

Water Rights Competition Scenario Release Notes

For Gamma World 2nd Edition

CREDITS:

The Originator: Original scenario written by: Unknown Author- Paul Kenney presumed
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Ramblings:

This scenario was written for convention play in the Gamma World 2nd Edition format and precedes the Mudflat Walker scenario. This is the first in two 'known' lost convention scenarios. The original was hand typed, with hand drawn maps and without any editing whatsoever. There were numerous spelling, punctuation, and grammatical errors. Like when I released Mudflat Walker, I have maintained, the original page numbering and most of the original format, even though it is not to my liking. I did add page justification, just because the presentation would be easier to read. You will also find that the grammatical errors remain true to the original. I decided it was more valuable to make this scenario readable than to conform to its original font type, and so is done in Arial. Other than genre specific terminology, I have corrected and changed most spelling errors from the original text.

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If anyone knows of a way to contact the original author and/or knows who the copyright holder may be, please leave a general message at the

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MASSCONFUSION
1984

GAMMA WORLD
COMPETITION

"Water Rights"

The players are all residents of a small village named TooFar. This is an extremely poor little village in the southern part of the region, where the villagers earn a meager living by farming and occasional game hunting.

In order to farm the region, which is semi—arid and grasslands type terrain, it is necessary to irrigate the fields. The water is drawn from a large lake near the village and unfortunately over the past few seasons the lake and the river that feeds into the lake have shrunk down in size so that the large lake is now a, small muddy pond and the once mighty river which filled the lake and flowed past the village is down to a bare creek sized trickle. Drought and the specter of starvation loom on the immediate horizon. To make matters even worse, the lack of water has caused the wild creatures to the south and west of the village to become more venturesome and bolder in their attacks, and they are now beginning to be seen around the fields and the outskirts of the village itself.

The situation is close to critical when the village elders call your group together, and tell you to head north to see if you can determine the cause of the problem and perhaps to correct it. The village scrapes up a few useful items, which might help the characters on their great quest. After a meager meal, the characters start toward the north.

For the DM:

There are no random encounters to speak of in this adventure. Everything is planned for the players, the only random rolls are when they will encounter certain events, and based on their actions, whether other events will then happen.

Roll the dice each day for encounters. Note that each player carries a canteen with about three days worth of water in it. This may determine when they go down to the river to refill. The party does not encounter anything unusual until the second, third or fourth day, whichever day they decide to go down into the river bed to refill their canteens from the small stream of water that is all that remains of the rivers

The very first party member to lean over the water to refill his canteen gets bitten on the nose by a fish. The fish is one meter long, and has a very firm grip on the nose of the player, This happens to be an exploding fish, which will blow up thirty seconds after it is pulled out of the water by the player jerking his head back with the fish attached to it. The explosion causes 10D6 damage to everyone within 15 yards, and half that damage to anyone 16 to 30 yards.

This is a warning. Players will invariably try to experiment with the fish after they discover these things explode. They can catch plenty of them with ease. Careful players will be able to figure out ways to pull the fish out of the water, time the explosion, etc etc, without taking damage themselves. Players who are not very careful and take damage get 10 points subtracted from their rating scores.

The exploding fish must be kept in fresh water to survive and function, and to retain their unique explosive power. Fish which die in the water lose this important property. Players who attempt to take the fish along with them to use as live hand grenades will find that they cannot do it. The fish are a meter long each, and the players have no containers or waterskins large enough to carry fish with them and have the fish survive more than five or ten minutes at best. Making a large bucket or the like, besides taking up a lot of time and being incredibly clumsy to handle, still does not provide enough oxygen in the water to keep the fish alive very long. Players may try it anyway, but they will have dead fish on their hands which will not explode when they then try to use them, Give the player who actually figures out that it is useless to try to take these fish along with them a 10 point player bonus on his score sheet.

Incident 2

The third time the party refills their water canteens (putting them roughly twenty to thirty miles up the stream) they will notice that the nature of the landscape is changing. The area has changed from semi-arid grasslands to scrub and semi—forested terrain, and that there are plenty of trees around, although they look dry and parched.

At this point the party is ambushed by the following:

RACCOON PEOPLE Men Str 15 Dex 13 Con 8 Int 10 Kriz 7 Phy Str 10 Hp 25 AC 8

Mutations: Empathy, illusion generation, light generation, teleportation

GM should inform the players as they refill that the banks of the river have been very steep for days now, as there was once a large river going thru the old channel, which is now a sma11 creek sized trickle.

While refilling the canteens two of the raccoon people attack from ambush, one on either side of the river bank. They are armed with single shot .22 rifles, which they manufacture themselves, each shot doing 1D6 damage. They each have 25 shells, and they can reload and fire once per combat round.

These two scouts begin the attack by projecting an image of three men dressed in white plastic body armor, and having red crosses on their arm bands. These men seem to be armed with swords and pistols, and they seem to almost glow with purity. These of course are replicas of three Knights of Genetic Purity.

The raccoon on the bank where the illusions are created immediately starts firing at the pure strain humans, which should be a good clue to the players that these are not really Knights of Genetic Purity. This one continues shooting until most of the party decides to charge him across the stream of water and up the bank. As soon as this happens, he teleports across to the other bank, the illusion of the three Knights disappears, and both raccoon people, together now, will open up on whoever remains at the waters edge on their side. If all the party rushes across, they will concentrate their fire on the stragglers at the rear of the party.

Players reaching the bank where the three illusionary Knights were seen can look around and find a few brass shell casings along the edge of the bank, and a pressed down area, of grass.

At this point the raccoon people have used up their teleportation capacity for the day, and will now fight to the death, breaking for the woods if the party launches another charge on them, at which point the players should be able to wipe them out • GM should note that even though the raccoon people are only three feet tall and look like fat humanoid raccoons, the scrub near the edge of the old river bank does not provide really good cover, so players should be able to kill them and they will net be able to hide or otherwise escape.

On the bodies of the two raccoon people the party will find the two rifles and whatever unused shells remain of their supply (GM should keep firing records for the raccoon people to see how much ammo is actually left), along with a pair of packs in which are sonic wild fruit, berries in bark containers, and vegetables, about a day's worth of fresh food for the full party, or longer if party members have died in this encounter.

There are also two rectangular boxes on straps, one for each raccoon person, about a foot long, five inches thick, six inches wide, made of some funny kind of wood, with two buttons on the side, and a sort of net or grid made of the same funny kind of wood on one side of the box.

When players investigate these, roll 3D10. If the humans examine the boxes, they automatically discover that these are long range •communication devices, radios, and how to use them properly.

If any mutant picks up the boxes, roll the 3D10, and

and on any roll over 20, they have accidentally left the on switch open. While both the humans and the mutants are checking the boxes, have the box "speak" to them, saying "Hey Sid, *Sid*, are *you* OK? Sid what happened? Have the voice call back a couple of times for Sid then stop completely.

If the mutant has left the switch open, the raccoon people up the stream will now be able to hear everything the party says. Make the 3D10 check every single time any mutant handles the boxes. If and only if a pure strain human specifically says he is looking or checking one of the radio sets will he have a chance (straight 50%) of determining whether the switch was accidentally left on. There are two radios, and twice the chance for players to leave that switch open and other players to forget to check.

No players should have any trouble at all learning how to use the rifles, as they all have had experience with firearms before.

When the party moves on, if they have clearly stated that they (pure strains) are specifically shutting off each one of the two radios, then they avoid the next incident. On the other hand if they forget, or don't remember to check, and a switch on one of the two radios is left open, then they will be ambushed by a raiding patrol of raccoon people on day 20, 21, or 22.

Incident 3:

The raccoon raiding party attacking is 15 members strong, and they are the equivalent of foot soldiers, but have somewhat limited mutant powers. The only one they trust in a fire combat situation is illusion generation, so in this attack they will not use anything else.

As the party prepares to camp along about sundown on day 20, 21 or 22, the raccoon people will make a mass attack from the woods running alongside the river and charging the party. There is about a thirty or forty foot area of scrub and low bushes from the edge of the trees to the party campsite, giving the party a little time to react. The raccoon people always attack by surprise, and they will use their illusion powers to make it seem that they have twice as many members to their party.

Any player carrying a raccoon skin, or tail will find almost all the fire is concentrated on him first and foremost. If the people carrying raccoon skins or tails fall, then the attackers will turn their attention to the other team members.

RACCOON SOLDIERS HP	25 ---5 attackers all other stats the same as previous raccoon
	32 ---5 attackers, people, except they will only use illusion
all AC 8	40 --- 5 attackers generation

Each raccoon soldier is armed with a rifle, doing 1D6 damage, and each has 30 rounds of ammunition. After people obviously carrying skins and tails are dealt with, they will try to concentrate their fire on players with heavy firepower, such as repeating pistols, or mutants doing enormous damage.

Without careful coordination on the part of the players the GM can expect his first real casualties here with this incident.

In addition to the rifles and ammunition, each of the 15 attacking raccoon soldiers has a radio receivers and a pack with assorted food items, mostly fresh fruit, flint and steel and the like.

Incident 4

The landscape looks lusher now. The time period is now day 44, 45 or 46. The banks of the old riverbed are much steeper and wider now, but the water itself is still nothing but a small trickle compared to what it should be. There is much forest around the banks, and it looks thicker and greener than before,

As the party walks along, out steps

a humanoid creature dressed in partial plastic armor and leathers. The plastic is on the central body and his limbs. Over his shoulder, across his back, he is carrying a two handed sword. He stands about eight feet tall, and has bat-like wings, and also antenna on his head. His face looks otherwise more or less human, with a large round nose, and his bare feet are human looking.

He tells the party to stop and pay the toll. He is only of the Gen Clan, and he demands toll of all travelers. If asked he may tell the party about other members of his family they perhaps have heard about, including his beautiful sister Hydro, his brother Nitro and his father Roto. The toll is 10 gold pieces (which of course the party does not have). If they tell him they have no gold and/or suggest a trade instead, add 10 points to the total party scores. If they immediately attack, subtract 10 points.

On an offer of trade, he wants two rifles and about fifty rounds of ammunition. After the last battle the party should have plenty of rifles and ammunition and will certainly not miss this at all. He will not even consider raccoon furs, since he knows what happens to people who skin the raccoon clan.

If the party decides to make the trade fair and squares add 10 points to each player's scores. At this point the players can also ask Oxy for information. Specifically he can tell them that civilization, mostly human, is up ahead and that they do tolerate mutants. He knows they have a big dam across the river, which is why the river is so low. He will not aid them and has no other really useful information to give them. If the players, after making a successful toll payment, also ask Oxy for information, give that player and the party as a whole another 10 point bonus, and 10 addition to the player who initiates the idea of asking Oxy for information.

If the party discusses things among themselves and decides to try and cheat Oxy, he will be very upset, particularly since he has telepathy as one of his mutant powers, so anything the party says among themselves, he hears. After a short time while they discuss cheating him or possibly attacking him among themselves, Oxy will step up to the closest character of the party and demand to be paid his toll, right now. If they refuse, or fumble around or otherwise don't pay up right then, he will say "I gave you a fair chance, and you were planning on cheating/attacking me, so now you die." He then whips out a vibro-blade, which he has power boosted up to 75 points of damage, and slices the closest party member into several pieces.

OXY OF THE GEN CLAN Men Str 18 Int 10 Dex 17 Kriz 6 Con 18 Phy Str 18
HP 85 AC---4

mutant powers: two brains life leech radar/sonar sense (plus 2 to hit) telepathy
heighten precision (plus 2 to hit) taller partial carapace pyro-
kinetics power boost (energy weapons only) hemophilia.

GM note: due to strength and heightened abilities, Oxy hits at a plus 4 on all rolls, and he gets plus 3 dice and 4 more points in using physical weapons for damage. This does not count for the vibro-blade, which normally does 25 pts of damage, but which he has power boosted to 75 pts.

Unless the mutant with the de-evolution immediately casts that power, Oxy will begin to life leech the entire party every single round) taking 6 points from each player every round. If he is hurt, the hemophilia comes into effect, and he bleeds 2 pts per round for each separate wound until the wounds are bound up, when the bleeding will stop. He is also armed with a 9 mm pistol, which he may also use.

If the party attempts any clever strategy, he has telepathy and will know what they plan. He is determined to kill off the party if they attempt to cheat him, no compromise, no deals. Only if he is close to the point of death will he consider any sort of deal at all, GM should expect several players to die in this encounter. On his body he has 100 GP a small pouch, and the vibro-blade, which players will have no trouble using, having seen it in operation.

If the party manages to survive Oxy and there is playing time left, they then proceed up the river for another fifteen days, and begin noticing barbed wire and long spokes and heavy metal rods set into the river itself and along the dry bottom of the riverbed, obvious signs that they are approaching something out of the ordinary.

At about day 63 or so, they see ahead of them a large metal suspension bridge, obviously newly built not an old ruin or relic, spanning the basin from one side to the other. A closer look will show there is a hard packed sand and gravel road at either end of the bridge, running east and west. The players should be on the west side of the river basin at this point, and they can also see a sort of small shack at the edge of the bridge.

Also evident are fields on this side of the river, and across on the other side, are vast fields, stretching outward and northward as far as the eye can see.

Occasionally, as the party members watch, wagons loaded down with grain, or vegetables or other farm goods comes from the east to the bridge. Two men are in the little shack. One of them comes out, makes a casual check of papers the drivers of the wagons show them, and the Wagons head off across the bridge to the west. Empty wagons occasionally come back from the west across the bridge going east as well. These wagons are drawn by mutant beasts somewhat similar to horses.

If the players try to attack the guard post they will probably get an easy surprise attack off, but they will also probably all die. The guards are all armed with sub-machine guns, firing 6 round bursts, and each shot in the burst does 2D6 pts of damage (roll for each individual bullet to hit).

They also have radio sets inside the sentry shack, which are always on. If they do not report in regularly, or the sound of gunfire is picked up by the people at the other end, a battalion of soldiers headed by two officers armed with laser pistols doing 5d6 damage per shot, and the troops armed with sub-machine guns will fly into the area with hovercraft, arriving in about fifteen minutes. They will relentlessly hunt down the party members and exterminate them.

If party members are smart enough not to attack the post, they can either sneak into one of the wagons going west, bypass the area completely and head north, or they can simply walk up to the guard post, introduce themselves and get temporary papers. The guards will not care about any weapons they happen to carry except the vibro-blade. If the party does not hide this from view, or mentions that they have it, it will be confiscated, with a word that such weapons are entirely too dangerous for civilized society. Multi-slug throwers (automatic weapons) such as they themselves carry are also prohibited.

Any excuse players may care to give will get them papers OK. The guards will probably chuckle openly at the hicks from the sticks, and anybody wearing a coonskin hat will be openly laughed at by both guards with such comments as "look, a guy with two assholes, one of them on his head." if the players claim to be traders, they will list their stuff on their form sheets as "rural junk", and suggest that there isn't much need for such stuff, but they're welcome to try and sell it anyway. At worst they may be able to sign on as farm hands for the harvest season anyway.

The guards can inform the players, if asked, that this is part of the Empire of Man, and the Empire of Man stretches far to the north and has a lot of people. If asked there is a dam up the river a-ways. The guards really don't want to waste much time on dumb hicks, and might suggest players getting a ride over to the village if they want to go west, on the next wagon that comes thru.

SOLDIERS all pure strain humans or very close dex 16 HP 50 Men Str 13 Phy str 15
kriz 11 con 15 AC--6

Traveling to the west for about thirty miles they will come to the village of Willoughby, which is considerably larger than anything they've ever seen before. They have two story buildings, buildings made of brick as well as mud and lumber, a whole long street full of stores and businesses and other incredible sights. Players may buy almost

anything they wish, except for automatic weapons ("multiple slug throwers"), or energy weapons. Food and lodging cost about a gold piece a night. Half a gold piece, 2 ½ Domars will buy them sleeping space in front of the fireplace and one meal, a good one.

If they wander around town they can see the giant grain hoppers which the wagons are emptying grain into. These hoppers are roughly the size of a RR tanker cars and hold more grain than they've ever seen in their lives. It is a floating gray craft, and a fully loaded hopper car flies away to the north every single hour.

If they ask they will be told this village and all the north is part of the Empire of Man, and that there is a dam in the river up ahead, but beyond that the people in town know little and care less, and have little patience for rural hicks. There is also some electricity in this town "glow glass balls" hang in the city official buildings and at the grain hopper filling area and certain other important areas. If they seek out town officials for information he will tell them he really is too busy and can't answer such questions as they pose about the dam, and that they should head back the opposite way, to the east, and ask the commander of the armory.

If they go back to the bridge, and back along the road to the East for 30 miles they will come to a huge building made of some strange gray—whitish stone they have never seen before, surrounded by such awesome sights as a chain-link fence, topped with rolls of barbed wire. There are four armed guard towers on the corners, and guards at the main gate.

If the party asks at the gate they will be briskly informed that this is the armory for the military of the Empire of Man, that it is a restricted area and they will have to leave. The commander is too busy to see civilians, and that if they want any information they should go talk to the mayor of the town of Willoughby, which is over to the West about sixty miles. He then will order them to leave the area, no one can enter unless he is a military soldier assigned to this installation.

If the party starts a fight here they immediately die. Don't even bother rolling, tell them the land mines, double mounted .50 caliber machine guns and automatic cannons open up on them, spotlights automatically pick them out and in a few microseconds they all die.

GM Note: If the players stay at the bridge and observe the guard post at least one full day, at sundown they will notice that the two guards leave the post, lock the door to the guard shack, and walk away to the north into a corn field and disappear. Players who try to follow them will discover the bunker (see below). The guards will always be in the bunker before they can be ambushed unless the players have one hell of an excellent attack plan, and the bunker is virtually invincible once they are inside.

END of Part 1.

GM: For every minute of time the party finishes this part below the time limit, give them one point per minute to the party credit. For any player that role-played particularly well, give him or them fifteen extra points. Have the players at the table vote in secret for the best player, assigning numbers to each player if the names are not well known. Looking at your own score sheets, select what you feel, GM, are the best and the second best player at the table. Usually the vote of the table will agree with your choice for first place or second place. If it does not for some reason, take the table vote for best player and your own choice for best player and tell both players they are in the finals.

Part Two, Finals

Start the players off at the bridge again. This time make sure that they notice at sundown that the two guards close the shack and go north into the cornfield. That is, make sure that you tell them it's about sundown flows and explain the guards are closing up and leaving. It is up to the players to draw their own conclusions from this. If players want to explore and go to the town of Willoughby or to the armory they can do so. Many players will not have gotten this far in the opening round and can explore and waste as much time as they want to.

If they follow the guards thru the cornfield to see where they go, or if they decide, eventually, to continue going north, they pass thru a cornfield, and suddenly notice ahead of them a little rise in the cornfield and on closer approach, a set of metal steps going down into the ground.

These steps end at a large metal door about ten feet into the ground. There is a very small landing at the bottom of the stairs. The metal door ahead of them has a thin slot running about 4" long and about halfway up in the left hand side.

Players will find they are unable to open this door.

They need a red security card, which the sentry post guards carry with them. Players may spend valuable time trying to break in or pick the lock, however this is the only way the door can be opened, with a red security card.

Ideally the players will examine this bunker and then move on. If they decide to attack the guards at this stage they may do so. However, if the guards do not report in when they reach the bunkers and report when they get up the next morning, and then report again at the sentry post, the army will fly up, arriving in about 15 minutes, and kill the party.

One of the party members has symbiotic attachment, which allows him to take over a person merely by touching him, including knowing all his memories and knowledge. If players remember this they can take over one of the guards and either subdue or kill the other, and will probably be alright. However, the guards themselves know very little about the dam, except that it is there to the north, and that supply trucks for the dam come by every now and then. Players who take out the guards at this stage of things will be at a severe disadvantage when it comes to actually completing their mission.

Inside the bunker itself (see illus 1)

they can find 2 cases of hand grenades (12 per case) damage per grenade 4D6

2 cases stun grenades, potency 12

2 Mark6 blasters with six shots in each magazine, doing 8D6 dam per shot

6 9mm pistols with 13 rounds per guns damage 1D6 per shot

2 cases 9mm ammo clips, 2b clips per cases 13 shots per clip

1 black ray gun which causes instant death in any mammal

under one of the bedroom pillows, if they look, (it will always be the other guard's bed if they attack with symbiotic attachment) is a stun ray pistol that causes instant unconsciousness, 10 shots in the load.

Players will know how to use the firearms and can easily deduce, after a couple of test shots, how to use the Mark 6 blasters. Unless they have symbiotic attachment they will not know how to use the black ray gun or the stun gun or how to set the hand grenades. The hand grenades all have little dials on the top, full circle dials. When the dial is set and the pin pulled the grenade will explode in anything from five seconds up to three minutes. This will be important to players and they will have a difficult time figuring how to use these unless they use the symbiotic powers. Experimentation may be successful, and wasteful as well, but it will also attract the attention of farmers, travelers and the like who will call the military in to take care of the situation.

Continuing north past the bunker, they go thru expansive fields, mostly corn and oats. As they travel suddenly

rain starts falling from the sky, even though day is bright and sunny. A few seconds later the rain stops. A few seconds later it starts again. Looking up they see a huge floating metal contraption, monstrous in size floating over their heads, flying over the fields with water dropping like rain from beneath it. This is how the Empire of Man irrigates their crops.

After a full day's walk they come to the dam across the river, which they can see a bit of way before they actually reach it. The dam is enormous about the size and magnitude of the Great Grand Coolee Dam, with a two lane road going across the top, and an incredibly large lake on the other side.

The dam is made of some sort of funny gray-whitish stone which seems to be made all of one stone or in monstrous chunks. The basin on the other side of the lake is extremely deep and wide, and a small amount of water is pouring over the dam spillways and down into the remains of the river. This is obviously what is causing the problem with the river.

Also immediately obvious is the fact that the dam is heavily defended. There are large guardposts at either end of the dam and also in the center. Double mounted .50 caliber machine guns and automatic cannon barrels point toward the ravine, toward the lake, and to the roadway. There is a sentry shack at either end of the dam, where vehicle traffic is checked before it is allowed to cross the dam going either east or west.

If the party approaches the dam, mounted guns in the sentry post swing their way, and a great booming voice tells them to stop where they are, that someone will be sent out to check their papers. If they advance, a spray of machine-gun bullets ripples across the dirt at their feet and the order is repeated. It will not be repeated a third time.

One person in a black uniform comes out from the stone guardpost, past the sentry shack, and the party will notice lots of guns now covering them. This person says he is an officer of the Empire of Man and will ask them what they want. If asked he can tell them that this dam belongs to the Empire of Man. If party members explain the situation he will be mildly sympathetic, but explain that his people need the water for their own crops and also for the electric power the water can produce, and that's the way it is. Realizing their plight however, he is authorized to sell water at the rate of 5 Domars per carrier load (pointing to a convenient hovercraft such as the one they previously encountered), which will be delivered down to the village anytime they need water. This is obviously more than the town can afford. GM should now inform the party that they realize that 5 Domars is more than the entire village makes in one full year. There are 5 Domars to a gold piece, and they do have 100 GP (or whatever is left after town expenses if they went to the village) still in their possession.

If the party tries to break off at this point or complains that the cost is more than they can really afford, the officer will suggest that there is an alternative. The Empire of Man is always glad to help all peoples, and will be glad to relocate the entire village up into this region, where the cropland and climate are much better. Of course a civilian mayor will be placed over the town to handle village affairs, and also, as good citizens of the Empire of Man, the village will be expected to participate in the war effort to beat back the enemy.

He will explain that the Empire of Man is currently at war with the Iron Brigade, and their village will be required to provide 25 able bodied soldiers each year. If mutants with special powers join, the number is cut back to 20 per year, and they do accept women in the military. (Tell players that they remember that there are slightly over 100 people in the village as a whole.)

If they tell the officer that the village is very small, he will again be sympathetic and tell them that the war is almost over anyway, the Empire of Man has the Iron Brigade practically defeated, the war has only been going on for 10 years, and they're sure to finish the Iron Brigade off very soon now, and the war is sure to be over before all the village is conscripted.

If players accept either one of these deals, GM make arrangements, have them sign papers for whatever deal they take with the officer, have him call a hover craft to fly them back home to their village, and then inform them that they have just lost the game.

Neither of these solutions is acceptable in line with their mission or the future needs of their village. After the water loads run out due to lack of money, as will happen in a few years, the village will be in the same situation as before. If they accept the offer to become part of the Empire of Man, military conscriptions will eliminate the village in four short years. The war has been going on for 10 years and will probably continue for at least another 10 or so. Both of these solutions are temporary at best and disastrous in the long run.

While the players are still talking with the officer, they notice a military truck come driving slowly up to the dam, and as they watch and listen to the officer in black speaking, the truck disappears into the dam. One minute it was driving on the road at the edge of the dam, as though going across, the next it simply disappeared.

This should provide a good clue to players that there is a way to get inside the dam. The officer will give NO information about the dam itself, or where the truck went or anything else regarding the dam or its forces, telling them this is restricted information. The commander will then leave to let them discuss their decision, telling them to contact him whenever they are ready.

The players have two reasonable course of action here. They can attempt to ambush a military truck on the road going to the dam and try to sneak inside, or better, then can go back to, the bunker, ambush that, pick up heavier weapons and then either call a truck to the sentry tower on some reasonable pretext, or ambush a truck and go inside the dam armed to the teeth.

If they use the symbiotic power on the commander or anyone else connected with the dam, including truck drivers headed that way they will automatically learn that there is a large ammunition dump inside the dam itself. GM should remember if they try to break in violently without this information they will be at a severe disadvantage. In addition if they try to take out the sentry shack back at the bridge, the open radio receiver and regular checks by the battalion in the region will alert them that something is very wrong.

Attempting to ambush a military truck headed for the dam is very easy. The players can call for a truck to return to the sentry post and either deliver supplies or pick something up or anything else that sounds reasonable. On the road, the military delivery truck will slow down if someone stands by the road and flag them down. They will slow to a dead stop if that someone is wearing an army uniform. GM should remember this is basically a backwater civilian area, and while the army is on the alert for obvious problems which may develop, things are generally pretty quiet around here.

If the players kill the driver of the truck and the guard, they are in a fix, because none of them know how to drive a motor vehicle, and the guard really has no experience in this line of work either. If the military truck they ambush does not deliver its load of goods to the dam within four hours, there will be an alert and the battalion will be out hunting the landscape for them. Trucks are delivering material to the dam on a roughly three hour schedule, so the players still have a chance (a much slimmer chance) of knocking over another truck if they carelessly kill the driver in the first one. This will only give them one hour maximum before there is an area-wide alert and search for them, just barely enough time to blow the dam if they do most everything correctly.

The trucks come with one driver and one guard. The guard has a fully loaded Mark 6 blaster rifle, and a 9mm handgun. The driver has a 9mm handgun, in addition, in a slip-holster for snap

drawing and snap firing, is a black raygun, on the inside truck door. Each man has 2 grenades.

There is a checkpoint for all entering vehicles at the bottom of the ramp going into the dam. As the truck approaches they can see a slanting ramp going down into the dam. Unless the players have papers and proper orders or make excellent arguments they cannot go down the ramp into the dam. Inventive players who come up with typical military or bureaucratic bullshit presentations such as "hey, we were just told to bring this stuff here. If you guys don't want it, we'll carry it right back, and then it'll be your ass on the line. I just do like I'm told buddy, I don't care what the hell you do with this crap, or if you ever get any supplies in this dump," will get inside the dam with little grumbling by the sentries.

There is a parking and loading area at The bottom of the ramp. Players can park, deliver orders or tell bored guards to offload the material and then wander around to their Hearts, content. There are electric handcarts that can be used to travel inside the area. Each cart carries two people.

There is another checkpoint in the center of the round hub area in the middle of the dam. floors here are clearly marked, "Food Supplies" "Barracks" and mess hall", "Generators", "Ammunition Dump". Any sort of excuse will get the players by the guard if they play it easy. They cannot wander into the ammo dump just because they want to, some sort of excuse must be provided, the best of which would be to deliver something to the dump.

There is another checkpoint at the ammo dump door itself. If the party does not have at least two men in uniform, and at the head of the party at this point, they will be challenged as they come down the corridor past the second blast door. Unless they produce papers and a good explanation by the time they are at the desk or almost there, a firefight will develop and the alarm will ring. If players in this situation remember to shut at least one of the blast doors behind them as they go to the ammo dump, all will probably be well. The soldiers can be taken out before they raise the alarm, As soon as the firefight is going and if the guards survive the first attack, they will try to get off an alarm. There is an electric buzzer at the desk they can press to alert the rest of the guards in the dam. Players may get off good snapshots as they approach the desk and take out the two sentries here quietly. Using regular firearms will almost create a problem, as the sound echoes down these corridors and will alert the other guards that something is wrong. Players will have to fight their way out. Using energy beam weapons here, particularly pistols, will produce the best results.

GM should note players will not be allowed to carry Mark 6 blaster rifles into the dam complex any further than the parking/unloading area. All the soldiers here are armed with regular firearms, no energy Weapons because of the danger of energy weapons either hitting the ammo dump or the generators. Small pistols can be smuggled in with no problem whatsoever.

There are 20 Soldiers actually inside the dam at the moment who are up and moving about the area. In addition, then are 10 more asleep in the barracks, and 10 more on top of the dam at the assorted gunposts.

SOLDIERS (all pure-strain humans, or very near) dex 16 HP 50 Men Str 13
Phy Str 13 AC---6

If all goes well the players can plant their timed hand-grenades at the ammo dump, walk out, board their truck, and leave the area before the dam explodes. This means they will have to hurry of course, and hurrying may well attract attention, especially at the checkpoint in the center of the dam. The best plan would be for the mutant with the teleportation to stay behind to set the hand-grenades while the other players left at a leisurely pace. After five or six minutes to let the party leave, he sets the timer for whatever and teleports back to base camp or some other region which the party has familiarized themselves with. Note the power of teleportation applies only to an area in range the person is thoroughly familiar with, but in the process of setting up this, they will

probably have to hang around either the bridge or the bunker or a base camp long enough to become familiar with it for the required teleport. Any party using this method should automatically get 15 points added to their final score.

If a firefight results and the rest of the soldiers in the dam are alerted, the party may hold up in the ammo room and can still accomplish their mission but will commit suicide by doing so (with the possible exception of the mutant who knows how to teleport). If this occurs subtract 15 points from the party total. If the party attempts to fight it out and dies without blowing up the dam, then they lose the game. Subtract 5 points from the total for every dead player at the end of the adventure.

GM: At the conclusion of the adventure, have the players vote for the best player on the table, reminding them that role-playing the situation counts heavily in this adventure. Make your own vote, and do not tell the players the results of either vote. Confer with the other GameMasters and use the rating-success sheet to determine the final tournament winner.

CHARACTER LIST:

Name: Cana AC---8
Type: Mutant
Men Str: 12 Int: 15 Dex: 14 Phy St: 16
Chriz: 11 Con: 16 Hit Points ---62

Phy Mutations: diminished sense of taste
Men Mutations: teleportation, symbiotic attachment

Possessions: crossbow & 20 bolts, longsword, dagger, 3 days water, 20 days food rations (sparce)

Name: Pako AC---8
Type: pure strain human
Men Str: 7 Int: 14 Dex: 9 Phy St: 11
Chriz: 17 Con: 18 Hit Points---70

Possessions: .38 revolver with 6 bullets total, crossbow & 20 bolts, longsword, dagger, 3 days water, 20 days rations (sparce)

Name: Koko Lantern AC---6
Type: humanoid mutant
Men Str: 15 Int: 16 Dex: 18 Phy St: 17
Chriz: 11 Con: 18 Hit Points---85

Physical mutations: hands of power, Heightened physical attributes, con&dex

Men Mutations: mental paralysis 15 meters teleport

Possessions: two handed sword, crossbow & 20 bolts, dagger, 3 days water, 20 days food rations (sparce)

Name: Speedo AC---8
Type: Mutant
Men Str: 18 Int: 12 Dex: 14 Ph St: 12
Chriz: 8 Con: 14 Hit Points: 50

Phy Mutations: Chameleon powers, 6 arms for 3 attacks/round, 9' tall, pyrophobia

Men Mutations: Mental shield, sense anyone with mental mutation within 30 meters

Possessions: crossbow & 20 bolts, longsword, shorsword, dagger, flashlight, 3 days water, 20 days food rations (sparce)

Name: Larry AC---4
Type: humanoid mutant
Men St: 13 Int: 12 Dex: 9 Phy St: 12
Chriz: 14 Con: 18 Hit Points---53

Phy mutations: carapace

Mental Mutations: mental blast, force field generation

Name: Axel AC---8
Type: mutant
Men St: 14 Int: 8 Dex: 8 Ph St: 9
Chriz: 11 Con: 13 Hit Points---49

Phy Mutations: heat generation, kinetic absorption, ultravision, no resistance to gas, (skin structure change)

Men Mutations: time suspension, devolution

Possessions: crossbow & 20 bolts, longsword, dagger, 3 days water, 20 days food (sparce)

WATER RIGHTS Page 12

Name: Wessex AC---8
Type: mutant
Men St: 13 Int: 14 Dex: 15 Phy St: 12
Chriz: 13 Con: 13 Hit Points---46

Phy Mutations: sound imitation, energy metamorphosis, attraction odor (predators find him, so do other animals)

Men Mutations: Kinetic absorption, empathy, total healing

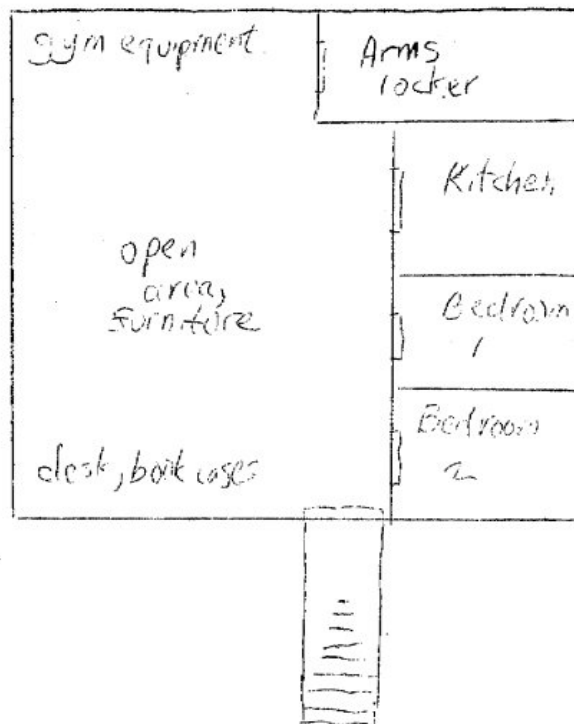
Possessions: 2 handed sword, longbow & 20 arrows, 3 days water, 20 days food (sparse)

Name: Gilford AC---8
Type: pure strain human
Men St: 19 Int: 18 Dex: 12 Ph St: 10
Chriz: 18 Con: 18 Hit Points---59

Possessions: thieves kit (picks etc), .45 cal automatic pistol & 11 rounds total, longsword, dagger, 3 days water, 20 days food rations (sparse)

GM NOTE: players have no money at the beginning of this adventure

the underground bunker



The outside view of the dam is not shown due to its size (longer than this sheet of paper). Players who try to blow up the dam from the outside will not succeed. The pillboxes and guard posts outside are heavily armed with twin-mounted, fully swiveling .50 caliber machine guns, plus automatic cannons which can fire a round every eight seconds.

The gates inside and at the ramp going down inside the dam (not drawn in) are armor plate and can stop the charge of a five ton truck going at high speed. The door controls are located on the inside of the unloading room with the electric carts.

The area of the generators and the hydro-electric machinery of the dam is also not shown. Players who go down to this area are off the track, and the GM should improvise the situation. Unauthorized personnel without specific orders or a specific mission or a specific guide showing visitors around would be challenged frequently, and possible firefights could break out.

All guards inside the dam are armed with sub-machine guns and 9mm pistols. No energy beam weapons are allowed beyond the unloading dock area.

