

REBELS OF MARS



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Rebels of Mars concerns a Confederate cavalry troop that is plucked from the American Civil War and dropped on the Green Wastes of Mars. In the short time they've been here, they've managed to rally a few red nomad tribes and fend off a group of slavers, freeing a key slave in the process. A red noble wants his "property" back and hires a sky-corsair to find her. Now that the sky-corsair has gone missing, the red noble follows the trail and gets lost himself. Now the noble's wife has hired the PCs to find him.

In the midst of this, the grey man responsible for transporting the cavalry troop in the first place has decided to rectify his mistake. He is now in his tripod, hunting down the Confederates and hoping to cleanse them from the surface with his heat ray.

Rebels of Mars is a five-part plot point adventure for Novice or Seasoned characters (although it can be easily scaled to accommodate a more advanced group). This adventure presumes that the characters are adventurers, mercenaries, sky-corsairs, or otherwise available for hire. It also presumes that the PCs have found their way to the city of Treskador in the minor kingdom of Chull Voran.

By reading through this adventure, the GM should be able to devise an appropriate story hook for other types of characters.

CRIMSON JAYDE

If the PCs have played through the "Slavers of Mars" adventure in the **MARS** book then they may be part of the crew of the *Glashgar*. In this case, Lady Partha makes the offer to the PCs and they may convince Crimson Jayde to take the mission.

If you used the Earthman option for Crimson Jayde, and especially if she's a Southern belle, then this adventure could take a much different spin. It's even possible that Crimson Jayde might be acquainted with one of the Confederates, either as a friend, relative, or romantic interest. In any case, Crimson Jayde is now a much different woman than the one plucked from Earth. She still may be driven to help the Confederates discover how they all got transported here and whether there's a way back.



ADVENTURE BACKGROUND

Pennell Vong is a shrewd and heartless man. A merchant lord, Vong recently moved from the Baltan Confederacy to the minor state of Chull Voran because he preferred to be a big bug in a small desert rather than a small bug in a big one. Having married for status, Lord Vong has no strong feelings for his wife, who spends most of her time snorting *pash* and making social calls. Instead, he satisfied his more carnal urges with his slaves.

One slave, Carina, was a particular favorite. Her emerald eyes, long curly hair, and perfect figure captivated Lord Vong and he actually considered making her a proper wife once he'd figured out how to be rid of his current one. Carina, however, had other plans. On the eve of Vong's exodus from Baltan to Chull Voran, Carina fled with Kaido Nan, one of Vong's bodyguards, to start a new life together. Knowing that they'd never be safe in the cities, the two young lovers headed into the Green Wastes.

Pennell Vong was furious, but he had to wait until he got to Teskador (one of Chull Voran's three cities) before he could exact his revenge. He hired slavers to find Carina and Kaido and return them to him. Pennell plans to personally execute them both for betraying him. The slavers, unfortunately for them, ended up with more than they'd bargained for.

A cavalry troop of Earthmen were accidentally transported to the Green Wastes and befriended the Nando tribe, a group of red nomads that had offered sanctuary to Carina and Kaido. An unscrupulous red nomad sold this information to the slavers hired by Lord Vong. They expected an easy extraction. What they got instead were bellies full of a strange element (lead bullets) that ripped them apart. The Confederates and their allies managed to capture the slavers' airship, but the remnants of the crew were allowed to flee.

One of them made his way back to Andaro, a desert town on the edge of the minor kingdoms. He contacted Lord Vong and explained what had happened. Furious, Lord Vong went to Andaro himself and hired an airship and an expert to find Carina and Kaido personally. Unfortunately for him, a grey man, eager to erase his mistake, came across Lord Vong's ship and destroyed it with his Tripod. Unbeknownst to Lord Vong, the Tripod allowed him to run away in the hopes that he would lead the grey man to the Earthmen.

Lord Vong's wife, Lady Partha, is troubled over her husband's disappearance and hires the PCs to find him. The mission takes the PCs to Andaro, the wrecked ship, and eventually the Nando camp. There they must face intrigue on multiple levels and finally confront the advancing Tripod.

ANOTHER TIME, ANOTHER ARMY

The **MARS** setting does not take place during an official timeframe beyond a nebulous "1850-1950" guideline. This is intended to allow GMs to synchronize their **MARS** campaigns with whichever year on Earth as they see fit. **Rebels of Mars**, however, assumes that the adventure takes place in 1863. This can be problematic if you've already introduced Earthmen from another period.

One way to reconcile the difference is to presume that the Grey Man's experiment carried the cavalry troop across time as well as space. This has the potential for interesting conversations between the Confederates and Earthmen from another time. It also provides a complication for allowing the Confederates to return home (if your Earthmen have a way home).

Alternatively, you can easily swap the Confederate cavalry troop for one more appropriate to your **MARS** campaign. Perhaps the Earthmen are British soldiers fighting along the thin red line in the Crimea, or an American unit from the Battle of the Bulge. Their circumstances are the same; they are lost in a strange land and they realize that their gunpowder weapons have a limited lifespan.



THE LOUISIANA LIGHTNING

The “Louisiana Lightning” is the informal name of a Confederate Cavalry Troop that was assigned to aid the Army of Mississippi in defense of Vicksburg against the Union Army in 1863. On June 25th of that year, Union forces tunneled through a mine beneath the hill where the 3rd Louisiana Redan stood, blowing it up and scattering Confederate forces. In the ensuing chaos, Captain Reed rallied his men to firm up against the Union advance. That’s when something strange happened.

One minute, Captain Reed was shouting orders and rallying his men to ride around the newly-formed crater and, after a brilliant flash of light, the Louisiana Lightning found themselves in a barren wasteland of reddish soil. No Union forces, other Confederate forces, or even Vicksburg could be found. After a few hours of wandering, the soldiers realized that they were alone and quite possibly in Hell, especially considering that they seemed a bit more hardy than usual. Perhaps the flash of light was a second explosion that had killed them all.

The men’s fear that they were in Hell was seemingly confirmed when they were attacked by a band of large

green men. Perhaps they were dead, but that didn’t mean that they’d go quietly. After the initial shock, Captain Reed ordered his men to “give the devils hell!” and the cavalymen ripped into their strange foes with bullets and steel. Having never heard gunpowder before, the green men soon broke and fled.

In spite of their victory, the Louisiana Lightning sustained a few casualties, causing the officers to reevaluate the situation (or, in Lt. Jefferson’s own words “How can we be dead if we can still die?”). Captain Reed concurred and decided that they were in a strange new land. One of the soldiers had some dime novels that serialized Jonathan Swift’s *Gulliver’s Travels* and the Confederates became convinced that they’d somehow been transported to a strange part of the world. Somehow, they had to get home.

While traveling through the Green Wastes, the troop came across a tribe of Red Nomads. Both sides were surprised to meet the other. After a cautious start, the Red Nomad chief and Captain Reed started to learn how to communicate with each other. After being used to thinking of people in terms of black and white, the Captain now had to contend with red and green.



PART ONE:

A CONCERNED WIFE

The adventure begins in Treskador with Sir Danal Meen seeking to hire mercenaries. He is Lord Pennell Vong's cousin and a secret lover of his wife, Lady Partha. He'll visit local taverns, especially those along the edge of the city.

A TIMID OFFER

Read or paraphrase the following:

As night falls in Treskador you are enjoying some mediocre Chull ale and the house band in a local watering hole when you overhear a conversation two tables away. A well-dressed man is standing before a table of rough-looking types and buys them a round of drinks. He then offers some sort of proposal, but the closest ruffian shoves him away. It's obvious that the finely-dressed man is slight of build and not much of a fighter as he apologizes and shrinks away.

At this point, the PCs may wish to call the rich man over to their table. If they do not, he'll eventually make his way to their table, offer to purchase a round of drinks, and give them his offer.

A slim man in plain but well-tailored clothing timidly approaches your table. He offers a forced smile as he keeps looking from left to right, as if he expects someone to spring on him at any moment.

"Good evening. May I buy you another round? I am looking for able-bodied men (and women) to accompany me on behalf of Lady Partha Vong. Are you currently looking for employment?"

Sir Danal tells the PCs that Lady Partha is concerned about the whereabouts of her husband, Lord Pennell Vong. Lord Vong entered the Green Wastes and has not been heard from since. Lady Partha fears the worst and, as the land is outside Chull Voran's jurisdiction, she is seeking independent investigators.

If the PCs agree to hear her out, Sir Danal will offer to take them to the Vong Residence, a rather posh tower

in the city's wealthiest district (Treskador is the least of the three cities, so even minor nobles live like royalty).

EASY PREY

The ruffians that Sir Danal spoke with first are criminal thugs. While they have no interest in going to the Green Wastes, they don't mind shaking down a rich red man. While Sir Danal speaks with the PCs, the ruffians excuse themselves and lay in wait outside. PCs may make a Notice check to see one or more of the ruffians eye Sir Danal suspiciously as they leave.

The ruffians (there are two more than the number of PCs) don't want too much trouble and aren't armed with anything more than knives and clubs. They plan to scare Sir Danal (and the PCs) into giving up his valuables. Should a PC "bring a radium pistol to a knife fight" the ruffians will try to subdue him quickly, snatch the weapon, and run, as radium weapons fetch a high price at the market. The ruffians aren't stupid, though, and once two or three of them are subdued the rest flee.

CAUSE FOR CONCERN

Sir Danal will take the PCs to the Vong's sitting room, a large space with comfortable couches and great windows that offer a gorgeous view of the city. A PC that makes a Knowledge (politics) check will recognize most of the décor as Baltanese. Several servants immediately attend to the PC's needs while Lady Vong prepares to meet them. After the PCs have had a chance to sample some wine and fruit, the Lady will make her appearance.

As you recline on the couches enjoying the Lady's hospitality, she finally makes her appearance. Lady Partha Vong is a beautiful young woman with long braided hair and emerald eyes. She wears a revealing dress that accentuates all the right curves. She is wearing a rather expensive necklace, tiara, and armbands. With a glance, she dismisses both her servants and Sir Danal. He looks as if about to protest, then bows and exits.

"Silly boy," Lady Vong says as she watches Sir Danal leave. "He is a good man, but a bit overly concerned for my welfare at times. I have to keep up appearances, you know. My husband has recently been forging strong ties with various

business endeavors, and news of his disappearance could threaten all that. Now, before we continue, would anyone like another drink?"

[She continues after accommodating the PCs.]

"Good, now let's get down to business. As you may have guessed from my accent, both my husband and I are Baltanese. Pennell, my husband, decided that our fortunes would grow better elsewhere, so we recently left the Confederacy and settled here. Unfortunately, a couple of our servants fled after stealing some trinkets just before we left.

"While I was certainly willing to let the matter drop, you have to understand Pennell. He's a very proud man. He insisted on tracking the two servants down, even if it meant entering the Green Wastes, which is where he believed they fled. I cautioned against it, but Pennell would not listen. Now I fear that he has gotten himself in trouble. He should have returned days ago but no one has heard from him.

"I know that my husband was last seen in Andaro, a border town along the edge of the Green Wastes. I would like to hire you to accompany my husband's cousin to Andaro and try to find him. If, gods forbid, Pennell is dead, then I wish for you to find and return his dueling blades. Only then will I be properly able to put his spirit to rest.

PCs familiar with Baltanese customs would know that Baltanese dueling blades are prized possessions and evidence of the death of their previous owner according to Baltanese law. They also act as a de facto deed for the deceased's property (which can be challenged with "the Test of Blades," a duel to determine ownership. The affected dueling blades must be used in the duel).

Perceptive heroes also may note that Lady Vong has little true love for her husband. This is not unusual. Many marriages in red man aristocratic society are arranged for political or economic reasons. While Lady Vong accepts her position, if Pennell is dead then she can take over their business affairs.

Lady Vong will be attracted to any PC with the Attractive edge and will flirt openly with him. After business is concluded, such a PC will be invited to join her for the night. Whether or not the PC takes her offer he will be targeted later by Sir Danal.

Once business is concluded Lady Vong will offer the PCs rooms for the night. She will book passage for them on the earliest airship flight to Andaro, unless they have their own means of transport.



PART TWO:

OASIS IN THE DESERT

If the PCs need a ride to Andaro, Sir Danal will arrange for an airship to transport them to Andaro and beyond. If the PCs are part of Crimson Jayde's crew, then they will take the *Glashgar*. If not, then it's still possible that Sir Danal may hire Crimson Jayde to take the PCs. If you've played "Slavers of Mars" and it's no longer feasible to use Crimson Jayde (or you simply don't want to use her again), then another captain may be substituted, using the same statistics as Crimson Jayde and the *Glashgar*.

AVIAN SKY-CORSAIRS!

The trip to Andaro takes a day. While en route, a group of sky-corsairs take the last opportunity to hide in the edge of the mountains to attack the PCs' vessel. Rather than fight directly, however, these sky-corsairs have trained ahkinars to swoop down and grab prey. The birds then bring them back to the sky-corsair's vessel. The sky-corsairs have a medium ship and no wish to engage a larger vessel directly; they rely on the bigger vessel to accept the loss and keep moving. Unfortunately for them, their first target is Sir Danal.

You are enjoying the mid-day air while on the top deck of the airship. The chef is cooking in the open air and the scent of spiced vegetables boiling in a sweet sauce tantalizes your nostrils. Sir Danal looks more relaxed than you've seen so far as he leans on the rail at the bow of the ship and looks out at the approaching wasteland.

Without warning, two large birds swoop up from underneath the airship. One of them grips Sir Danal in its claws and lifts him off the deck! You consider doing something when you realize that the other bird is heading for one of you!

The second ahkinar will attempt to grab the richest-looking PC and follow the one carrying Sir Danal around the nearest mountain. A PC with an appropriate Knowledge skill may realize that the ahkinars are holding onto their prey longer than usual, as if they were purposefully taking them somewhere. This may spur the airship captain to order the airship around the mountain.

There are twelve sky-corsairs in the medium-sized airship. The plan is to wait for the ahkinars to drop their prey in the airship and then rob and interrogate the prisoners. They will then take them back to their hideout (a cave in the mountains) to hold for ransom. If

they are pursued by a superior force, such as the *Glashgar*, then the sky-corsairs will flee. If pinned, they will use the prisoners as a bargaining chip to ensure that they can escape.

AHKINAR

An ahkinar is a large bird about twice the size of the average red man. In the wild, their favorite tactic is to grab travelers aboard airships and let them go in the open air. Once their prey hits the ground (and presumably dies), the ahkinar feasts on the body. Because of this tactic, airship captains rarely waste their time on rescue efforts. As it turns out, an ahkinar can be trained not to drop its prey and instead return it to its trainer.

In addition to strong claws, Ahkinars have sharp beaks that can impale a red man with a single peck.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d12, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Beak/Claws:** Str+d6.
- **Flight:** Ahkinar have a Flying Pace of 12" and a Climb of 6".
- **Grapple:** If an ahkinar gets a raise while performing a grapple, it has grabbed its foe and can carry them off. It cannot use its beak attack against carried foes, but all foe's attacks are now at a -2 while carried.
- **Swoop:** Ahkinar often swoop on their prey to attack. It gains +4 to its attack and damage for this action. Its Parry is reduced by -2 until its next action when performing the maneuver, however.
- **Improved Frenzy:** Ahkinar may make two Fighting attacks each action at no penalty.
- **Size +2:** Ahkinar are twice the size of a red man.

SKY CORSAIR CREWMEN

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

Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Piloting d6, Shooting d6, Stealth d6, Swimming d6

Charisma: -2

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

Hindrances: Greedy (Minor), Illiterate, Mean

Edges: Dirty Fighter

Gear: Knife (Str+d4), rapier (Str+d6)

SKY CORSAIR CAPTAIN

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Persuasion d8, Piloting d6, Shooting d6, Stealth d6, Streetwise d8

Charisma: +0

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

Hindrances: Greedy

Edges: Connections

Gear: Rapier (Str+d6), knife (Str+d4), radium pistol (Range 12/24/48, Damage 2d6+2),

SKY CORSAIR VESSEL

This quick craft is designed to get in close for boarding and escaping quickly. The vessel is armed with a single radium gun, which the corsairs will use as a last resort to cover their escape.

Acc/Top Speed: 25/200

Climb: 20

Toughness: 14(2)

Crew: 2 needed, carries 15

Manueverability: Good

Armament: Radium Gun (360 swivel)

Cargo: 1000 lbs

Width: 3

Length: 10

AN OASIS IN THE DESERT

By nightfall, the airship carrying the PCs approaches Andaros. Andaros was founded around a small lake of water. While that lake has long since dried up, the town is still a popular outpost between the Green Wastes and the Minor Kingdoms. The hub of the city has moved into the lake-bed, where it surrounds a large, open-air bazaar.

The Rumor Mill

Once in town, the PCs will probably want to ask around about Pennell Vong and other information in general. A successful use of the Streetwise skill will gain one of the following rumors.

d6 Rumor

- 1 The Green Men fear something they call "the Pale Thunder Riders."
- 2 A Tripod has been seen roaming the Wastes.
- 3 The Red Nomads are gathering around a recently-discovered pool (partially true; the nomads are gathering, but there is no pool).
- 4 A slave ship disappeared a couple weeks ago.

- 5 Green men raiding parties have been badly repulsed recently; some say that the local red nomads are using new effective tactics against them.
- 6 There is a new tribe of nomads, neither red nor green, in the area.

If a PC gets two raises when making a Streetwise check, then he will learn that an archaeologist from the minor kingdoms is stationed here, waiting for a noble to return from the Green Wastes. His name is Cerwik Jor and he can normally be found at Kal's Cantina on the south edge of town.

MEETING THE DOCTOR

While PCs that make their Streetwise checks will eventually turn up the name "Dr. Jor," such good fortune is unnecessary. If the PCs ask around about Pennell Vong long enough, then they will eventually catch the ear of Dr. Cerwik Jor, an archaeologist who's been exploring the Green Wastes. He'll most likely meet with them in one of the many tent cantinas scattered around the city.

In either case, Dr. Jor will be a pleasant man to speak with. He remembers Lord Vong well and can see a resemblance between the Lord and Sir Danal, "even if the accent didn't mark you as Baltanese." He will show the PCs the Earth pistol, which he believes is incomplete (he hasn't decided yet whether the weapon is broken or if the firing mechanism is part of the projectile, which seems wasteful).

If the PCs offer to take Dr. Jor with them, he'd be happy to lead them to the red nomad camp. While still having a touch of his illness, which assures everyone is no longer contagious, he'll gather his things and join the PCs aboard their vessel in the morning.

MARTIAN FLU

If you're feeling especially sinister then you can rule that Dr. Jor's illness is still quite contagious. Dr. Jor's illness exhibits flu-like symptoms and, at its worst, threatens death. PCs must make a Vigor check (-2) or lose a die of Vigor every two days. The flu will run its course in 2d4 days.

PART THREE:

BURNED CAMPS & REFUGEES

With Dr. Jor guiding them, the airship follows a predetermined course through the Green Wastes. Unfortunately, a successful Survival check allows a character to note that intermittent windstorms threaten the area. Most of these are minor enough to be navigated through, but occasionally a strong wind will kick up and force the airship to land (or hover above it). Due to the need to see the ground ahead of them, the captain of the airship won't want to lift high enough to fly over the lower heavy storms, for fear of missing something.

A SHIP IN A WINDSTORM

Two days into the Green Wastes, the airship comes upon the wreck of the vessel that carried Lord Vong. Allow a PC to spot it first by making a Notice check with one raise (two raises will reveal humanoids milling about it).

Read or paraphrase the following:

As you peer through the sand pelting your face, you can see a large airship resting on the plain just ahead. No, it isn't resting; it's obviously crashed, as it is tilted rather fiercely toward one side. The tattered flag of a red hand over a blue field still flaps in the wind and behind you Dr. Jor confirms that the flag is that of the escort Lord Vong had hired to take him and Hando Cree to find the red nomads.

Unfortunately, the windstorm intensifies, kicking up so much sand that the captain has to order a landing about a half mile from the wreck. The PCs will have to go ahead on foot. If, however, they choose to remain in the airship, then the danger is not over. A band of green men is currently salvaging the wreck, but they are aware of the newcomers. Part of the band has already organized a raiding party and they are advancing on the ship.

If the PCs left the airship, then they'll likely encounter the green men along the way. The sandstorm provides a -2 modifier and makes it difficult to see beyond a few feet. There should be one green man for every PC (and NPCs accompanying them). The green men fight without hesitation.

If you want to throw in an extra complication, then a Busharbal (sandsquid) is beneath the battlefield. It

had been slowly making its way to the wreck, but the raiding party and the PCs got to it first. The Busharbal attacks anything close, red or green, and gives the PCs two separate threats at once. Note that there are boulders strewn about; swashbuckling PCs can use these to avoid the Busharbal while fighting the green men.

GREEN MARTIANS

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d8, Notice d6, Survival d8, Stealth d6

Charisma: -4

Pace: 6; **Parry:** 6 **Toughness:** 9

Hindrances: Bloodthirsty

Edges: —

Gear: War Sword (Str+d10)

BUSHARBAL

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d12

Skills: Fighting d8, Notice d8, Stealth d12

Pace: 6; **Parry:** 6; **Toughness:** 12

Special Abilities:

- **Ambush:** The busharbal attacks from beneath the surface. The sandsquid makes an opposed Stealth roll versus the target's Notice. If the sandsquid wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, they may try to interrupt the attack. Victims who are successfully ambushed are grabbed by the creature's maw, and may make an opposed Strength roll each round to break free.
- **Pull You Under:** Starting the next round after a successful ambush, the sandsquid pulls the victim under the sand. The victim may make an opposed Strength roll to break free. Use the drowning rules in **Savage Worlds** core book to simulate the effects of being pulled under the sand.
- **Size +4:**
- **Teeth:** Str +d6
- **Tentacles:** Str +d4

Once the PCs arrive at the wreck, there will be more green men to fight (again, roughly equal to the number in the PCs' party). Once the green men have been cleared out, the PCs can investigate the wreck to determine what happened.

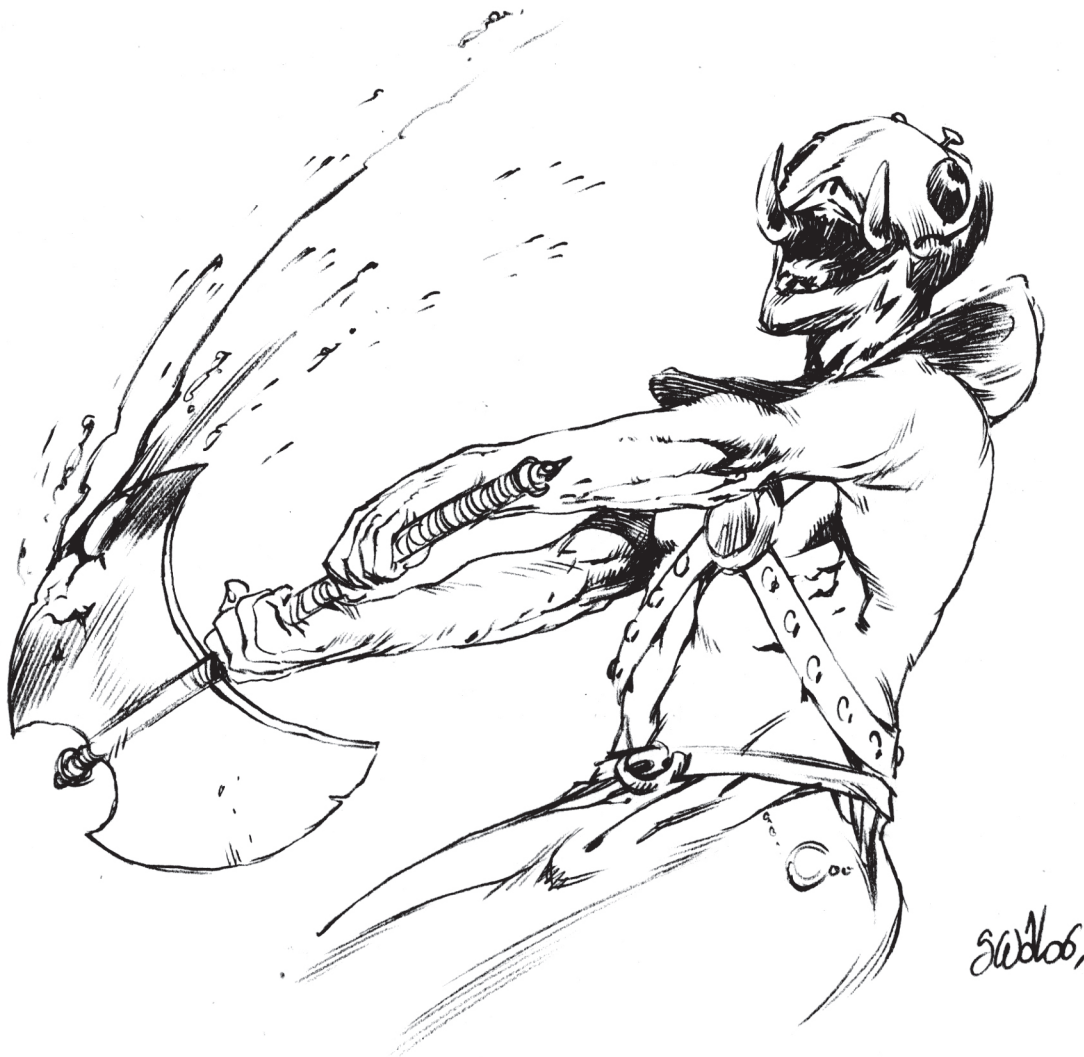
There are quite a few bodies laying around, some badly burned (and many having been picked apart by scavenging creatures). Dr. Jor can't find any evidence of Hando Cree, nor is there any evidence of Lord Vong or his Baltanese dueling blades.

PCs that make a Knowledge (science) check will realize that the airship was hit by a large radium weapon. A raise or two on the Knowledge check will reveal that the gunner knew exactly where to aim to bring the ship down.

While the sandstorm covered a lot, a Tracking check will reveal that three sand runners were launched from the airship after the crash. Unfortunately, two of these did not get far before the Tripod tracked them down and destroyed them (as evidenced by burn marks). The Tripod allowed the third to escape to see if it would lead him to the Confederate soldiers.

DANGERS OF THE WASTES

If you're looking to expand this adventure, you could have the tracking down of the other sand runners involve more green man or other Martian monster encounters. If you don't mind tipping your hand, you could even have one of the fleeing red men survive, but forced to abandon his damaged sand runner. The PCs arrive in time to help him fend off a threat. When questioned, the red man will reveal that Lord Vong took a sand runner with his guide (Hando Cree) and fled. The survivor also knows what attacked him. It was a Tripod.



PART FOUR:

ALIENS OF MARS

After the wreck is discovered and the wreck subsides, Dr. Jor will suggest visiting some of the local Red Nomad tribes. If Hando is alive then he likely took shelter with one of the friendly tribes. Dr. Jor knows the migratory habits of the Red Nomads and, with an airship, there should be little trouble finding them.

Indeed, it won't be long before the PCs come upon a small red nomad tent city. PCs that make a Streetwise check will learn that there are indeed strange pale men amongst the Nando tribe and they carry loud weapons and ride strange beasts. Emissaries from this tent city have been sent to meet them. The PCs won't have any trouble getting directions to the current Nando tent site.

HELLO, PALEFACE

When the PCs approach the Nando campsite, read or paraphrase the following:

Night is falling as you approach the Nando camp site. It actually appears that there are two camps. The larger one is big enough to contain perhaps 200 red men. The smaller one, just off to the side, includes twelve small tents of unfamiliar design, along with a pen of 23 strange animals. In addition to the two camps, a large airship is parked nearby.

What few inhabitants of the small tents that you see are men wearing grey uniforms and caps. Even from here you can tell that their faces are lighter than that of a red man. In front of the tents is a flag that contains a yellow star in a red field in the upper left corner and blue, white, and red stripes streaking across the rest of it. A similar flag flies on the airship, which also sports two mounted radium guns.

You also catch two of the strange men riding their strange steeds around both camps, as if patrolling the perimeter. They catch your eye and one of them blows on a strange instrument. In seconds, the tent cities empty and both red nomads and pale men form a defensive perimeter as they eye your ship.

Dr. Jor can verify that the flag is not a Nando one, as the Nando flag is simply three crossed rapiers (it's actually the Confederate-era flag of Louisiana).

The red nomads and the Confederates are assuming their defensive posture as a precaution, believing that the PCs might also be slavers. They still aren't comfortable with the airship, although a couple of Confederate soldiers swing the two radium guns up at the PCs' ship.

A Persuasion check (or simply acting non-threatening will ease the tension. If the PCs' ship lands, then Captain Reed and Chief Tarmok Nando will ride out to meet them. Once they are satisfied that the PCs mean no harm, they will be invited into the village.

POLITICS

You can play out this scene as you like, using the notes on Captain Reed and his men as a guide. The Captain's story seems incredulous to the PCs (unless there are Earthmen amongst them, in which case the conversation shifts accordingly). While Chief Tarmok is still the leader, he often defers to Captain Reed. The Captain is currently organizing the local red nomad tribes into a confederation to better protect against green man raids.

Chief Tarmok is throwing a feast for the emissaries of neighboring tribes and invites the PCs to attend. Captain Reed, Carina, and Lt. Jefferson will also be in attendance.

If Carina sees Sir Danal, she'll instinctively clutch Captain Reed's arm. She recognizes Sir Danal and believes that he's here to collect her. This may cause some tension, especially since neither Sir Danal nor Carina trust each other. Perceptive characters may also note Lt. Jefferson's attitude towards Carina and other red men in general.



LORD VONG'S ARRIVAL

At some point during the feast, long after night has descended, the patrol's bugle blows again. A sand runner has been spotted heading toward camp. The defenders take up position again, but as the sand runner draws closer it's obvious that the occupants are Lord Vong and Hando Cree. Both are banged up and bandaged, but in relatively good spirits. Lord Vong still has his dueling blades.

How the reunion plays out is entirely up to you. Lord Vong is smart enough not to gut Carina in front of his hosts, but he will still insist upon the return of his property (which Lt. Jefferson is eager to give, while Captain Reed is more conflicted). Sir Danal will have to struggle on whether to murder his cousin and may look for a convenient opportunity. Lord Vong himself is tired and eager to have the PCs take him home once dawn breaks.

Dr. Jor is happy to see Hando alive and warmly embraces his assistant. He'll also ask both Chief Tarmok and Captain Reed if they mind if he sets up shop here for a while. Both will assent to his wishes.

Whatever the outcome, it seems that, after a rough and perhaps troublesome evening, all will be well in the morning. Unfortunately, there's one looming issue left...

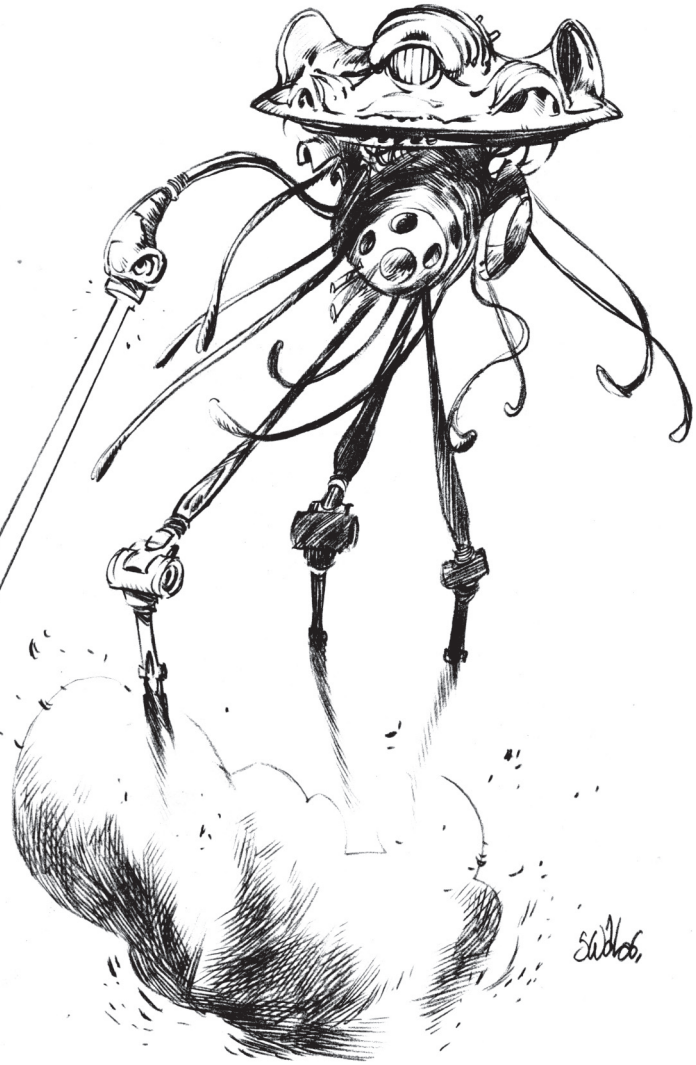
PART FIVE: THE FINAL STAND

As dawn breaks, a patrolman spots something glinting off in the distance. He'll immediately report it to Captain Reed and the captain will send out a scouting party. PCs within earshot may offer assistance or warnings (especially if they have reason to believe that a Tripod is in the area). One way or another, the fear is confirmed; a Tripod is making its way towards the tent city.

With two airships available, the red nomads and the Confederates have a means to flee. Unfortunately, there are a few complications. First, none of the red nomads or Confederates are adept at flying an airship. Secondly, the PCs' airship captain may have to be convinced to stay and help (which is difficult considering the amount of money Lord Vong is willing to throw at him or her to get away while they can). Finally, there is no way to load everybody before the Tripod arrives. In order to save everyone, someone will have to slow the Tripod down.

Allow the PCs to come up with solutions. Captain Reed feels honor-bound to help, but he has no experience fighting Tripods (and, indeed, he'd be handing the grey man pilot exactly what he wants: pale targets). Perhaps the PCs can find some way to use the terrain or otherwise divert the Tripod's attention (it's also possible that the PCs could take down the Tripod, depending on their wits and resources).

In any event, the survivors will be thankful for the PCs' help. Once the threat is over, the PCs are free to escort whoever is going back to Treskador.



EPILOGUE

Once the PCs return to Treskador, Lady Vong will be happy to honor the terms of the contract. If the PCs managed to keep Lord Vong from returning with Carina, then he'll consider the loss to be worth whatever his wife was going to pay them. In either case, the PCs will have made friends or enemies with a powerful local noble.

If Lord Vong was killed, then the PCs may be able to see Sir Danal's hopes get dashed. This is especially poignant if Sir Danal was responsible for Lord Vong's death.

FURTHER SEEDS

Some of the plot points in *Rebels of Mars* can inspire further adventures.

EARTHMAN HEROES

Captain Reed's cavalry troop can provide a background for new Earthman PCs. Where does he stand in the power struggle between Captain Reed and Lt. Jefferson, and what finally causes him to leave and seek adventure on his own?

GREY MAN EXPERIMENT

The nature of the experiment that brought the Confederates to Mars was left vague on purpose. Did the grey man understand that nature of what he was doing or is he just as clueless as the Confederates? In any event, is there machinery capable of transporting Earthmen to Mars and vice versa and, if so, who will find themselves in a strange environment next time?

REBEL SKY-CORSAIRS

It's only a matter of time before Captain Reed figures out how to fly his airship. Perhaps he even hires a PC to pilot it for him. Perhaps Lt. Jefferson sees the airship as an opportunity to exploit the red nomads. In any event, there are now Confederate rebels sailing the Martian skies.

DRAMATIS PERSONAE

The following NPCs are integral to *Rebels of Mars*. Other NPCs may be fleshed out by using the templates in the *MARS* sourcebook.

LORD PENNELL VONG

Lord Pennell Vong is a shrewd noble. Born into a minor Baltanese family, Lord Vong had his sights set on greater things. Unfortunately, prospects for advancement were slim in the Baltan Confederacy and even his marriage to Partha failed to move him much further up the aristocracy. Envious of his betters, Lord Vong decided to try his luck in the Minor Kingdoms.

A man used to taking what he wanted, Lord Vong was surprisingly smitten with his slave Carina to the point of wanting to marry her. Unfortunately, Carina never saw herself as more than her master's toy and craved freedom. She also fell in love with one of Vong's bodyguards. When she fled, it broke Lord Vong's heart. He'd now like to literally tear hers out to return the favor.

Lord Vong is a dangerous man. He can seem friendly and personable as long as he is in control but, once slighted, he exhibits all of the worst traits of an arrogant noble. He is also rather pushy, forcing those working for him to perform all manner of unpleasant tasks.

Pennell Vong is a tall, well muscled red man with a long, thin mustache that is braided in the Baltanese fashion. He wears silkweave and carries a double-cell radium pistol and his Baltanese dueling blades.

(Red Martian)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d10, Knowledge (Tactics) d10, Notice d8, Piloting d8, Shooting d6, Stealth d8, Survival d6

Charisma: +0

Pace: 6; **Parry:** 6; **Toughness:** 8

Hindrances: —

Edges: Combat Reflexes, Two Fisted

Gear: Silkweave, double-cell Radium pistol (2d6+2), Baltanese Dueling Blades (Str+d6, +1 to hit).

SIR DANAL MEEN

Sir Danal Meen was born to privilege and very lucky for it. A timid, scrawny man, Sir Danal would likely have ended up dead by now if not for the pampered lifestyle that his family has afforded him. He does, however, have a gift with numbers, and as such has proven himself very useful to his cousin, Lord Pennell Vong.

Having exploited Sir Danal's spinelessness in the past, Lord Vong had hoped to enlist him in disposing of his wife, Partha Vong. Unfortunately for Lord Vong, Sir Danal is quite smitten with Partha and wants her for himself. He'd pretended to go along with Lord Vong's plot and thus far has not had to act on it (Lord Vong wanted to conclude his business with Carina and Kaido. Fearing a backlash, Sir Danal has not yet shared the plot with Partha).

Sir Danal hopes that Lord Vong is dead. Failing that, Sir Danal hopes to kill him in the desert and return to Chull Voran, whereupon he will ask Partha for her hand in marriage. It's doubtful that Sir Danal can actually carry out this threat and indeed PCs paying attention to Sir Danal's reactions will note that he gets a bit excited and an extra spring in his step whenever it seems that Lord Vong is dead. Still, Sir Danal can be teased into killing Lord Vong when the time comes (and the teasing will likely come from Lord Vong himself).

Unfortunately for Sir Danal, all of his plotting is for naught. Partha has no romantic interest in him and he isn't even worth marrying for the money. At best she'll let him continue to keep the books, which will only goad him into trying something else to prove his love to her.

Sir Danal is a tall, scrawny red man. He carries a handbow, a hold-out radium pistol and a rapier.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d4, Riding d6, Shooting d6, Stealth d4

Charisma: +0

Pace: 6; **Parry:** 5; **Toughness:** 8

Hindrances: Loyal

Edges: Alertness, First Strike

Gear: handbow (2d4), hold-out radium pistol (3d6), rapier (Str +d6)

DOCTOR CERWIK JOR

Doctor Cerwik Jor is an archaeologist from a university in one of the minor kingdoms. Andaros has proven to be a fine base of operations, and Dr. Jor has made it his home for a year now while excavating ruins and writing a book.

Two weeks ago, a slaver, Gort Fallo, came across one of Dr. Jor's digs claiming his ship had been ambushed by strange people that weren't red or green. While possessing no radium, they had weapons that sounded like thunder. Gort claimed that he was lucky to escape with his life. He'd also brought one of the strange beings' weapons with him (a cavalry revolver).

Dr. Jor examined the artifact and at first, in spite of Gort's testimony, believed it to be a toy. He simply could not see how the hammer could drive anything through the barrel fast enough (as a Martian, Dr. Jor has no concept of gunpowder). The weapon, however, was too well-made to be a toy. Dr. Jor determined to find these strange people or at the very least a few projectiles from the weapon to test it (he has been shaping pebbles and putting them in the barrel, but to no avail).

Dr. Jor helped Gort return to Andaros and contacted Lord Vong on the condition that he be able to accompany them. Unfortunately, when Lord Vong arrived Dr. Jor contracted a nasty virus and was not able to go with them. He'd sent Hando Cree, one of his assistants, in his stead. While they were expected back a few days ago, Dr. Jor had been holding out hope that they'd return. He knows where they went and will eagerly accompany anyone that wishes to follow the trail.

Dr. Jor is a middle-aged red man with thinning hair. He is surprisingly strong and fit for his age, a by-product of working in the field. While he is largely over his illness, he still has a hacking cough and frequently pauses to clear his throat. He carries a short sword.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Guts d8, Intimidation d8, Knowledge (archaeology) d10, Knowledge (science) d8, Knowledge (ancient history) d8, Notice d6, Persuasion d6, Riding d8, Survival d8

Charisma: +2

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

Hindrances: Various.

Edges: Connections, Noble, Explorer.

Gear: Short Sword (Str+d6)

CHIEF TARMOK NANDO

Tarmok Nando is typical of a red nomad chief (his stats may be used for any, if necessary). He is a proud, practical leader.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d6, Knowledge (economics) d6, Notice d6, Persuasion d6, Shooting d6, Taunt d6

Charisma: +0

Pace: 6; **Parry:** 8+; **Toughness:** 8

Hindrances:

Edges: Block, Frenzy, Marksman

Gear: Longsling (Str+d6), Broadsword (Str+d8) Silkweave

RED NOMAD DEFENDER

Red Nomad Defenders are trained to protect their tribes.

(Mooks)

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

Skills: Fighting d6, Guts d6, Notice d6, Shooting d6

Charisma: +0

Pace: 6; **Parry:** 5; **Toughness:** 8

Hindrances: —

Edges: —

Gear: Spear (Str+d6), Broadsword (Str+d8), Crossbow (2d6)

CAPTAIN ZEB REED

Captain Arthur Zebulon “Zeb” Reed is the captain of the “Louisiana Lightning” cavalry troop. A horse breeder before the war, Zeb has suddenly lost his family, his horses, and his cause in one fell swoop. A practical man and a born leader, Zeb has managed to maintain discipline and keep his men safe and sane.

Zeb’s family did not own slaves and he is quick to point out that the war is not over slavery but the right to be left alone. The slaver attack, reds preying on reds, is strengthening his personal conviction that slavery is morally wrong. Zeb is an honorable man, chivalric toward women, and a good leader.

Unfortunately, Lt. Jefferson doesn’t share Zeb’s views and the two have been clashing (civilly, of course, or else Zeb would strip him of rank). Zeb fears that his lieutenant’s ambition is going to get them all killed, but he understands that a significant number of his men, perhaps the majority, are sympathetic to Lt. Jefferson. Zeb would rather keep the troop strong and unified rather than play out a miniature version of the war they left.

Zeb Reed is a dashing man in his late thirties, with straight blonde hair and a goatee. He keeps his uniform in immaculate condition although he has added a second holster for his radium pistol. Zeb also keeps his regular revolver, a cavalry saber, and a knife on him at all times. Zeb is aware of Carina’s affection for him but he still hasn’t given up on hope of seeing his wife and children again. For now, he plays her protective guardian.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d10, Knowledge (Tactics) d10, Notice d8, Riding d10, Shooting d6, Stealth d8, Survival d6

Charisma: +0

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

Hindrances: Code of Honor

Edges: Alien Mind, Mighty Thews, Command, Natural Leader.

Gear: Two Starr Model 1863 Double-action Army Revolvers (2d6+1), Radium Pistol (2d6+2), Cavalry Saber (Str+d6)

EARTHMAN POWERS

Rebels of Mars presumes that all Earthmen receive the powers of Alien Mind and Mighty Thews while on Mars. If you’ve decided that Earthmen get a different set of powers (or even different powers for each individual Earthman) feel free to adjust the NPCs accordingly. Nothing in this adventure should change as the result of different powers. Even the Intuitive Knowledge power would not be an issue, as the Confederates have not had time to fully exploit it.



LT. WILLIAM JEFFERSON

Lieutenant William Beauregard Jefferson has been second in command since Lt. Robert Hammond fell to the first green man attack. The son of plantation owners, Lt. Jefferson sees slavery as a positive good and simply part of the Divine Plan. He is often fond of quoting Scripture in regards to slavery, although in practice he isn't a very religious man.

Lt. Jefferson has a jovial demeanor and is popular within the troop. Zeb realizes that he helps keep morale up; otherwise he'd have demoted him soon after they'd met the red nomads. Lt. Jefferson tends to treat the red nomads the same way he'd treat African-Americans, with arrogance and casual disdain. He certainly looks down upon Zeb's relationship with Carina (which is mostly in Lt. Jefferson's mind at this point).

Lt. Jefferson is starting to believe that God sent the troop here to tame the land and create a new order, naturally with the Confederate soldiers at the top (he still hasn't worked out how God plans for him to maintain racial purity, as no Earth women came with them). He largely keeps this to himself, but Martian alcohol is beginning to loosen his tongue around the men. At some point, Lt. Jefferson plans to confront Zeb and possibly duel him for control of the troop.

William Jefferson is a tall man in his mid-twenties, with steely blue eyes and reddish-brown hair. He's clean-shaven except for a few whiskers that he vainly tries to pass off as a mustache. He carries a Martian rapier and a radium pistol. He prefers to be called "Will" rather than "Billy." While he'd never admit it, Lt. Jefferson does harbor carnal feelings towards Carina and may soon act upon them.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Persuasion d8, Riding d6, Shooting d6, Stealth d6, Streetwise d8

Charisma: +0

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

Hindrances:

Edges: Alien Mind, Mighty Thews

Gear: Rapier (Str+d6), Radium Pistol (2d6+1)

CAVALRYMAN

The rank-and-file of the Louisiana Lightning (currently 20) are a well-disciplined lot after all they've gone through. With Zeb's guidance, each cares for his horse well (there are currently four extra horses) and keeps his gear clean. Most carry a cavalry saber, knife, and pistol, although a few have rifles and shotguns. Zeb has ordered the men not to waste ammunition, so guns are used sparingly and some men have been learning how to use crossbows and handbows.

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

Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Riding d6, Shooting d6, Stealth d6, Swimming d6

Charisma: +0

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

Hindrances:

Edges: Alien Mind, Mighty Thews

Gear: Cavalry Saber (Str+d6), Starr Model 1863 Double-action Army revolver (2d6+1) -- some have Rifles (use stats for Winchester 76 in the main book) or Shotguns (use double-barrel from main book). Some are starting to use crossbows (2d6) or handbows (2d4).

HORSES

The remaining horses of the Louisiana Lightning (24 left) are adjusting to life on another planet. They are somewhat faster here than on Earth, but more clumsy, as they are not yet used to the lighter gravity.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Guts d6, Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 8

Special Abilities:

- **Fleet Footed:** These Horses roll a d10 when running instead of a d6.
- **Kick:** Str +d6
- **Size +2:** horses weigh between 800 and 1000 pounds.

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ADVENTURES
COMING SOON!

MARS