



Rivalry - Chapter 2 (Option B)

[Note - Chapter 2 is divided into two paths, A and B. Option A, released separately, is an adventure path that reflects a choice of travel by train out of New Orleans following the events of Chapter 1. This is considered the default option. Option B involves travel by airship. It should only be attempted by a party with a skilled Aviator, and it can be more difficult in multiple ways. Both storylines will rejoin for Chapter 3.]

Prologue

You have recently completed a short retrieval job on behalf of the Wells Fargo office in New Orleans in the Confederation of Texas. It is now clear that there are agents working on behalf of the Southern Pacific Railroad itself that have been responsible for lost Wells Fargo shipments, mostly of advanced technology. You have just finished thwarting the theft of a prototype mining automaton bound for San Francisco.

Because of the ongoing threat, you have now been hired to escort the automaton in transit all the way to the office in San Francisco, the capital of the Rocky Mountain Republic.

You have decided your expertise will allow you to take the speedier but more dangerous air route west. You will take a Wells Fargo light courier zeppelin, and you are solely responsible for your own travels.

Scene 1 - Setting Out

The first day or two of travel are largely uneventful. The characters may travel with impunity west across the state of New Orleans into East Texas and resupply quite easily in Austin. After Austin, however, the Aviator will discover that prevailing winds paired to a low-dipping jet stream are making travel across the middle of Texas territory to be very difficult. The pilot will have a choice of either dipping south directly over Mexico or veering north, still in Texas but approaching the border of the Plains Tribal Federation. In either case, the party will have to plan on resupplying in the wilderness, and in particular cutting their own wood to fuel the airship's small but somewhat inefficient steam engines. The party

will have to decide whether to fly at night to escape detection, which risks increasing the pilot's fatigue and also makes landings more dangerous. Flying during the day makes it more likely the airship will be seen, but also makes easier the party's own Notice rolls to spot pursuers.

Depending on which route the heroes take, they are going to face a number of difficulties. In both cases, water is an important and ongoing concern. If they head north, the Brazzos River is the most reliable source of water, but following it will take the airship almost directly to the Red River, which is the border of the PTF. Travel along the Red River will mean interacting with some of the bison herds that are being watched by Apache and Comanche scouts. Some of those scouts may try to track the party's movements. Much of North Chihuahua is very dry, so they will have few choices but to risk it.

If they travel over Mexico, both water and landing sites will be even more scarce, as they will have to fly over the rocky deserts between the Sierra Madre ranges. They will have to spend several days making difficult flying and survival decisions before a new complication arises.


At any point during this stage of the scenario, the heroes may choose to reconsider their travel plans. They may divert back to Austin and instead take a train. If they do so, simply switch to Chapter 2 (Option A). The GM should give the party enough hardship to make it clear that they are choosing the more difficult route. If they definitely wish to continue, go on to Scene 2.

Scene 2 - The Chase

GM Note: Your job at this point is to engage the characters in a chase. This will take one of two forms, depending on which route they chose to fly. Prior to this, you should build the tension by asking them repeatedly to make decisions about survival.

In the case of flying over the northern part of Texas, drifting close to the Plains Tribal Federation, this is





done by choosing where to land and find fuel and water. Ask whether they are flying through the day or night so as to raise the possibility that they might be spotted. If they continue trying to travel by night, make the Aeronautical Navigation rolls more difficult, and also suggest that the pilot is growing fatigued.

In the case of flight over Mexico, the landings themselves should be more dangerous because of the rocky terrain. Make the Piloting rolls more difficult, and consider forcing the group to Repair damage if they happen to fail at one. In addition, there should be more Survival rolls to find water for travel over Mexico.

Once the tension has been raised, the chase will ensue. In both cases, this should be considered a standard-length chase using the Chase Rules in *Savage Worlds Deluxe*, Chapter 4. (Page 82 in the full-sized SWD, page 94 in the SWD Explorer's Edition.) The specific scenarios for each chase are as follows:

Airship Chase Over Texas

Over northern Texas, the adventurers will actually be chased in the air by Apache and Comanche pirates flying two airships of unknown design. (The group may later do some research and discover that these are dirigibles of French origin.) The pirate crews will attempt to shoot holes in the adventurers' zeppelin. Ordinarily these would be considered Called Shots, but this is balanced out by the size of the airship itself. This is true for the heroes shooting back as well. All shots to an airbag will ignore armor.

Because each airship has a single pilot, cards are drawn and Advantage is determined only once for each vehicle. The pirates will continue to have the +2 speed bonus. However, Steamhands or other heroes with the Repair skill may attempt appropriate cooperative rolls to support their Aviator by working the boilers and ballast. Also remember that the Ace Edge will allow the Pilot to spend bennies to soak damage done to the zeppelin.

The GM may adjust the difficulty on this chase by raising the enemy Piloting skill. The default should be the same as the hero Aviator's, but increasing it will make it more likely that the adventurers' airship will be brought down. It should be at least possible for the heroes to escape and avoid further conflict.

Foot Chase Across the Sierra Madre

While out looking for water, the adventurers will happen upon a small camp of bandits on their way north to raid into Texas. The bandits will spot the heroes and chase them. If some party members (such as the Aviator) are still at the zeppelin, this chase will involve only those who are actually away from the airship.

Because this is a foot chase, Advantage is determined individually with all appropriate modifiers. Terrain is difficult, providing a -2 for everyone. Injured heroes may keep going, but any bandits injured during this chase will retreat and not be available for the chase itself. After five turns of chase, the heroes and any uninjured attackers will arrive at the zeppelin. Proceed directly to Scene 3.

Scene 3 - Defending the Zeppelin

If the party was shot down over Texas, then they will need to defend themselves at the crash site. The typical procedure for air pirates is to land and engage a downed vessel on the ground. If the party is able to defend themselves successfully, they may either repair their own zeppelin or take the pirate ship. If the party ran afoul of bandits in Mexico, then they will need to either drive off the bandits completely or simply hold out long enough to take off.

In either case, this is going to be a difficult fight. All of the opponents are Wild Cards, and there are as many enemies as there are party members. However, initiative should still be determined for the enemies on a group basis. (One group for the bandits, two different groups for the pirates. There are also some slight mitigating factors for each scenario:

Fighting Off the Pirates

The attacking pirate force is split evenly between Saboteurs and Braves. If the fight seems to be going very badly for the group, the Saboteurs may focus more on attempting to disable the zeppelin itself than on attacking the heroes. This is of course GM's discretion. You may determine how deadly you would like this fight to be, but keep in mind that with this many Wild Cards it could potentially be extremely dangerous. The stats for the attacking force are as follows:



SABOTEURS

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

Pace: 6, **Parry:** 6, **Toughness:** 5

Skills: Fighting d8 Sabotage d8

Equipment: Tomahawk (Str +d8)



BRAVES

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

Pace: 6, **Parry:** 5, **Toughness:** 6

Skills: Fighting d6, Shooting d8

Equipment: Bow

There is a pilot as well who remained behind, but he is unarmed and will be easy to defeat should the party wish to take over the pirate airship.

Escaping the Bandits

There are only as many bandits as heroes who were out looking for water, which may mean that the heroes outnumber their opponents once the chase is complete. This is especially true if any of the bandits were injured during the chase itself, because they will retreat immediately rather than continuing on. However, because the bandits are Wild Cards, it is also possible that there may be some injured party members. If this fight seems to be going particularly badly for the adventurers, the GM may make it easier for them to take off quickly, thus allowing them to escape rather than having to defeat the entire group of bandits. The stats for the bandits are as follows:



BANDITS

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

Pace: 6, **Parry:** 5, **Toughness:** 5

Skills: Fighting d6, Shooting d8

Equipment: Colt 1860 Army

If for some reason this fight goes too easily for the adventurers, the GM can always make the rest of the bandit camp ride up on horseback. The size of those reinforcements are of course GM's discretion.

Epilogue

The rest of this part of the journey will proceed uneventfully. When you arrive in San Francisco to deliver the automaton, you share your amazing exploits with the Wells Fargo office. Soon you discover that everyone in town wants to buy you a drink and hear your story firsthand. Even the Governor has sent you an invitation to dinner. All of this attention and more exciting events await in Chapter 3!



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