guide their choice of a plan by being selective in the intelligence information they win.

The following are several options which may be attempted. Choices

are not limited to these examples, but any of them (or several carried out sequentially or together) could provide the characters with the evidence they need to return to complete their mission.

THE CONVOY

Around noon on Day 3 a special supply convoy will be arriving at the Hobe's Corners base. It will come north on Rte 17, then follow Rte 86 east to the encampment. It will consist of 1d10 + 5 trucks and will be escorted by 1d10 machinegun carriers and armored cars. Troop support will be 2d10 + 25 soldiers and 2d10 State Security Police. The convoy is carrying ammunition and explosives for the coming invasion.

An all-out attack against the convoy is probably impossible because of the large number of guards. However, a carefully timed and executed ambush could result in several trucks being blown up and the road blocked for at least a day. This would delay the attack by one day and give the characters some extra time.

The trucks' cargo can be made to explode by firing at it with various weapons. To hit a vehicle, reduce the range by one level - ie. medium range becomes short range. At point blank range the firing character cannot miss. No other modifications are applied, including modifications for movement. Modifications for skill with a weapon may be applied only for attempts mad to hit the driver or passengers.

If a die roll results in a truck being hit, roll 1d100 on the following table.

- 01 - 30: No visible effect.
- 31 - 45: Driver hit, vehicle stopped.
- 61 - 80: Fuel tank hit, vehicle burning.
- 81+ : Cargo hit, vehicle explodes.

Apply the following modifiers depending on the types of weapons being used.

Pistol	-30
Automatic Pistol	-25
Rifle	-15
SMG	-10
Automatic Rifle.	0
Support weapons	+15
Grenade	+30
Satchel charge.	+50

Separate rolls are made for each weapon which hits. Needle weapons and shotguns may be fied at the driver or passengers (with appropriate modifications made for their being behind hard cover and moving), but will not affect the vehicle or its cargo.

Trucks in the convoy will be far enough apart that the explosion of one will not cause the explosion of others. There is a 50% chance for



each vehicle disabled that it will block the road, forcing vehicles behind to stop.

The convoy will be delayed one hour for each vehicle disabled. If it is delayed more than five hours, there will be insufficient time to distribute the ammunition before dawn the following day, and the attack will be postponed for twenty-four hours. (The player-characters will not know the precise times, of course, but should be able to guess that destroying a number of vehicles will interfere with the Confederacy plan.)

THE GREAT ESCAPE

A detention camp has been set up near the army encampment at Hobe's Corners where General Simms has set up his headquarters. Behind the barbed wire and machinegun emplacements, 5d10 political prisoners and suspected underground activists have been imprisoned. They have been issued Confederacy and Free State military fatigues instead of prison garb. Simm's plan calls for these people to be taken to North Lake Road and shot, becoming physical evidence of the Free State's attack on the peace-loving peoples of the Confederacy.

Included among the prisoners are Arthur Davis, a Telepath; Billy Loomis, a weak and erratic Poltergeist; Bob Richards, a mechanic and motorboat pilot; and Tom Hellier, a mechanic, all members of the local underground who were swept up in a Psionic Police raid several days ago.

(NOTE: It is entirely possible that one or more of these NPCs were killed or otherwise written out for the adventure during play of *The Eigerson Factor* or *Underground Railroad*. Their presence in *They Strike at Dawn* is not necessary for play, and has been incorporated purely for purposes of continuity and background interest. The referee should not hesitate to make any changes necessary to blend the events and situations of this scenario into those of the previous scenarios of this campaign.)



The characters may attempt to attack the detention camp and free the prisoners. This will provide them with a small army of NPCs with which to wreak havoc among Confederacy forces, and could delay the planned attack by twenty-four hours. The attack and the chaos caused by so many escaping prisoners could serve as an excellent diversion to cover other activities — such as a raid on Simm's headquarters.

(NOTE: The referee may use his own judgement in developing the results of this raid. Sufficient confusion caused by escaping political prisoners and Psis could result in the cancellation of invasion plans if General Simms felt the plan had been completely compromised. On the other hand, Simms might move against the prisoners ruthlessly, declare that they were an invading Free State force [most of them are wearing Free State uniforms, after all!] and proceed with Operation Hunter as planned — ahead of schedule!)

THE BRIDGES

The invasion can be delayed by blowing up Indian Bridge and either Marion Bridge or the bridge at Checkpoint A. This operation

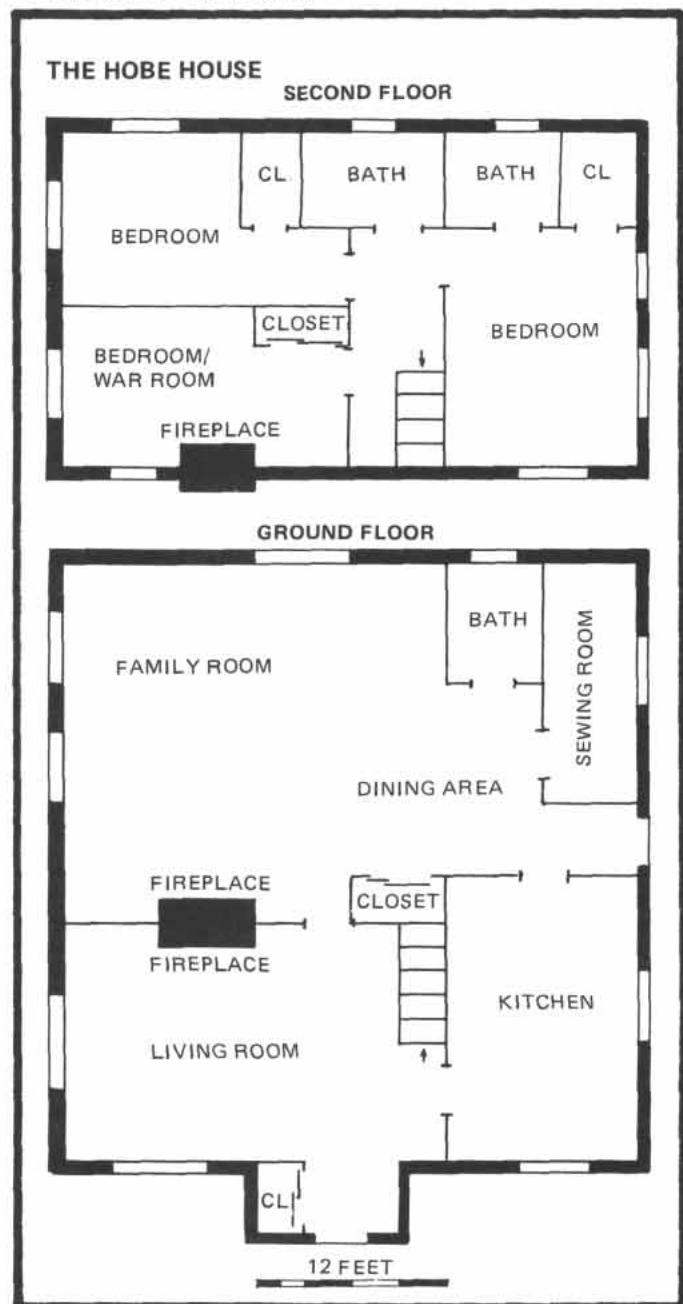
will require characters with Demolitions skill at both points, and the attacks will have to be carried out simultaneously.

The destruction of these bridges will delay the invasion by forty-eight hours while the bridges are repaired, but will also provide the Confederacy with justification for launching their invasion. The characters may choose to use this as a delaying tactic while they get hard evidence of the Confederacy's attack plan to the Free State.

THE HEADQUARTERS RAID

General Simms' headquarters is the Hobe house at the corner of Rte 20 and Rte 86. An upstairs bedroom has been cleared of furniture and converted into a war room. Two sentries are always posted outside this room, and there are often additional personal guards inside with Simms. There is a 40% chance of finding Simms here. (The rest of the time he can be found with his troops or, rarely — about 5% of the time — at Major Vane's house). Simms usually has copies of the plans in a briefcase which he always carries with him, and other maps and plans can be found in a locked strongbox in his war room.

The house is always surrounded by 4d10 + 10 troops, and there are machinegun positions located outside. A direct attack is almost impossible by anything smaller than a company, but an attack might be managed during the confusion caused by a prison camp break, or characters disguised or using Psi talents might be able to penetrate the defenses and steal the plans.





THE KIDNAP PLOT

Though no exact information is provided on the movements of General Simms or Major Vane, the characters may elect to watch their homes or headquarters and wait for a chance to capture them on the road.

Major Vane rides in a black limosine with a driver and one guard. He may be found along Rte 86 or Rte 17 between Lakeview Homes base in Hunter's Lake, or — rarely — on Rte 86 between Lakeview Homes and Hobe's Corners. About 50% of the time he will carry a briefcase with at least some elements of the invasion plans in it.

He may also be attacked on the military base in Hunter's Lake described in *The Eigerson Factor*.

General Simms sometimes rides a black limosine with one guard, one driver, an adjutant (50% of the time), and an escort of two machinegun jeeps. He usually will have copies of maps and invasion plans in his briefcase.

He also has been known to go on inspection trips in a jeep accompanied by a driver, a guard, and an adjutant and a trailing machinegun jeep. He never carries plans with him on these trips.

The characters may learn of an impending trip by either Vane or Simms through psionic means. It will be difficult to learn of times or routes by any other means, since they are not published and rarely decided on more than a few hours in advance. Once warned, an ambush can be set up and played out in an attempt to capture the officer for interrogation or to steal secret papers. The players should remember that all vehicles will have radios, and that rescue forces will be dispatched immediately as soon as either officer is attacked.

The death or disappearance of either officer will not necessarily stop the invasion. Though the invasion is the personal plan of General Simms, if he disappears more than twenty hours before H-hour, a General Caldwell will arrive and take over. If there is evidence the plan has been compromised, the invasion will be cancelled, but otherwise it will go on as planned, with Simm's death used as propaganda to justify the attack. If he disappears less than twenty hours before H-hour, the attack will be delayed twenty-four hours, then proceed as planned.

Vane's death or capture has less effect. He will be hailed as a hero cut down by the villainous Free State sneak attack and the invasion will be launched as planned. Evidence that the plan has been compromised may halt the invasion at the referee's discretion.

In both cases, the Confederacy military and Psionic Police will go all out to capture the characters and prevent them from returning to the Free State with information which will compromise the invasion plans. The entire military force will be mobilized against them under cover of 'wargame maneuvers'. The characters have a chance of stopping the invasion if one of them can reach the Free State with documents or maps.

If they are all captured the Free State is doomed.

THE VILLA

Major Vane lives well, maintaining an expensive villa overlooking Hunter's Lake in the exclusive Lakeview Homes area. He is also less than security conscious, with copies of the invasion plan and maps of the Free State cluttering the downstairs bedrooms which he calls his 'ops room'.

A floorplan of the villa is provided. There is a motorboat used by the Major's guards for patrolling the lake intermittently. When not in use it is tied up to the dock below the villa's front yard.

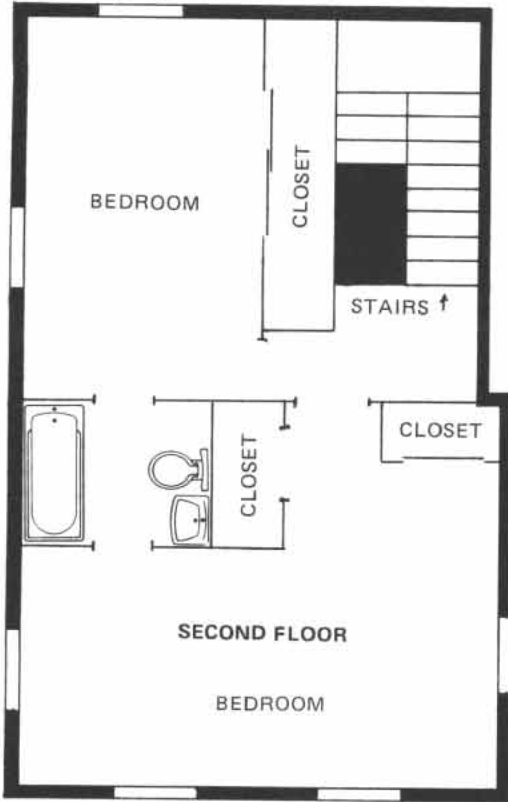
1d6 + 5 men are always on duty in and around the villa, serving 8-hour shifts and arriving by a truck which is parked in the villa's driveway. There are always at least two men on the back patio, and two more on the front porch. Others man a gatehouse by the driveway next to the street, and several can generally be found inside the house in the downstairs den. The Major can usually be found in his ops room, going over the plans.

If a force of characters can penetrate the villa's defenses, they will be able to capture the Major for interrogation, and they will have acquired enough hard proof of the Confederacy's invasion plans to persuade the most reluctant of the border democracies. These plans must be returned to the Free State at least fifteen hours before the Confederacy's 0500 H-Hour on Day 4 (or Day 5, if the attack has been postponed). If the speedboat is available — it is present 80% of the time — the characters can make their escape on it, but will almost certainly be challenged and pursued by Confederacy patrol boats. A high-speed chase and gunfight across Hunter's Lake can provide an exciting conclusion to the adventure.

The referee may choose to introduce the Psionic Police plan to trap Psis who approach the Major. The living room and the ops room have been secretly bugged by Major Wendell's operatives. Conversations in the living room, ops room, or the hallway and kitchen between them are monitored by police agents in a nearby house. If the Psi characters are detected, they will be attacked by a large force of Confederacy police and troops after they enter the villa. They can avoid this trap by assuming the house is bugged — or by having learned of the plot against Vane — and keeping silent inside the house. Certain Psi Talents may be used to discover the presence of hidden microphones.

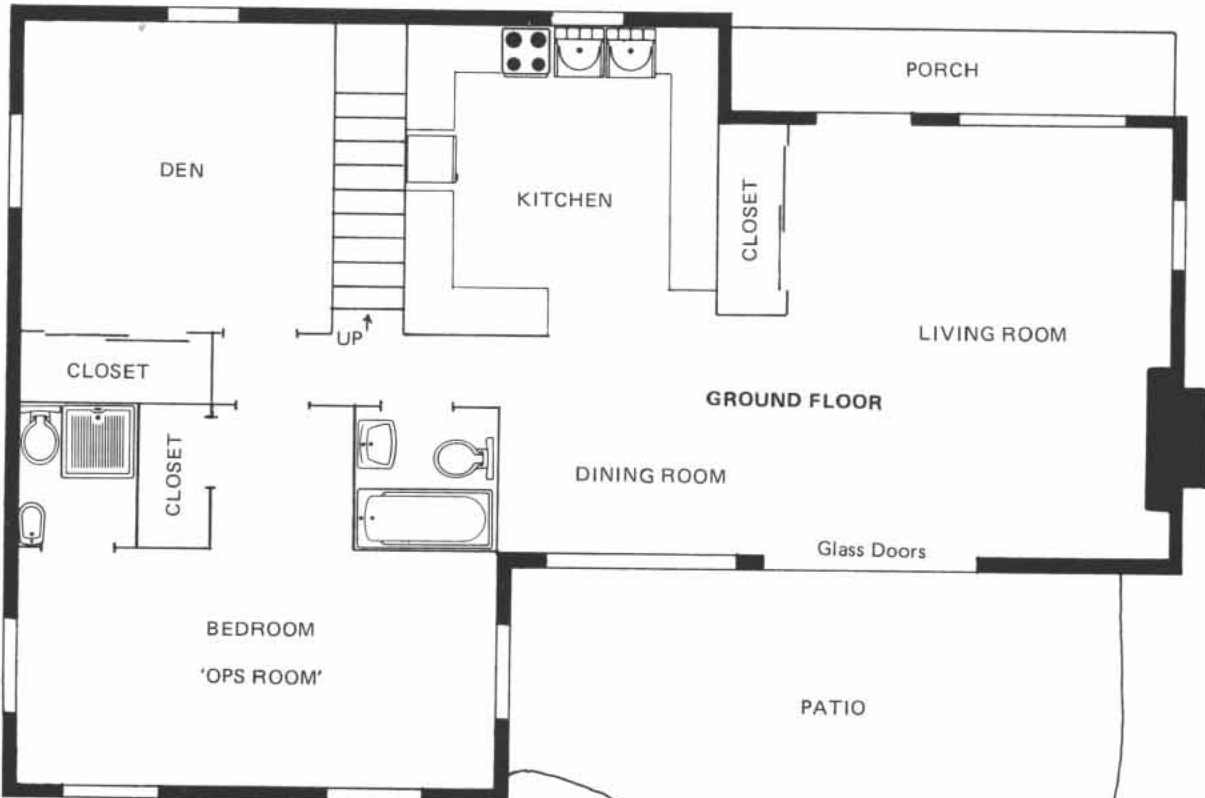
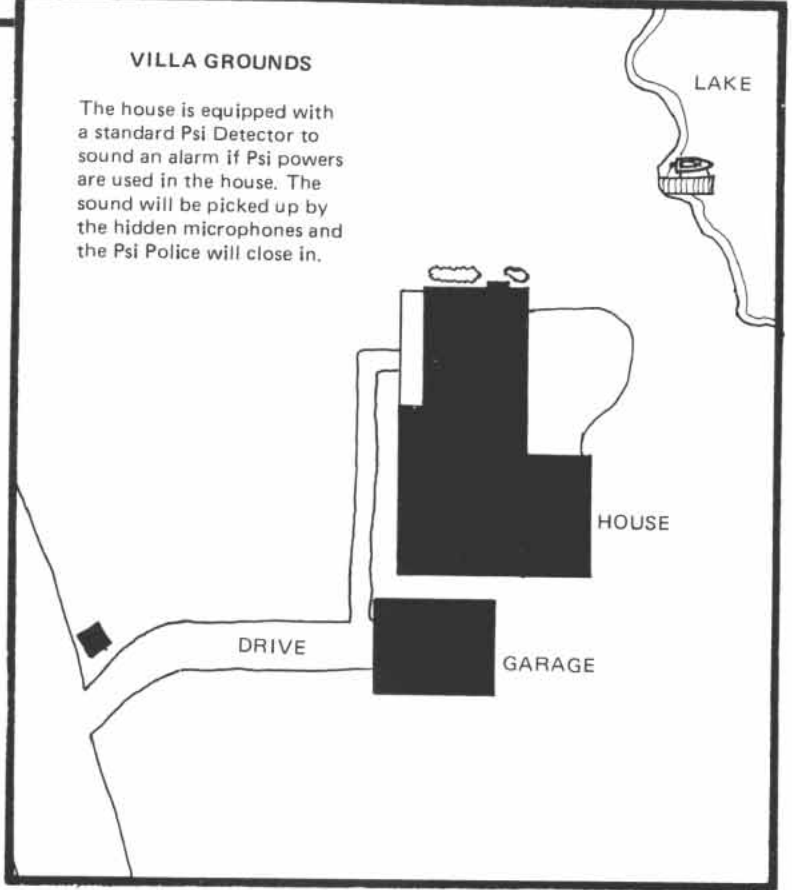
Hidden beneath loose floorboards in the closet in the downstairs den is a cache of 25 kilograms (55 lbs.) of gold, worth about a quarter of a million dollars on the current market. This is a reserve hidden by Vane against the possibility of having to flee the Confederacy. He will not want to leave without it, though the threat of imminent death might convince him to abandon it. He is motivated by greed — but can be more terrified than he is greedy.

THE VILLA



VILLA GROUNDS

The house is equipped with a standard Psi Detector to sound an alarm if Psi powers are used in the house. The sound will be picked up by the hidden microphones and the Psi Police will close in.



THE UNDERGROUND

The player-characters might attempt to contact the underground in hope of getting information on a coming attack from them. They will find the Psionic Police strike forces have swept up most of the area's organization leaders and activists, including Bob Richards, Tom Hellier, and others.

Arthur Davis' home in Lakeview has been burned to the ground and Bob Richard's Wood Marina has been taken over by the police. Both the Davis ruins and the marina are secretly watched, and ambushes have been laid to trap any suspicious persons who approach them. Other safe houses used by the underground railroad have been identified by the police and are being watched as well.

The referee should use these sites as traps for characters seeking an easy solution to this scenario. Their underground contacts are gone, and the hideouts and safe houses are traps.

The characters may be able to find one or two members of the underground in hiding. These characters will be fearful of police traps and will not trust characters they do not know, but may be able to give the characters some information about the coming invasion. If possible, the referee should interrupt any meeting with the underground with a police raid. Such meetings are good opportunities to reveal police traps and involve the characters in a sharp firefight followed by a chase with the police on their trail.

THE TURNCOAT

He doesn't realize it, but Major Vane is expendable. Major Marc Wendell of the Psionic Police has arranged a trap for any Psi agents in the area by secretly shadowing Major Vane. If suspicious persons

approach or attack Vane, the trap will be sprung. Vane himself will be killed, and the attack blamed on Free State terrorists, further cause for a retaliatory attack by the Confederacy Guard.

This will also eliminate Major Vane, a source of embarrassment to the Confederacy high command which would rather have him quietly eliminated than have his scandalous conduct exposed in a court martial.

If the characters learn of this element of the plot, they may be able to turn it to their advantage. If they can convince Major Vane of the truth of the plot — and this would require documents and signed orders, not telepathic impression — he might be willing to defect to the Free State. The testimony of so high-placed a Confederacy officer would be the proof the Free State needs to win its case with its neighbor countries.

Of course, the characters would have to get past the Psionic Police trap to reach Vane, and afterward there is the problem of getting him out of the Confederacy.

ENDING THE ADVENTURE

The goal of *They Strike at Dawn* is to get hard evidence for Operation Hunter (maps, documents, prisoners, etc.) revealing Confederacy invasion plans back to the Free State at least ten hours before H-hour, which is initially set at 0500 on Day 4. This means the Free State must have the evidence it needs to present to the other democracies by 1900 (7:00 pm) on Day 3. (The referee may, at his discretion, relax or tighten this deadline by several hours in either direction to suit the pace of the adventure). The deadline will be rolled back by the delays to the Confederacy schedule. Since the players will not initially be aware of the invasion's timing, they will have to discover this deadline for themselves during the course of the adventure.

CONFEDERACY 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 WW II, it carries a small, open turret mounting twin .50 machineguns.

The Mark XV has a top speed of 70 kph on the road and 40 kph 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 exposed during combat, and the open-top turret is vulnerable to grenade attacks. The belly armor is thin enough to be destroyed by satchel charges, and grenade explosions will dis-

able the tires 50% of the time.

The Free State also has AMGCs; several with Free State markings are kept in preparation for Operation Harrier at the Hobe's Corner base.

MACHINEGUN JEEP

Jeeps are fast, reliable recon vehicles used extensively by military and local police forces. Military models may mount a single .50 caliber machinegun on a 360 degree pintel between the driver and left front seat. Machinegun jeeps provide mobile heavy automatic fire for convoy defense and in combat situations where maneuverability is required.



EVIDENCE

Acceptable evidence includes maps and plans for Operation Hunter in Major Vane's villa or from his briefcase, maps and plans from General Simms' war room or strongbox at the Hobe House, plans from Simms' briefcase, Major Vane himself (thanks to the plan to have him die a glorious death), some other high-ranking Confederacy officer willing to talk about Operation Hunter, or — possibly — corroborative information about Operation Hunter from several different sources.

USING PSIONICS

The Psi talents of the characters may play a large part in the resolution of this adventure. Since the nature of the talents involved will determine the events of play, and since every group of *Psi World* players will include a different mix of Psi talents, the referee will have the final say in how Psi powers can help the mission.

Obvious examples include using Control to get a Confederacy officer to steal documents; learning of timetables, schedules, or plans through a Mind Probe or Augury; stealing papers through Telekinisis; or capturing a prisoner or maps through Teleport Other or Teleport Object. Various psionic talents will be useful in combat, of course, or as diversions — starting a fire with a Pyrokinetic talent in a convoy vehicle loaded with ammo, for instance.

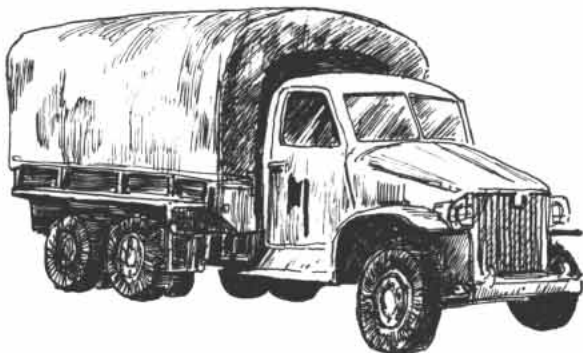
Plans for which there is no material evidence — impressions or information gained by mind reading, for example — will not serve to convince the other border democracies. Many of these small nations fear and hate Psionic individuals as much as the Confederacy does, and their government leaders will need more than the word of a band of Psionic adventurers to push them into a military alliance with the Free State.

But Psionic talents cleverly applied will spell the difference between success and failure in *They Strike at Dawn*.

Jeeps carry a driver and up to three passengers, two of which are needed to fire the gun. NPCs firing the machinegun are fully exposed to fire in return, but may receive a hit modification of -15 for movement. Jeeps have a top speed of 80 kph on the highway, 40 kph off-road. They are vulnerable to grenade attacks from above or below, and the chests, heads, and arms of the driver and passengers are exposed to enemy fire.

TWO AND A HALF-TON TRUCK

Unchanged since the days of WW II, this vehicle is used to carry troops and supplies and is generally encountered in convoys. 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, and movement off the road is strictly limited. Both passengers and the driver and single passenger up front are exposed to enemy fire in their chests, arms, and heads.



CHARACTERS

General Willard K. Simms

STR	8 (32)	Init. Factor	15	Hit Points	30
AGL	12 (48)	Defense	0	Head	8
DEX	8 (32)	Bonus to Hit	+2	Chest	14
END	12 (48)	Damage Bonuses:		Abdomen	14
INT	16 (64)	Projectile	0	R. Arm	7
WIL	18 (72)	Hand Held	0	R. Leg	7
PSI	0	Shock Resist.	70%	L. Arm	7
				L. Leg	7



Description: 6'1", 180 lbs., forty-eight years old, with sandy hair cut in a severely short military style, General Simms is the image of the professional soldier, lean, hard, competent, with a sternly correct military bearing. A graduate of the Erie Military Academy, he has devoted his life to the Confederacy Guard, and is one of the most able officers. He is not concerned with politics, and sees the invasion of the Free State as a military necessity to prevent border nations from uniting against the Confederacy. His upbringing has instilled in him a suspicion and loathing of Psionic individuals.

Skills: Escape bonds 27, Unarmed combat 39, Interrogation 48, 9mm Auto Pistol 65, .44 Auto Mag pistol 36, 7.62 Auto Rifle (FA) 31, Stealth 29, Forward Observer, Street Combat, Drive car and truck, Drive armored vehicle.

Equipment: Simms often carries a 9mm Auto Pistol in a belt holster. He also may carry a briefcase containing maps, plans, and orders concerning Operation Hunter and Operation Harrier.

Notes: Simms maintains a crisp, rugged, no-nonsense attitude. Though portrayed by Confederacy propagandists as a modern MacArthur or Patton, the military challenges he has faced so far have been relatively minor (internal uprisings and a short war with the Virginian Commonwealth), and he secretly agonizes over details of his plan behind a facade of confidence and efficiency.

Major Barnard Vane

STR	7 (28)	Init Factor	9	Hit Points	25
AGL	9 (36)	Defense	0	Head	8
DEX	10 (40)	Bonus to Hit	0	Chest	13
END	14 (56)	Damage Bonuses:		Abdomen	13
INT	12 (48)	Projectile	0	R. Arm	7
WIL	8 (32)	Hand Held	-1	R. Leg	7
PSI	0	Shock Resist	50%	L. Arm	7
				L. Leg	7

Description: 5'7", 245 lbs., thirty-five years old, balding, blue eyes, overweight.

He has little devotion to the Guards, having used his rank and position to win wealth for himself. He has less interest in politics, and views psionic groups and anti-psionics alike as agitators who threaten his comfortable and secure manner of life.

Skills: .22 Pistol 13, 9mm Auto Pistol 10, Merchant 41, Bribery 40, Drive car and truck, Motorboat pilot, Gambling.

Equipment: Vane carries a military issue 9mm pistol in a



shoulder holster under his uniform jacket. Occasionally he carries a briefcase which may have maps and plans to Operation Hunter in it. In his Lakeview house he has quite a few copies of plans, maps and orders. A motorboat is tied up to a dock outside his front yard. Under the floorboards of a closet in his home he keeps a quarter-million dollar cache of gold which he has been reserving against the need for a quick get-away across the lake.

Notes: Vane has commanded the Guard Battalion responsible for military security for the Hunter's Lake region for three years. During that time he has used his position to feather his nest, routing money for construction allotments and civilian payrolls into several private bank accounts, and converting much of it to gold. He owns a luxurious house overlooking Hunter's Lake in the Lakeview Homes district, and maintains a small personal bodyguard drawn from his unit and given special pay and privileges. He has been known to take payoffs from black market operators and even underground organizations in return for a blind eye to less-than-flagrant illegal activities. The Confederacy Inspector General's Office discovered evidence of these irregularities while he was being investigated for simple inefficiency. His troops love him — but their levels of training and preparedness are low.

He may be convinced to defect to the Free State, especially if confronted with evidence that the Psionic Police is planning to use

him as bait in a trap — from which he will not emerge alive.

If he is convinced to defect, he may insist on bringing his gold — some twenty-five kilos of it — with him to start his new life across the border. He is inherently a greedy man, though fear can overcome his greed in a crisis.

Major Marc Wendell

STR 13 (52)	Init Factor	18	Hit Points	34
AGL 15 (60)	Defense	-7	Head	9
DEX 15 (60)	Bonus to Hit	+7	Chest	15
END 13 (52)	Damage Bonuses:		Abdomen	15
INT 16 (64)	Projectile	+2	R. Arm	8
WIL 20 (80)	Hand Held	+1	R. Leg	8
PSI 0	Shock Resist	80%	L. Arm	8
			L. Leg	8

Description: 5'6", 148 lbs., black hair, brown eyes, thirty-six years old. An officer of the Psionic Police, Wendell wears civilian clothing despite his military rank. His rabbit-like appearance belies his true character . . . tough, able, and fanatic in his approach to his duty.

Skills: Interrogation 118, Military Police Techniques 66, Street Combat 26, 9mm Auto Pistol 66.

Equipment: Always carries a 9mm Auto Pistol with four clips and a personal psi shield with five hour duration battery.

Notes: Wendell is ruthless, ambitious . . . and he has been foiled by the Psi characters on several occasions now, making him a deadly and vindictive opponent. It is he who has set traps for Psi agents around places discovered to be underground meeting places, such as the Davis home and Wood Marina. He has also developed the plan to use Major Vane as bait for psionic agents. Vane's house has been bugged, and strike teams of police and soldiers are waiting in a house nearby, waiting for the signal to attack Vane's house. Wendell is determined that the psionic characters who have frustrated him before will not leave the Confederacy alive.

He personally is directing these anti-psionic operations. It is possible he would even risk compromising Operation Hunter in order to kill or capture the individuals who have thwarted him for so long.

Soldiers

Use the stats and descriptions for soldiers, etc. provided in the preceding adventures in this booklet.

All members of the underground ((Arthur Davis, Billy Loomis, and Bob Richards and Tom Hellier are currently prisoners in the Confederacy detention camp. All weapons have been confiscated and they have been issued Free State military uniforms. Billy Loomis is currently under moderate sedation to prevent triggering of his Psi ability. He must be led or told what to do, but is not unconscious.

Many *Psi World* players have written to us asking whether we at FGU would consider their adventure ideas for publication. The answer is a simple 'yes.' *Underground Railroad* demonstrates the length adventures need be and shows that, unlike a full book-length adventure for some other games, *Psi World* adventures can be shorter as they will be combined with other adventures to form a complete book.

So, if you have been considering writing up adventures, this is the ideal opportunity. Shorter submissions are looked for due to the format of these adventure books and this is an easier format for a new writer to deal with in this field.