

2013



Getting The Goods

Everytown Scenario #2

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G-2 (INTELLIGENCE)

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“Now, Hernandez!” Crawford snapped, “Them locals may not have shot at us when we come in, but they sure as hell know we here.”

“No thanks, Crawdad,” Hernandez said, hands nervously playing with the ropes fed through his climbing gear.

“Get in, Baby Face, ‘afore I throw you in,” Crawford drawled.

“Man, it’s dark and tight in there,” Hernandez said.

“You kidding, right?” Crawford snarled to mask his own fear. The older man damn well knew it for a dark hole in the goddamn ground, and didn’t like it any better than Baby Face. Such places were where the mojo dwelt, the dark power used in bad gris gris. He carefully refrained from crossing himself in front of the other man. No use spooking him further.

“No, I ain’t. I don’t like not knowin’ what’s waiting on me-” Hernandez must have realized what he sounded like, because he closed his mouth with a snap.

Something in Hernandez’s voice made Crawford rein in instinct, which was to boot the younger man through the opening and to hell with his fears.

Knowing *he* didn’t want to go in first helped. Sergeant Lewis looking up with an impatient set to his shoulders Crawford could see even at this distance helped even more.

So Crawford took a deep breath and counted to ten before saying, *“If it helps you git over your fear, think about them folks that asked us t’come out here. All those kids ain’t had lights nor heat that wasn’t taken from an open flame since everything went to shit. You could change that. Help fix it for ‘em.”*

Hernandez mulled that over, swallowed, and visibly got a grip on his shit. He scrabbled at the rope harness crossing his chest for a moment before giving it up as a lost cause. *“At least gimme my nine,”* he said with a resigned sigh.

Crawford pulled Hernandez’s sidearm from where the younger man kept it inside his uniform and handed it to him without comment, fairly sure it wasn’t the thought of the poor kids going without heat and light, but being called afraid that motivated the younger man.

Hernandez wriggled forward and into the yawning hole, pistol and flashlight first, trailing the rope.

As the other man disappeared, Crawford juggled the belay line, murmuring a prayer to his patron saint and crossing himself. Since they didn’t know how unstable this the opening was, Crawford was set to do a fast retrieval of Hernandez if there was a tunnel collapse or the floor dropped from beneath the man’s feet.

Patiently feeding more line out, Crawford almost fell backwards as a long, unearthly whistling reached his ears. Overcoming his gut reaction, he recognized Hernandez’s wolf-whistle.

“What it be, Baby Face?” he called, absently grabbing the cliff face to steady himself and stepping on a useless angry comment.

“There’s a lot back here, Crawdad. An engine and looks like... two- no- three rail cars,” the man called out. He coughed, *“And some kind of chemical shit. Smells bad, but I can breathe.”*

“Alright, hang tight.”

He leaned back and gave Lewis the thumbs up. The goods were there, now it was just about getting them out, getting them packed and getting them back.

INTRODUCTION

This is a straight recovery mission with complications. The PCs will be challenged to come up with creative solutions on a number of levels. Alternatively, they can bull their way through, kill on the way in, and kill on their way back. They just might not make it, though.

DESIGNER’S ASSUMPTIONS

The GM is using the Everytown setting provided or a similar setting with a river and a rail line. However, this encounter can be easily adapted for any other recovery mission. If the setting is not used, the GM will have to do some additional ground work to determine just who the PCs are working for as well as tailoring the scenario to wherever they choose to place the game.

The player characters, if they are not the pre-generated characters provided with **First Contact**, will require skill at mechanics, fieldcraft, climbing, and combat.

The PCs have at least a temporary base of operations they wish to return to and a populace they can trade with.

BACKGROUND

During the prolonged and recent unpleasantness, the local military was hard pressed to keep their troops in beans and bullets. The trains pressed into service to keep the war effort going were running full-tilt when a series of well-targeted airstrikes damaged nearly all the railroads in the region. These strikes destroyed a good number of the locomotives, paralyzing the rail network and crippling the war effort. Railroads are not the most robust of transport networks, and the damage was just too much for the government to try and deal with. Most of those shipments Command was aware of were salvaged or written off as destroyed.

The 308 was one such train. The locomotive had just entered a tunnel that opened out onto a bridge crossing the river upstream of Everytown when the engineer saw the bridge explode and the tunnel ahead begin to cave in. He slammed the brakes on, bringing the train to a shuddering, shrieking halt. Hasty loading and poor maintenance led to a series of events that cost the security team on the train their lives and buried the rear of the train.

The brakes on a fuel car carrying several tons of fuel failed, and the car crushed the one in front, which led to a massive detonation and disaster as all but the first few cars derailed and were crushed by falling earth and stone.

Only the engineer survived. With a concussion and deafened by the explosion, he lived long enough to dig his way through the earth, only to fall to his death trying to climb down the ruined remains of the bridge.

This spring, Farmer's eldest son found the engineer's uniformed body returning from pursuing some wayward livestock. He dutifully handed over the man's wallet, reported his uniform, and location to his father. Farmer was intrigued, as the man had no equipment for travelling, and had obviously fallen from the tunnel mouth and bridge. Further, the man had the manifest in his wallet. While the manifest was just a series of numbers, it was marked military and highest priority.

When he found the time, Farmer went to see for himself, but found the way into the narrows blocked by a refugee camp made up of people that had been denied entry to Everytown.

They refused to let him pass, and threatened Farmer and his men when he pushed the matter. The only reason he wasn't attacked was his fair treatment of the refugees he has taken in at his farm, two of whom accompanied him on his expedition. Farmer did get close enough to take a long look through his binoculars at the rail tunnel. Most of the cliff had collapsed, but there was barely visible opening in the mass of earth and stone.

Farmer knows Everytown needs a part for its generator. He suspects the tunnel hides a diesel-electric locomotive, and thus a part that might be used for the repair. He wants to get the PCs alone so he can deal direct with them on any of the other goods they might recover. He doesn't want to keep everything for himself, just doesn't see why his information should be given up without some measure of profit to his family. Now he just needs to get in touch with the PCs without Gardener, Mayor, or Third Man learning what he is about.

PLAYER SETUP

The player characters, having been successful in their actions against the road bandits, are given an opportunity to complete some of the transactions they negotiated for in the First Contact scenario: things like maintenance on their vehicles and weapons, training of locals, or any other activity that might take a while should fill the unit's time nicely.

During this time Wrench will complain about the village's inability to manufacture the large part the service station generator needs to function.

Hard Man will ask the PC leadership that their men not divide up into too many groups, as it puts too great a strain on his meager manpower. Mayor wants each PC accompanied, but they are to be allowed relatively free run of the place. Mayor claims it is for translation/security/manpower purposes, but it is clear that regardless of how well the PCs performed against the road-bandits, they are still not members of the community. That being said, the militia aren't security professionals and haven't been ordered to prevent the PCs going anywhere they please. They *will* report to Hard Man anything they observe that might be a threat to the security of Everytown.

GMs may also wish to present Holy Man or perhaps Loveless to the PCs if they haven't already met. Maybe even both, if you would like some interpersonal conflict to add spice to this period.

During this time, the PCs should develop a bit of a feel for those characters they have frequent contact with: Gardener, Mayor, Wrench, and Third Man. This can be done with some roleplay or spoon-fed to the PCs in a pre-prepared statement.

GMs should try and convey to the PCs a sense of what's 'normal' for Everytown: militia heading out to their posts, field hands going out to their labors, children playing and hitting them up for goodies, the nightshade collectors doing their rounds.

The point of all this roleplay and window-dressing is twofold:

It should help to get the players feeling at least the tiniest bit like Everytown is worthy of their help.

Later, when things get political in Everytown, it will help the players get a grip on the factions and perhaps formulate an intelligent opinion of the group they wish to back.

ENCOUNTERS

These encounters begin a few days after the road bandit attack of the First Contact scenario. Farmer has been receiving reports of the player's actions for the last few days, and had come to a decision.

FACE TO FACE

One of the PCs is approached while nearly alone. Crawford would be a likely option for this, as he is likely to be working through the maintenance on the team's HMMWV and Farmer can arrange the meeting without being observed by the entirety of the village. He will arrange for two of his family to be assigned to watching an individual player character.

Regardless of which PC he contacts, Farmer will do so as covertly as possible. He does not want anyone in town knowing what he is up to. He will not approach anyone at the Hostel. He knows Gardener reports to Mayor.

Whichever PC Farmer chooses to approach should get a chance (AWA, TN+1) to notice that the two militiamen assigned him are related. Let the PC get to work on whatever task they have planned, and then have Farmer approach. A character that noted the family resemblance before will be almost

certain to recognize (AWA, TN+5) that this man is the militia-men's father.

Farmer gruffly expresses his gratitude for the actions of the players in fending off the road bandits (and anything of value to the community they have done since). He will then check in with his sons, who give him the all-clear.

Farmer says he has information that may be of value to the soldiers as well as Everytown: He believes he has a solid lead on the generator part Everytown needs.

In exchange, Farmer will let the PCs increase their credibility with Mayor and the town by letting them tell Mayor of the location of the possible find.

When pressed for why he wants the PCs to have the credit, Farmer says that he doesn't want credit; that he just wants the town to prosper and thinks Mayor has enough power already. Besides, there are potential hostiles between the item and Everytown, and Farmer knows that Mayor won't risk any of his people on the information if he knows Farmer is the source.

Even the worst student of human behavior will probably recognize (COG, TN+2) that Farmer dislikes Mayor, though Farmer doesn't reveal why.

If Farmer thinks the PCs greedy or materialistic, he may tell them he believes there are a number of other valuable goods with the part. If it turns out that he's right, Farmer says his family will be tasked to provide transport, and if the PCs are in, it will be easy to divert any particular items that the PCs wish to have for themselves.

A PC versed in deception may recognize Deception (PER, TN+2) that Farmer doesn't really want anything, but is putting on this act because if it makes the PCs more comfortable dealing with him to see him as a greedy bastard, he can live with that.

If the PC that Farmer approached isn't the leader, Farmer will ask that his offer be conveyed to the leader. He says he'll arrange for another meet in a few days.

SECOND FACE

This meet will take place under whatever circumstances the GM thinks most appropriate. Farmer again makes arrangements for this meet, and comes ready to finalize the deal.

He includes all of the above information and, assuming the PC's team leader agrees to the terms, provides the location of the rail tunnel and his reasoning behind the belief that the train must still be there. Farmer also reports the refugee encampment between Everytown and the tunnel.

He leaves it up to Lewis to determine how best to reveal any of this information to Mayor and the rest of the village, and tells them to be wary of Gardener.

SECOND THOUGHTS

While not really an encounter, the players may want to have a skull session before presenting Mayor or anyone else with the information Farmer has given them.

This is fine, even desirable, and should be encouraged. Do not make it too difficult for them to have a private conversation, but if they fail to take the most basic of operational security measures, Gardener, and therefore Mayor, will learn what they are up to.

If the PCs have questions about Farmer's motives, let them believe he's simply greedy or seeking revenge for some slight the rest are not aware of.

If the PCs ask another NPC about Farmer, keep in mind who is being asked, and what faction that character is aligned with. Wrench or Nurse will most likely give the least biased answers, while Gardener will gossip negatively about him and record the question for Mayor. Nightshade will claim ignorance, but remember the questioner.

The rail line Farmer spoke of crosses the very edge of the map that the PCs used to find their way to Everytown in the first place. The bridge and tunnel is at the mouth of the valley of the river that runs through Everytown.

Heading upriver along the valley will present the least challenge. The tunnel is less than 20 km away, though there are no roads leading directly to it. The terrain only truly gets rough for the last few kilometers.

Elevation changes may present a problem, and climbing gear will be an absolute necessity.

If the characters check alternate routes, a Fieldcraft (COG, TN+3) will illustrate for them that such action will add about a hundred kilometers to their route in order to avoid downed bridges and the ridge. All of which will add to their already-stressed vehicle's odometer. Not to mention risking encounters with road bandits or the opposing troops that drove them to Everytown in the first place.

DROPPING A DIME

The PCs will hopefully decide to tell the other members of Everytown's leadership at least part of their information.

An *opposed* Deception (PER) roll would be appropriate for the PC doing the talking if they choose

to go with Farmer's plan and conceal the origin of the intelligence.

If a common militiaman overhears the PC talk about the part, Hard Man will be told, and Mayor will find out about it by next morning.

If any militiamen that overhears the conversation happen to be Farmer's boys, they only report to Farmer what they overhear. Leatherworker's kin will only report what they know to Leatherworker, who tells Holy Man.

Do not forget that any eavesdropper gets an opportunity to overcome the PC's skill at lying Deception (PER, TN) - as well.

Responses will vary depending on whom the PCs choose to tell:

Gardener

If they tell Gardener they have a lead on the part, she will report their statement to Mayor. Even if they don't specify that he be told, Mayor and Third Man will show up at Gardener's and ask to see the PCs the next day.

Third Man

Third Man will stop anything he is doing and ask the PC to repeat himself for Mayor. He immediately sends a militiaman for Mayor.

Hard Man

Hard Man listens carefully and tells the PC that he'll let Mayor know what's up. He follows up. Mayor and Third Man show up the next day.

Holy Man

Holy Man will try and squeeze some kind of political capital out of the information, but moves slowly. Holy Man will tell Leatherworker and the two will kibitz for one night, trying to come up with a plan.

Their plan is simple, and Leatherman will present the information to the Everytown leadership, saying his sons were just talking about things they saw when on the road back to town and they compared notes.

Wrench

Wrench is excited by the prospect, and lacking a political bone, talks openly about it. If he has had reason to like Crawford or another of the PCs who then tell him what they know, he will become very excited. Word will get to Mayor in less than a day.

Nurse

Nurse smiles, nods, and tells Wrench only. She'd just assume not see Mayor get any more power, so she will rein Wrench in if he starts to shoot his mouth off.

Nightshade

Nightshade is an unlikely choice for someone the PCs choose to tell directly, but he is likely to overhear something told to one of the other NPCs or learned by the militiamen. If Mayor learns through a third party, then Nightshade will learn any details by the next morning as well.

If Nightshade learns the location of the part before it becomes general knowledge, it will have very negative repercussions for the PCs, as Nightshade will call in a recovery team of his own that will interfere with the recovery process.

If he learns only when it becomes public knowledge, the Nightshade's recovery team will only arrive after the PCs have loaded up and prepared to leave.

Loveless

If Loveless finds out, she may go to Farmer with the information. She will not go to Mayor or Holy Man. If she has started sleeping with any PC, and that PC has been treating her well, she will warn them that Gardener is reporting everything they do to Mayor and not tell anyone what she knows.

Mayor

If Mayor learns what data the PCs have through Third Man, Hard Man, or directly from a PC, he will be all smiles and gratitude. He will offer the PCs additional concessions and a good deal of extra goods in exchange for any successful recovery mission mounted by the PCs.

If he finds out third hand, he will offer only the bare minimum he believes will get the PCs to work for him, and will start looking at them as competition to his rule, rather than allies or supporters of it.

If he is kept in the dark until Holy Man or Leatherworker call a meeting, he will actively resist providing the PCs any support and will start looking at them as competition to his rule, rather than allies or supporters of it.

UP YOUR VALLEY

Travelling up the valley is not difficult, with an unmaintained two-lane road covering most of the distance. It is the final five kilometers or so that must be covered off-road, as the road departs the valley, which rises steadily toward the notch the river flows from.

Travelling the last kilometer to the site, alert PCs will smell the refugee camp at the base of the ridge Fieldcraft (AWA, TN-1) before it actually comes into view.

Sited beside the river and near the wreckage of the rail bridge, the place smells of campfire smoke and poor hygiene. A Tactics (AWA, TN -1) roll gives an accurate count of about forty occupants in the encampment.

If the PCs decide to scout the area in stealth at night, they will have little difficulty Fieldcraft (CDN, TN+3), as the refugees post no guards.

If the PCs try to scale the cliff at night, they have difficulty seeing where they wish to go. The lengthy ascent requires two Climb (CDN, TN-2) and the sound of hammering pitons and small rocks falling to the ground causes the refugee camp to stir on any of six successful Fieldcraft (AWA, TN) rolls.

Climbing without hammering pitons in will be more difficult (Climbing TN-4) and they will certainly not be able to dig out the tunnel without leaving sign that they have done so. If they do so, the refugees have no chance of hearing the climbers.

If one tent or shelter wakes and sounds the alarm, the rest will as well. Impose a TN-2 on any social skill tests the PCs make if they wake the camp.

If any of the refugees are injured by the PCs, all but the immediate family of the injured party will run off. The able bodied will return by nightfall, trying to sneak up and avenge themselves on the PCs; damaging equipment if they can't get to a any of the PCs.

AROUND THE RIDGE

If the players decide travelling the long way around is what they want to do, they are free to, and GMs are free to throw some random (and lethal) violence their way. Road bandits or more organized opposition based in the area wouldn't be out of place. Punishing the players for making you do more work might also be in line.

HAVE NOTS, WILL TRAVEL

Assuming the PCs make contact with the refugee camp and wait a respectful distance outside, they will be met by a group of armed refugees. Top Fugee will take charge of negotiating on behalf of the encampment.

If asked about the bridge and tunnel, he will deny the possibility that a train could still be up there, pointing to the wreckage in the river and the blockage of the tunnel itself.

The Refugees

There are a total of forty-two refugees, of which there are fifteen armed, equipped with appropriate weapons for the region you have chosen to set Everytown in. They have no real leadership, but three form an informal council, with Top Fugee negotiating on their behalf. These three are the best armed and most aggressive, but they are, like all the refugees, urbanites without the skills or possessing attitudes that made them desirable as neighbors to the residents of Everytown. None of them are particularly skilled with their weapons, but they are tired, hungry and were long ago pushed beyond their ability to deal with the stress of this fallen world. As a result, they will get violent if given any reason by the PCs. GMs are reminded that while there are only fifteen armed refugees, the rest can certainly drag down PCs and beat them senseless or kill them if sufficiently incensed.

Quality: Regular

Attributes: Awareness 6, Coordination 7, Fitness 6, Muscle 6, Cognition 7, Education 6, Personality 6, Resolve 8, OODA 3, CUF 3

Skills: Fieldcraft (Novice), Longarm (Novice), Hand-to-Hand (Novice), Security (Novice)

Wound Threshold: Slight 1/Moderate 8/Serious 11/Critical 15

Movement: Sprint 14m, Run 11m, Trot 8, Walk 4, Stagger 2, Crawl 1,

Top Fugee

A minor government functionary before things fell apart, he managed to keep three of his children alive and reasonably well-supplied, but now things just aren't looking all that good. He knows there is little likelihood of survival for his band, but can't think what to do to better his and the camp's position.

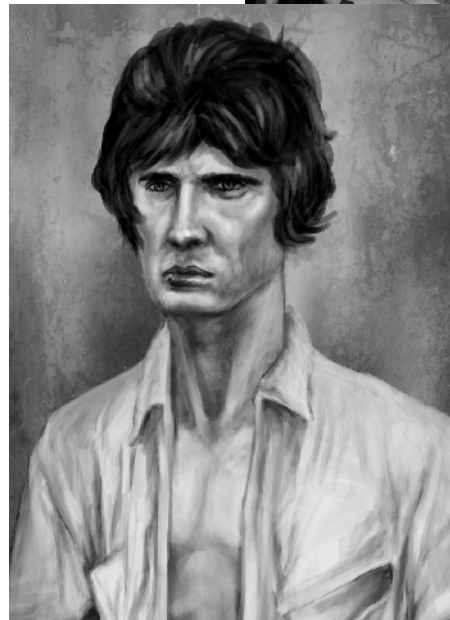
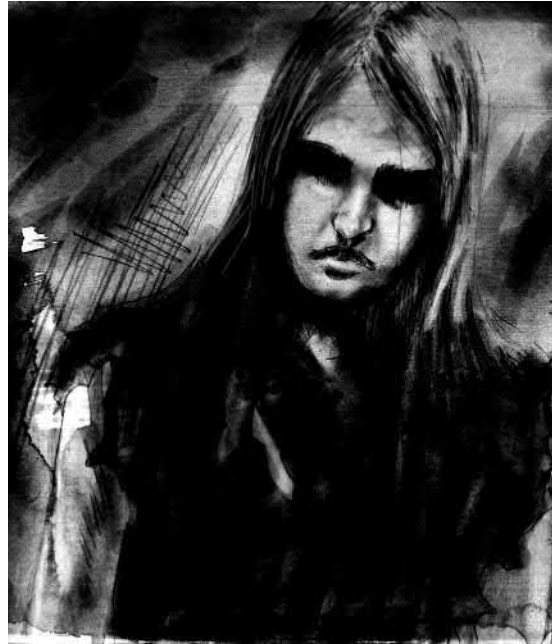
Quality: Regular

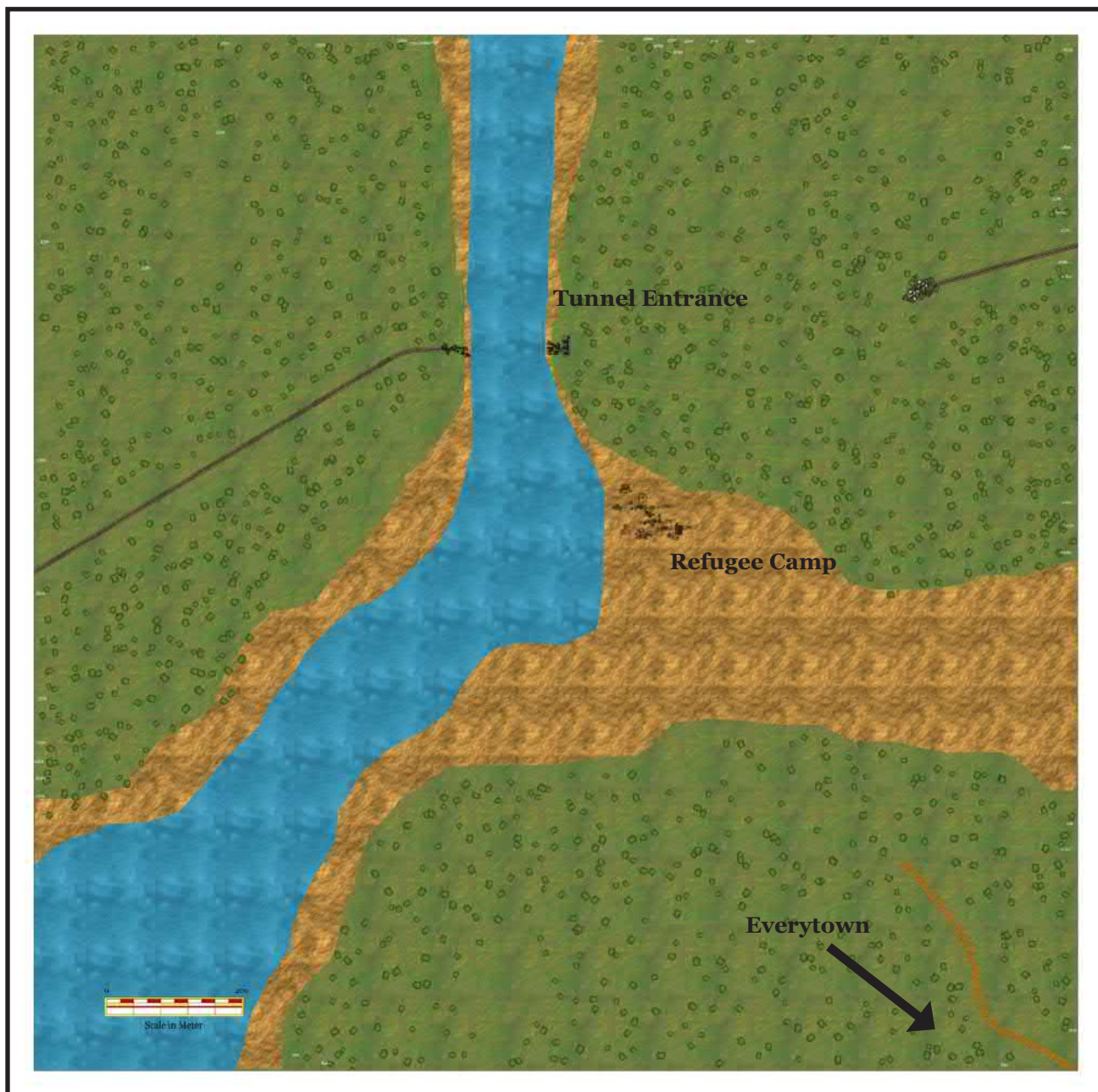
Attributes: Awareness 8, Coordination 7, Fitness 7, Muscle 8, Cognition 8, Education 5, Personality 8, Resolve 8, OODA 5, CUF 4

Skills: Fieldcraft (Competent), Longarm (Competent), Hand to Hand (Novice), Command (Competent), Climbing (Novice), Persuasion (Competent), Security (Novice)

Wound Threshold: Slight 1/Moderate 9/Serious 19/Critical 28

Movement: Sprint 15m, Run 11m, Trot 8, Walk 4, Stagger 2, Crawl 1





A Fieldcraft (AWA, TN) or Construction (AWA, TN+2) roll will allow the PC to see that the wreckage is the remains of the rail bridge. There do not appear to be any train cars or locomotives in the water. Any hypervigilant PC that makes this test by MoS 5 or greater will see a darker patch at the top of the mound of earth and stone filling the tunnel.

If the PCs take his word for it, or appear to, and leave, Top Fugee will send one of his sons up the cliff face to see what can be found.

If the PCs offer anything in trade for access to the tunnel, Top tries to get a deal for the refugees. Food

or survival gear, perhaps weapons. If the GM is feeling aggressive, Top may try and hold out for a portion of the proceeds from the tunnel. Opposed Persuasion (PER, TN) to negotiate with Top Fugee.

THE MEAT OF THE MATTER

The actual climb to the tunnel should not be very challenging, but the extended climb requires two Climbing skill checks. The first, Climbing (FIT or MUS, TN+2) for the first PC, who is most likely climbing unaided. The second roll, Climbing (COG, TN+2) to

plan where to put the piton and belay-line set-up for those climbing after.

The degrees of success on the second roll should be added to that of the climbers that come after. Failure should result in a like penalty. Alternatively, if the GM is feeling cruel, he may have the piton come out due to being placed incorrectly in rotten rock, etc, with predictable results. Of course, if the PCs decide on trying to scale the cliff under cover of darkness, then feel free to hit them with more or more challenging rolls (TN-2). A fall here would suck, as the wreckage and rocks below are not the softest of materials.

Once they have climbed to the rail tunnel and the remains of the bridge footing that projects a few meters out over the gorge, the PCs will be confronted with a large mound of earth and rock that dropped from the tunnel mouth and blocked most of it. Near the top of the mound of earth and stone there is a narrow patch of darkness that appears to offer passage into the rock.

Those players who take a moment to survey the blockage [Climbing (AWA, TN) or Construction (AWA, TN-2)] will notice the mound is unstable and pick the safest route to the top. If the players just barge forward, assess a penalty to their subsequent climb rolls [Climbing (FIT or MUS, TN)].

A failed climbing roll here will result in a slowly accelerating slide for the character ending in a long drop to a sudden stop many meters below. Kind GMs will allow another climb test [Climbing (CDN or MUS, TN-2)] to stop the fall.

Smart players will keep the characters tied off and belay on and prevent the characters falling too far.

Eventually the PCs will mount the mound and investigate the opening, which is about half the height of a prone PC's chest. The strong odor of chemicals reaches the noses of those at the top of the mound. PCs may decide to put a gas mask on at this time, a smart move.

A few minutes of digging out, even by hand, will clear the opening enough to proceed, but only from a prone position.

The first to go through must open the way, requiring a stop, dig, move action that is extremely nerve-wracking for the digger as stones and earth dribble down on them from above and the air grows stale and begins to reek of chemicals.

This is treated like Psychological Damage (*Twilight: 2013 Core Rules pg. 183*) requiring two (CUF TN+2) tests for the digging PC as concerns build about further collapse.

The Contents of the Rail Cars

The rail cars are locked up, a little scorched, and awkward to get into in the confined space of the tunnel, but otherwise intact. Put whatever you like into them, keeping in mind where you want to go after this scenario.

Some ideas for the contents:

- Toilet paper and sundry toiletries
- Military medical supplies
- Anti-aircraft missile equipment/radar gear
- Foodstuffs (Some tainted by chemical exposure)
- 120mm APFSDSDU rounds usable by M1A2 Abrams tanks (***strongly recommended, hint, hint***)
- A mid sized aerial drone with FLIR cameras

It should be noted that even a cargo container of toilet paper will cause a great deal of uproar and conflict if word gets out that such a glorious prize exists.

Getting anything out the other side of the tunnel is impossible barring heavy mining equipment and serious construction materials.

If the PCs choose to dig out the mound of stone and earth at this end, it will not be an easy project, with the constant danger of chemical exposure for the diggers.

Should they manage to clear a path to the cargo, the removal of the dam will result in chemical runoff, tainting Everytown's water supply and that of the refugees for some time to come.

Then there are the refugees, who will need to be bought off, enticed to work with the PCs, or driven away. If they are driven off, they will most likely find their way to the camps of the enemy, informing the enemy of what the PCs are doing.

Then they will have to either get the items down the cliff face or up.

- **5 MoS:** The character need make no further rolls for tight spaces, ever
- **3 MoS:** The character need make no further rolls for this place
- **1 MoS:** The character grits his teeth and carries out the task, but suffers 1 point of Stress
- **0 MoS:** The character gains 4 points of Stress
- **-1 MoF:** The character gains 6 points of Stress, test again after 1d6 minutes trying to get a grip.
- **-3 MoF:** The character breaks, retreats out of the tunnel and gains 8 points of Stress, but may try again after resting 2d6 minutes.
- **-5 MoF:** The character freaks out and gains 10 points of Stress, may become violent if forced to enter the hole again [CUF (TN)] and is unlikely to ever want to enter a tight space in the future [Resolve (TN+2)], failure gains a 1 point Aversion (Tight Spaces) Physiological Disadvantage as per the *Twilight: 2013 Core Rules pg. 126*].

A skillful leader giving a command and or laying out the plan may be able to assist the digging character to overcome their fear with a Command (PER, TN) roll. Each MOS adds to the digger's RES roll.

A skilled construction worker should be able to ease those fears as well with an Construction (COG, TN+3) roll explaining to the digging PC that, unless they have a rather large bomb, it is unlikely that the rock above is going to give way further. Each MOS adds to the digger's RES roll.

Those that merely have to climb through after the way has been dug out get an automatic TN+4 to their *Resolve* roll so long as the first man through didn't retreat from the tunnel. If he did, they get no bonus.

The chemical stench is much stronger in the tunnel, and starts to irritate. Anyone inside had better have a gas mask, else the caustic chemical vapors in the tunnel slowly start to tear into the delicate tissues of the sinuses, throat and lungs.

For every thirty minutes of exposure without a gas mask, PCs take 1d6 points of damage from the vapors. A handkerchief or surgeon's mask tied around the nose and mouth extends this period to forty five minutes, but only protects the user for the first forty five minutes, after which it is saturated and useless. GMs should take special care to record how long the PCs take opening up the tunnel and investigating what is inside.

Eventually the digger will be rewarded for his efforts as the opening widens out and begins to drop toward the railroad tracks.

Other challenges await, however: The mound is unstable inside the tunnel as well, and climbing down requires another Climbing (FIT or MUS, TN) roll. Falling inside can be just as bad as one outside, if for different reasons: when the train de-railed, several of the cars carrying chemicals ruptured and the contents formed a chemical stew at the base of the dam formed when the tunnel collapsed.

A PC falling as they traverse the slope is in real trouble as they slide face-first into the pool. If they survive the chemical burns [2d10H to Torso due to ingestion], and the bout of pneumonia that will most likely set in after inhaling the solution (as per Pulmonary Agents, *Twilight: 2013 Core Rules pg. 180*), their face will never be quite the same (gains a 3 pt. Repugnance Social Disadvantage). Merely watching someone suffer chemical burns requires a *Resolve* (TN) roll to avoid gaining a point of Stress, suffering them in the dark tunnel with no help likely requires a *Resolve* (TN+3) to avoid gaining eight points of Stress.

Those that don't slide in still have to navigate the pool, which only requires a tiny jump, but it does require one Coordination (TN+3) roll.

Anyone who fails the jump by two or less MoF only steps in the reek, ruining his boots and socks and requiring the character to remove them within a few moments or suffer chemical burns. Failing by three or more means a fall and chemical burns like those listed above.

Those wearing NBC gear can ignore the first dip into the chemicals, but will still require a *Resolve* (TN+2) to avoid racking up a point of Stress. Repeated exposures may give cause for the GM to smile a most evil grin and bring the pain.

The locomotive rests just a meter short of the pool. It fills the majority of the space, making it an obstacle to be climbed.

The necessary part is easily located once the engine is opened up [COG (TN+2)]. It requires basic hand tools, proper lighting and 30 minutes to remove the part from the locomotive [Mechanic (COG, TN+3)]. Add 1 minute to the length of time the task takes per MoF and subtract 1 minute per MoS.

Getting the part out of the tunnel requires another series of rolls to tote the heavy (30 kilo) metal part. All of the above problems become an issue in reverse, this time with the heavy part to consider (TN-2).

PARTS PULLED, PAST SINS REVISITED, & PULLING OUT

This encounter has a variable level of violence and can occur at different locations based on the PC's actions, both past and present.

If the PCs drove the refugees off: Depending on how much time they spend climbing and recovering the goods, several of the braver refugees may return to snipe at any PCs trying to descend the cliff face with the part, leading to some real excitement if Nightshade's people join in.

If the PCs renege on any deals with the refugees: They will result in a close-in shootout with

both armed and unarmed refugees creating a chaotic scene. Even more wild fun can be had if Nightshade's folks turn up at this point.

If Nightshade had early notice of where the PCs were going: If Nightshade learned early enough or the GM is feeling the players need a fight after all this environmental stuff, the group that Nightshade serves will be set up attack as the PCs try to bring the part down the cliff face.

If Nightshade discovered where they were going the day the PCs left: The recovery team will try and ambush the PCs on the road back to Everytown.

Nightshade's Recovery Team

They have a pair of light technicals (*Light Pick-up with Military Vehicle Radio*) and their training is a cut above the usual road bandit's, but not by much. They should be reasonably well-armed, representing regulars of the faction Nightshade represents. They suffer from a lack of team integration and poor communications, as well as a leader who isn't all that tactically smart:

Quality: Regular.

Attributes: Awareness 7, Coordination 6, Fitness 6, Muscle 6, Cognition 6, Education 5, Personality 6, Resolve 7; CUF 3, OODA 5.

Skills: Fieldcraft (Novice), Hand-to-Hand (Competent), Hand Weapons (Novice), Longarm (Competent), Streetcraft (Competent).

Wound Thresholds: Slight 1, Moderate 7, Serious 11, Critical 14.

Movement: Sprint 13m, Run 10m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m.

Recovery Team Leader

Quality: Experienced

Attributes: Awareness 7, Coordination 6, Fitness 7, Muscle 7, Cognition 6, Education 6, Personality 7, Resolve 7; CUF 5, OODA 6.

Skills: Fieldcraft (Competent), Hand Weapons (Competent), Longarm (Professional), Support Weapons (Competent).

Wound Thresholds: Slight 1, Moderate 8, Serious 12, Critical 16.

Movement: Sprint 14m, Run 10m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m.

Tactics for the team should they attack the PCs while in or near the refugee camp:

One team of four, including the team leader, assault the camp with the goal of driving everyone off and taking the spoils while the more distant group of four covers the assault team. They do not care who they hit with their fire, so if the refugees are in the way, they'll be targets too.

The vehicles are concealed a kilometer or so to the west of the gorge map.

Tactics for the team should they ambush the PCs returning to Everytown:

The commander and three of the recovery team lie in wait near a pair of burned out vehicles on the road to Everytown. The remaining men are in the light technicals. Concealed in a draw about two hundred meters from the roadway on the western side. The eastern side of the road way is relatively flat and is a strip of land about fifty meters wide before dropping to the river that runs through Everytown.

If the PCs blow through the ambush, those in the vehicles pursue until prevented from doing so or the PCs make it to the outskirts of Everytown. They will attempt suspension hits to slow or disable the vehicle.

If the team deals fairly with the refugees and Nightshade's men are late to the party:

The refugees will tell Lewis that his son heard some vehicles moving along their return route while the PCs were recovering the part.

AFTER ACTION REPORT

SPOILS OF WAR

The part, the contents of the rail cars, the equipment of Nightshade's people and any taken or bargained for from the refugees are the material gains.

Installing the generator part requires a Mechanic (COG, TN+4) and (10+2d10H) minutes.

Further, if they return power to Everytown, they return heroes.

ALLIES

The common people of Everytown will be ecstatic over the repair of the generator and a return of power.

Farmer will want to know what goods remain in the tunnel, and what his portion might be. He will wait, though, for an opportune time to ask.

Mayor, depending on whether he was made privy to the recovery mission early or late, will take his share of the credit or try to minimize the PCs actions.

Holy Man will be irritated with any success that Mayor is credited with. If left completely out of the glory loop, he will take action of some sort to try and recapture the hearts and minds of the faithful.

The Refugees will still have to be dealt with if any of the contents of the cargo containers are to be recovered by the PCs. In addition, if the PCs included goods from Everytown they haven't the right to dispose of, their reputation with the Everytown leadership could take a serious blow. This could even lead to the refugees being denied their due and leave the PC's reputation left in tatters.

Disposition of any prisoners may become a sticky issue. These are soldiers, whose crimes, if any, have been committed under orders of what they believe is proper authority.

Mayor would prefer the PCs 'deal' with them. If given to him to pass judgement, Mayor orders Hard Man to take the prisoners into the hills and execute them. There is no trial. Hard Man follows his orders. No one but the PCs thinks to take exception to this.

PRISONERS

All of them are from the region, and some carry tattoos or other earmarks of the organization Nightshade belongs to. None have any papers or the like, though the commander and some of his men wear remnants of body armor and uniforms for the regular forces of that military.

Questioning the Prisoners: Roll an Opposed Intimidation or Persuasion (TN) vs. target's Resolve (TN)

- **1 MoS:** Name, Rank, and serial number, current assignment to recovery team, leader's name and rank
- **3 MoS:** As above. In addition, the last base of operations used and disposition of troops there.
- **4 MoS:** As above. In addition, the enemy combatant tell the questioner he believes they were sent in based on intelligence gathered by spies in the area of Everytown.

If the NPC being questioned is the leader, and a MoS of 4 or more is achieved, he also reveals that his forces have a spy inside Everytown, and that he was given his orders by that spy. He does not know who the man is, but knows that several of the nonaligned villages have similar infiltrators.

ENEMY ACTION

If prisoners are brought back to town, Nightshade will avoid them and lie low for a while. Nightshade will eventually call in a report to his commander and wait for further orders. The PCs have now come to the attention of the local power Nightshade represents, pushing Everytown and themselves higher on the list of places that need to be brought to heel.